

2022 Snapping Shoals Bright Ideas Grant Application

Please answer the following questions thoroughly. You are not limited to the space on the form and should type your answers. Attach the cover sheet to the application and email it to merriweather.tiffany@newton.k12.ga.us, Tiffany Merriweather, NCSS Grants Coordinator by 4:30 P.M., Tuesday, 9/27/22. Applications **MUST HAVE** the Principal's signature.

1. Write a **BROAD** statement which describes what is to be accomplished by the project. This statement should be no more than three or four sentences. (*What is your goal and expected project outcomes?*)

This project will use gamification to reinforce classroom learning targets. Breakout EDU games will be implemented in the media center for all subject areas, allowing students to collaborate to apply their classroom knowledge to a standards-based game. These games are engaging and rigorous, encouraging students to delve deeper into the subject matter in an appealing way.

2. What specific, measurable instructional objectives can be verified upon completion of the project? (*What will the learner outcomes be?*) Objectives must be consistent with the existing system goals and school improvement. List specific Georgia Standards addressed by the project. Please write out the standard, not just its number, so reviewers do not have to search to determine which standards you are addressing. Label your objectives using alphabetical letters.

These are sample objectives. Because Breakout EDU allows games to be catered to any subject or topic, these objectives and corresponding standards are only a small sample of what could be accomplished. Content-specific objectives (a breakout game covering a science unit on ecology, for example) would need to be created on a game-by-game basis.

1. Using Breakout EDU, Students will collaborate with peers.
 1. ELAGSE6-8SL1: Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 6-8 topics, texts, and issues, building on others' ideas and expressing their own clearly.
 - b. Follow rules for collegial discussions, track progress toward specific goals and deadlines, and define individual roles as needed.
 - c. Pose questions that elicit elaboration and respond to others' questions and comments with relevant observations and ideas that bring the discussion back on topic as needed.
2. Students will use research skills to find answers to Breakout problems.
 1. ELAGSE6-8W7 (also L6-8WHST7): Conduct short research projects to answer a question, drawing on several sources and generating additional related, focused questions for further research and investigation.

2. ELAGSE6-8W8 (also L6-8WHST8): Gather relevant information from multiple print and digital sources, using search terms effectively; assess the credibility and accuracy of each source.
 3. Students will apply content knowledge for deeper understanding of a topic.
 1. ELAGSE7SL2: Analyze the main ideas and supporting details presented in diverse media and formats (e.g., visually, quantitatively, orally) and explain how the ideas clarify a topic, text, or issue under study.
 2. ELAGSE7SL4: Present claims and findings, emphasizing salient points in a focused, coherent manner with pertinent descriptions, facts, details, and examples.
 3. L6-8WHST9: Draw evidence from informational texts to support analysis, reflection, and research.
3. What method(s) will you use to accomplish each objective above? *Note: Each objective will have a method. Please include the use for all of the materials requested in your budget as part of your method. (Ex. We will use disposable cameras to photograph subject matter for our essays.) Cite below each instructional strategy (method) that you expect to use during this project. The methods must correlate with the objectives. Label each using alphabetical letters: (a, b, c).*
1. Using Breakout EDU, Students will collaborate with peers.
 - a. Students will come to the media center to participate as a class in Breakout challenges. Students will be grouped into small collaborative groups, each with a Breakout EDU kit (multiple kits per class will be used). Students will work together to solve each round of the game, using information gathered and decided upon to open locks and solve ciphers.
 2. Students will use research skills to find answers to Breakout problems.
 - a. Each portion of a Breakout game asks students to search for information and analyze it. Students must work together to complete any research as well as to analyze the information and draw conclusions.
 - b. Research is cross-curricular; games provided in a Breakout EDU subscription cover all content areas as well as career-readiness and social-emotional learning.
 3. Students will apply content knowledge for deeper understanding of a topic.
 - a. Games will be based on specific content standards identified by collaboration between the classroom teacher and the media specialist. Games provided in a Breakout EDU subscription are all standards-aligned, allowing for easy implementation.
 - b. Students must use knowledge from class lessons to know where to begin the research process. Collaborative groups allow all students to participate and have an active role expressing ideas and thoughts.
 - c. Multiple breakout kits per class allow smaller groups of students to work together, increasing opportunities for all students' voices to be heard. Everyone has knowledge and can participate in a specific role for the group.

4. How will you determine or measure the progress or successful completion of the project this year? (*How will you evaluate the project? How will you determine if you met your goal?*)

Project success will be measured multiple ways. First, involvement from multiple subject areas and grade levels will be measured using a simple checklist through the year. Next, teachers will be surveyed about breakout sessions and their success based on applicability to standards and supporting student achievement. Finally, students will also be surveyed to determine interest in the concept and ways to improve it for them in the future. Success will be met if two or more subject areas in two or more grade levels participate in the program and if teachers and students deem the program as academically supportive.

5. Describe how your project idea is transferable. (*How could it be useful to other educators in their teaching **or** how could it benefit the student during the next school year?*)

The concept of breakout games is incredibly popular, and these kits will allow the media center to continue to utilize that popularity to gamify learning. Even though the subscription will end after one year, the breakout kits are owned by the school. Therefore, games like ones provided by the company can be developed and continued to be played year after year. In addition, the media specialist can help other teachers learn how to create their own games that can be played with the media center's kits.

6. When will your project begin? Fall 2022 End? Fall 2023

7. Budget (How much money will **each project component** cost?)

- 1) Materials and supplies: (NOTE: Any technology purchased with grant funds must come from the approved FY23 NCSS Technology Source List.)

BreakOUT Edu Kits, 6 at \$129.00 each \$774.00

- 2) Transportation costs:

- 3) Registration fees:

1 year subscription to BreakOUT Edu \$199.00

- 4) Books, videos, tapes, etc.:

- 5) Other:

TOTAL: \$973.00
(Limit: \$1000.00)

Deadline: Before 4:30 P.M., Tuesday, September 27, 2022