WPSF All Grant Summaries 2016-2017

High School

FRENCH ART FROM CLASSICISM TO CUBISM: GALLERY TOUR AND ART-MAKING AT THE MFA

Sara Langelier

This grant provides funding for all French 3 and French 5 students to attend a gallery tour and artmaking session at the Museum of Fine Arts in Boston. The students will take a historical journey from Classicism through Cubism and they will then participate in a workshop where they create their own art based on pieces they've seen.

STANDING DESKS FOR MATH CLASSROOMS

Megan Forsberg, Barbara Coughlin

This grant provides two standing desks for each math classroom for students who benefit from physical activity to improve concentration. Standing desks have been shown to both improve fitness and focus, leading to better learning.

CULTIVATING CREATIVITY: A TRAINING GRANT FOR THE WHS MUSIC LAB

Joe Oneschuk, Rachel Carroll, Susan Memoli

This grant provides training for teachers and students in the Music Lab so that the lab will remain stateof-the-art. The lab will be updated with new software and leaders in the field will conduct masterclasses with teachers and students, keeping them up to date with the latest technology.

HIGH SCHOOL POTTERY WHEELS

Amy Cuneo

This grant provides four additional pottery wheels in the ceramics studio, giving students enrolled in basic ceramics more experience on the wheels and allows for increased enrollment in advanced ceramics.

AQUAPONICS: EXPLORATION OF SUSTAINABLE TECHNOLOGIES

Jennifer McGuinn

This grant provides funding to create an aquaponics system in the science department at WHS. Students will learn about sustainable farming through a hands-on experience with aquaponics, hydroponics and ecology as they grow classroom plants and raise fish.

FORENSIC SCIENCE COURSE 2017-2018

Kristin Cowell

This grant provides funding for 3 days of summer work to allow for the development of a new forensic science course for juniors and seniors at the high school. The grant also includes funding for course materials for this exciting new class, including new books and lab kits and materials.

REAL CARE BABY CARE

Cyd Tyska

This grant provides funding for the purchase of two "real-baby" simulator infants for use during the Reproductive Unit in the Anatomy and Physiology course. The babies allow the students hands-on practice of the day-to-day skills needed to care for an infant.

EXPLORING THE ETERNAL BEAUTY OF CHINESE CULTURE THROUGH ART

Chang Liu

Funds artist workshops for all Mandarin classes at the high school where students will learn the traditional Chinese art and culture of calligraphy, ink & wash painting, and paper cutting. The workshops will give students a better understanding of the history and cultural framework of the Chinese, a major component of knowing the Chinese language.

BUILDING STEAM BEYOND THE MAKERSPACE

Jay Moody, Kevin Delaney

This grant builds upon previous grants which funded the initial creation of the Makerspace at WHS. This grant will provide funding for additional 3-D printers, additional core components for the Arduino kits, including microcontrollers and motors/lights/displays, and a reconfiguration of the Makerspace Lab itself.

Life Time Bicycle Unit

Amanda Cosenza

Provides funding for the purchase of 20 Mongoose bicycles for use during a new wellness unit at the high school. Students will have an opportunity to explore local trails around the high school while improving their fitness.

DIGITAL PHOTOGRAPHY CAMERAS

Amy Cuneo, Veronique Latimer

Provides funding for four additional Cannon EOS Rebel T5 Digital SLR cameras, allowing for a 1 to 1 initiative in our High School's Digital Photography course. Students gain thorough knowledge of how their camera works and can better spontaneously capture photogenic moments when having unlimited access to a camera during the course. Students will also gain a sense of responsibility when having to care for their cameras for the entire period they are enrolled in the photography course.

DIGITAL PRESENTATION TOOLS: ALTERNATIVES TO DOCS AND SLIDES

Joanne Schmidt, Mary Barber

This grant gives high school students and teachers the ability to use cutting-edge and collaborative presentation tools to communicate their work, such as online interactive posters, infographics and VoiceThreads. Ideas can be expressed and shared with greater ease through the clever integration of images, graphics, audio, video, text and other types of media. Teachers can better manage access, privacy, and see student work.

LATINO DANCE COMES TO WHS

Nicole Haghdoust

This grant will enhance the foreign language curriculum and promote awareness across school disciplines by providing funding for Extreme Dancesports instructors to come to WHS to teach students Latin dances during Winter Week. Students will learn the history of the Salsa, Bachata, Merengue and Tango and then the step-by-step moves of each dance.

MIDDLE SCHOOL

8th GRADE SCIENCE MAKERSPACE

Rich Battaglia, Jennifer Nichols

This grant funds materials to enhance the 8th Grade Science Makerspace. The materials will be used to implement and integrate additional STEAM lessons into the 8th grade science curriculum. Students learn creative thinking, brainstorming, testing, sharing and revising through the design process used in integrated STEAM lessons, skills that will be useful and applicable to all subjects and fields.

RECOMMENDED READING: STUDENT REVIEWS FOR BUILDING A COMMUNITY OF READERS

Meeghan Peirce, Carrie Dirmeikis

This grant provides professional-style bookshelf tags for each English classroom. Students will practice their writing skills by drafting short book reviews and recommendations of books they've read independently, which will be displayed in the classroom libraries on bookshelf tags to connect readers within the classroom. The tags give students an opportunity to see their writing as purposeful, persuasive and valuable to the community.

PROJECT ADVENTURE EQUIPMENT AND ACTIVITY BOOKS

Natalia Araszkiewicz, Brian Wood, Pamela Riddle

This grant provides funding for Project Adventure equipment and activity books, designed to improve social skills through adventure. Student learning will be enhanced by promoting social emotional learning, teamwork, communication skills and leadership skills. Students will step outside their comfort zones and challenge themselves physically, emotionally and intellectually.

Elementary Schools

RESPONSIVE CLASSROOM REFERENCE LIBRARY

Gretchen Ryder Sharry, Deborah Dowd (Happy Hollow School)

This grant establishes a library of resource materials on Responsive Classroom practices and ideas at Happy Hollow and will support and extend the educational approaches learned during a Responsive Classroom course taken over the summer by many of the HH teachers.

MINDFULNESS BOOK COLLECTION FOR HAPPY HOLLOW SCHOOL LIBRARY

Colleen Flannery, JoAnn Kline, Beth Santomenna (Happy Hollow School)

Grant funds will allow the purchase of a collection of 19 books related to mindfulness education, which will serve as a reference for all teachers to use with individual students, or for lesson planning. Teachers can implement mindfulness practices into their classrooms throughout the year, helping students to stay on-task, self-regulate their behavior, and assisting with social interaction and problem solving skills so they are more available for learning.

SUCCESS FOR ALL STUDENTS: BRIDGING THE GEOGRAPHIC DIVIDE

Maureen Devlin, Alyssa Candini, Jaclyn Mattson (Happy Hollow School)

This grant will allow the 5th grade teaching team to spend an evening with their Boston resident students and their families at the Boston Children's Museum. This special event will enrich parentteacher relationships, communication, and teamwork, which can sometimes be made more difficult by the geographic distance between the Boston resident students' homes and their school community.

FREDERICK DOUGLAS: ABOLITIONIST, WRITER AND ORATOR

Maureen Devlin, Alyssa Candini, Jaclyn Mattson (Happy Hollow School)

As part of the 5th grade Global Changemarks project, this grant funds a living history presenter, Guy Peartree, in character as Frederick Douglas. This presentation is one of many ways students will examine and study Frederick Douglas as part of their grade level study of a notable person in history who has made a significant commitment to the world. The presentation will also provide students with a model for their own biography project and presentation.

FULL STEAM AHEAD!

Jacqueline Moquin, Keri Malm (Claypit Hill School)

This grant enables Claypit Hill's 5th grade teachers to go beyond district goals and teach more lessons incorporating STEAM (Science, Technology, Engineering, Arts, Mathematics). Materials and resources are needed to create and implement lessons designed to engage students with meaningful hands-on projects. Through the design and engineering process, students will be active learners, retain what they have learned, and extend their thinking and problem solving skills.

FIRST GRADE RTI: TARGETED FLUENCY, ACCURACY AND COMPREHENSION INSTRUCTION TO BUILD READING STAMINA, ENJOYMENT AND MASTERY

Katy Walther, Stacey Laudenslager, Diane Mello, Deborah Comer, Kim Walls (Claypit Hill School) This grant funds a supplementary intervention program for 1st grade students at Claypit Hill, giving students greater access to interesting fiction and non-fiction books at correct and current reading levels to improve literacy. This comprehensive kit contains 110 titles structured to help students achieve grade level competency through small group instruction, independent reading and home practice.

FIDGET CUBES FOR FOURTH GRADE

Kathryn Scarpulla, Darcey Foley, Sharon Postma, Lynette Biggs, Michelle Fiske (Claypit Hill School)

This grant pilots the kickstarter sensation, FidgetCube, to students in fourth grade. Unlike other devices available for students who need movement to concentrate, the Fidgetcube is a small object that fits in one hand. Benefitting students who need to move to focus and allowing them to do so discretely, and without distracting fellow students.

COZY CUBES

Kay Seligson, Eileen McManus (Claypit Hill School)

This grant provides all kindergarten and first grade classrooms at Claypit Hill access to "cozy cubes", small structures that provide a space for children who need a quiet place to read, work, or a means to reduce sensory input for better concentration.

K-3 CLASSROOM SENSORY AND ATTENTION SUPPORT - HOKKI STOOLS

Kim Walls and Nina Kazlas (Claypit Hill School)

This grant provides Hokki stools in all kindergarten, first, second and third grade classrooms. This will allow students with special sensory and attentional needs, as well as children who would like an alternative choice to traditional seating, to better access the curriculum by keeping their bodies moving, which optimizes attention and concentration.

WEATHERBUG

Carol Reynolds, Nancy Colbert, Second Grade Team, Fourth Grade Team (Claypit Hill School) The WeatherBug grant provides funding for a state-of-the-art weather station at the school, including a high-definition camera, which feeds live weather data into interactive lessons, tools and activities across all disciplines in all grades. The data and imagery from the weather station can be integrated by meteorologists at local television stations into their broadcasts and can be accessed on-line by all members of our Wayland community and beyond.

THIRD GRADE RTI: SUCCESS FOR ALL

Martha Godfroy, Debra Pellerin (Claypit Hill School)

This grant builds upon a successful pilot program at Happy Hollow and Loker and will allow Claypit Hill's 3rd grade teachers and reading specialists to improve literacy and comprehension for students in RTI. 144 fiction and non-fiction titles tare structured to help students achieve grade level competency through small group instruction, independent reading and home practice.

DASH AND DOT ROBOTICS GRANT@ CLAYPIT HILL, HAPPY HOLLOW AND LOKER

Nancy Colbert, Beth Crozier and Stephanie Meyler (All Elementary Schools)

This grant will provide all three elementary schools with Dash and Dot robots - award-winning, hands-on learning tools that teach students coding, problem-solving and robotics principles. The robots are designed to use several different types of coding tools and will be used by students in third, fourth and fifth grade, both individually and collaboratively, in their technology classes.

INTERACTIVE INSTRUCTION FOR INSTRUMENTAL MUSIC CLASSROOM

Whitney Tandon, Tristie Keenan, Kimberley Davis (Loker School)

This grant provides funding for the installation of Epson Brightlink Projectors and Speakers in the Loker Music Classroom which will enhance the delivery and content of lessons to our elementary students. This system allows our music teachers to connect with a multitude of audio and visual resources designed for classroom presentation and will expand their abilities to teach children to analyze, listen to, describe and create music.

21st CENTURY ART

Brittany LeBold (Claypit Hill School)

This grant funds several iPads as tools for learning art concepts and allows students to take virtual tours from museums around the world. The devices will also allow all students to create digital portfolios as a way to capture and present their art work. Students in the 5th grade will use these to learn animation and will gain exposure to other art related careers in digital media.

MUSICAL iPADS!

Bernadette Vanari, Nancy Colbert (Claypit Hill School)

This grant provides funding for new iPads for elementary music classrooms which will give all students the opportunity to explore music in new and innovative ways. Students will be able to compose and arrange music, read and notate music, listen to, analyze and describe music and understand relationships between music and the other arts.

OSMO PROJECTORS FOR FIRST GRADERS

Katy Walther, Nancy Colbert, Stacey Laudenslager, Diane Mello, Deborah Comer, Laura O'Brien, Deirdre Bergeron, RoseMarie Furey, Kathy Germaine, Sarah Sontag (All Elementary Schools) This grant provides Osmo projectors for each first-grade classroom in the district, as well as the reading rooms at each elementary school. Osmo projectors work with classroom iPads and allow students to interact with the screen in a physical and tactile manner and can be integrated into any area of the curriculum. Osmos allow children to see their work, make changes, and see mistakes and learn from them.