



**Fargo Public Schools Development Foundation
Innovative Education Grant Awards
October 2017**

The October 2017 grant-round has been completed through the Fargo Public Schools Development Foundation. The Foundation is a non-profit, 501(c)(3) organization whose mission is to provide Fargo Public Schools students with enriched and enhanced learning opportunities. Funding for grants comes from annual donations and investment income from established endowments.

Sixteen (16) of the twenty-six (26) submitted proposals totaling \$11,906.00 were selected to receive partial to full funding. Proposals that ranked the highest exhibited innovative teaching and learning techniques, supports the Districts Strategic Initiative 1 and 2, and directly engages students with both short-term and long-term impacts.

October 2017 Grants Awarded

SCHOOL	DESCRIPTION	AMOUNT AWARDED
Agassiz- Project inVEST	Hot Dishes for the Hungry Project inVEST students plan, create, and deliver hot dish meals for students in need.	\$300.00
Ben Franklin Middle School	Chasing Lincoln's Killer 8 th grade students will read this novel to help deepen their understanding of the Reconstruction and the issues America was dealing with.	\$175.00
Davies High School	Fargo Davies Library's Virtual Reality for the Classroom Utilizing virtual reality technology in the classroom to engage and help students understand complex subjects, theories, and concepts.	\$2,500.00
Discovery Middle School	Discovery Middle School Tech Leaders Initiative Students are mentored to become tech leaders to assist the school in increasing 21st Century Skills by modeling proper use of PLDs in the school, assist in teaching classes on tech, and man a Tech Leaders Help Desk to assist students before and after school with projects or tech related issues.	\$1,000.00
Eagles Elementary	Social Skills Today...for a better tomorrow! Students will be actively engaged in planning, experimenting, making comparisons and predictions, applying creativity, problem solving, and sharing discoveries when using STEAM materials on a daily basis.	\$650.00
Ed Clapp Elementary	Getting Squishy: Exploring Circuitry through Creativity & Problem Solving Experiences This project is designed to introduce and build a foundation for electrical engineering skills by using kid-friendly materials.	\$600.00

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Ed Clapp Elementary	<p>STEAM Enrichment</p> <p>Utilizing 21st Century materials such as Magna-Tiles and Flexiblocks to enhance their creative thinking ability and teach them to cooperate and collaborate as a team.</p>	\$400.00
Kennedy Elementary	<p>Take a Break/Refocus Boxes</p> <p>The “Take a Break Box” and “Refocus” boxes are filled with age-appropriate sensory tools that will help students re-focus, re-energize and self-regulate.</p>	\$700.00
Kennedy Elementary	<p>Listening Centers</p> <p>To establish a listening center in that classroom that allows students to listen to stories on CDs and record their reading fluency and track progress throughout the year.</p>	\$281.00
Madison Elementary	<p>Culture Day</p> <p>A daylong event designed to immerse students in different cultural activities by having thoughtful dialoged with speakers and participating in activities.</p>	\$800.00
North High School	<p>iPad Integration for Augmented Reality Applications</p> <p>Using iPads as instructional devices to help students dive deeper into curricular content.</p>	\$2,500.00
North High School	<p>Let's Eat! Food for Social Thought</p> <p>Designed to increase social ability, awareness, and self-regulation for students with emotional disabilities.</p>	\$200.00
South High School	<p>Mondays Matter</p> <p>A project designed to help decrease chronic absenteeism by showing students how much and why they matter to themselves, their school, and their community.</p>	\$300.00
South High School	<p>Navigating Transitions: Assisting Seniors in Being College and Career Ready</p> <p>Providing students, who do not have the opportunity, to job shadow and visit local post-secondary institutions.</p>	\$600.00
Washington Elementary	<p>STEAM Tubs</p> <p>Used in the classroom for creative exploration, engineering, and inventing. Tubs may contain arts and crafts materials, robotics, technology, and engineering materials.</p>	\$400.00
Woodrow Wilson High School	<p>1, 2, 3...Read to Me!</p> <p>Provides children’s books for the Family Room at Woodrow Wilson so parents may read aloud to their children.</p>	\$500.00