

# TECH-Technology in Every Child's Hands

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## *Collaborative Classroom Grant Application*

### ***Castle Rock Middle School***

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Mrs. Gina Palm

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### ***Mrs. Gina Palm***

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# Application Form

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## Report Fields

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### Project Name\*

Name of Project

TECH-Technology in Every Child's Hands

### Amount Requested

Amount Requested

\$3,240.00

### Grade Level

Program Area of Request

Middle School (7-8)

### Primary Subject Area

Please choose the primary subject area.

Language Arts

### School

Please select your school.

Castle Rock Middle School

### Applicants\*

Please list the educators collaborating on this grant.

Linda Kimmet  
Tracy Elletson  
Gina Palm

### Number of Students Served

Please enter the number of students that will be served by this grant.

420

### Project Cost

What is the total cost of your project?

3240.00

## Statement of Need

Please describe the need for this project. For example, how will this project impact student learning?

This year our Professional Learning Community had the vision of improving student learning through the use of technology and meaningful engagement. We believed that most students had access to their own devices for use in the classroom. In reality, less than 75% of our 420 students had access on a daily basis to reliable tools. Given structure and guidance, we believed that students would use their devices in an appropriate educational manner. Unfortunately, it became apparent that our learners were often misusing their tools and were distracted by the ability access noneducational tools and sites, especially social media sites and texting capabilities. These two erroneous assumptions have led us to our belief that Chromebooks are our best resource for our classroom vision. Research indicates that the use of Chromebooks is a safe, reliable, more secure, and powerful way to engage learners in a variety of reading, writing, and speaking skills that correlate with the Common Core State Standards in unique ways. Chromebooks are innovative, secure devices that would allow us to put Technology in Every Student's Hands.

## Primary Goal

Please describe the primary goal of the project and how it blends with School District 2 goals and curriculum.

Our desire is to change our traditional classrooms into interactive learning centers in which there is ongoing, simultaneous learning, feedback, and collaboration. By putting technology- in the form of Chromebooks- into each students hands, the learners will be able to engage in a wide variety of 21st-century skills. We will emphasize publishing, productivity, communication, and one of the most important 21st-century skills: collaboration. Because we know that not all students learn in the same manner, our use of Chromebooks will allow students to engage in dynamic learning across a range of modalities.

## Project Description

Briefly identify the major activities and materials involved in your project.

We envision this project as an ongoing process. Our learners will be given multiple opportunities to "show what they know" in creative, digital formats. Students will use a variety of websites for digital storytelling, web productivity tools, and will be given the opportunity to explore and make some choices in their learning.

## Professional Development

If your project includes professional development how will it improve student performance?

While we have no plans for structure professional development, we know that as students show their enthusiasm, there will be many opportunities for us to share our ideas with other teachers, in our building and in our district. We will use some of our Professional Learning Community time to share ideas, successes, and even failures.

## Project Timeline

When will you implement your project?

This project will begin immediately in the fall of 2014 after the Chromebooks are set up according to district standards. Our students will receive training in acceptable use and access to the tools available on the Chromebooks. Our first project of the school year will be an interactive assignment that will be done on the web. Our students will receive simultaneous, ongoing feedback. This project is ongoing and will continue throughout the next school year as well as future years.

## Plan for Evaluation

How will you evaluate student outcomes for your project?

Chromebooks allow for immediate and ongoing feedback.

## Project Budget

Please explain how the funds from this grant will be spent to support your project goal. You can either type or upload a project budget to show how funds will be used. Please identify other funding sources if applicable.

\$279.00 per Chromebook. We are requesting 12 Chromebooks that will enhance the school's Chromebook labs.

## Supervisor Approval\*

I have received approval from my supervisor to apply for this grant.

yes

## Attachment 1

Please attach any photos, pages from catalogs, or other documents below. This is completely optional.

20-14\_iste\_standards-t\_pdf.pdf

## Attachment 2

## Attachment 3

## File Attachment Summary

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### ***Applicant File Uploads***

- 20-14\_iste\_standards-t\_pdf.pdf

# ISTE Standards

## Teachers

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Effective teachers model and apply the ISTE Standards for Students (Standards•S) as they design, implement, and assess learning experiences to engage students and improve learning; enrich professional practice; and provide positive models for students, colleagues, and the community. All teachers should meet the following standards and performance indicators.

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### 1. Facilitate and inspire student learning and creativity

Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.

- a. Promote, support, and model creative and innovative thinking and inventiveness
  - b. Engage students in exploring real-world issues and solving authentic problems using digital tools and resources
  - c. Promote student reflection using collaborative tools to reveal and clarify students' conceptual understanding and thinking, planning, and creative processes
  - d. Model collaborative knowledge construction by engaging in learning with students, colleagues, and others in face-to-face and virtual environments
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### 2. Design and develop digital age learning experiences and assessments

Teachers design, develop, and evaluate authentic learning experiences and assessments incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the Standards•S.

- a. Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity
  - b. Develop technology-enriched learning environments that enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress
  - c. Customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources
  - d. Provide students with multiple and varied formative and summative assessments aligned with content and technology standards, and use resulting data to inform learning and teaching
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### 3. Model digital age work and learning

Teachers exhibit knowledge, skills, and work processes representative of an innovative professional in a global and digital society.

- a. Demonstrate fluency in technology systems and the transfer of current knowledge to new technologies and situations
- b. Collaborate with students, peers, parents, and community members using digital tools and resources to support student success and innovation

- c. Communicate relevant information and ideas effectively to students, parents, and peers using a variety of digital age media and formats
- d. Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning

#### 4. Promote and model digital citizenship and responsibility

Teachers understand local and global societal issues and responsibilities in an evolving digital culture and exhibit legal and ethical behavior in their professional practices.

- a. Advocate, model, and teach safe, legal, and ethical use of digital information and technology, including respect for copyright, intellectual property, and the appropriate documentation of sources
- b. Address the diverse needs of all learners by using learner-centered strategies providing equitable access to appropriate digital tools and resources
- c. Promote and model digital etiquette and responsible social interactions related to the use of technology and information
- d. Develop and model cultural understanding and global awareness by engaging with colleagues and students of other cultures using digital age communication and collaboration tools

#### 5. Engage in professional growth and leadership

Teachers continuously improve their professional practice, model lifelong learning, and exhibit leadership in their school and professional community by promoting and demonstrating the effective use of digital tools and resources.

- a. Participate in local and global learning communities to explore creative applications of technology to improve student learning
- b. Exhibit leadership by demonstrating a vision of technology infusion, participating in shared decision making and community building, and developing the leadership and technology skills of others
- c. Evaluate and reflect on current research and professional practice on a regular basis to make effective use of existing and emerging digital tools and resources in support of student learning
- d. Contribute to the effectiveness, vitality, and self-renewal of the teaching profession and of their school and community

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