

Classroom Grant Application

DEADLINE FOR GRANT SUBMISSION: SEPTEMBER 27, 2019

Program Goal: The Classroom Grant Program seeks to reward CCS teachers who are innovative in their approach to teaching by providing resources not available through normal school funding.

Grant Eligibility

Grants must directly impact students' learning and serve the pre-K through 12th grade population in Cabarrus County Schools. Preference is given to staff involved in curriculum delivery.

CCEF Grants Available

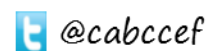
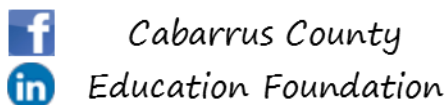
1. **Early Childhood – 12th Grade Teachers Classroom Grant** funds special learning opportunities up to \$750 that bring learning to life for students.
2. **David Fitts Community Service Classroom Grant** funds one special opportunity up to \$1,000 at any school that encompasses a student learning project that also gives back to the Cabarrus community.
3. **Racing to Education Classroom Grant** sponsored by Charlotte Motor Speedway funds one opportunity up to \$750 for a racing industry related project with preference being given to STEM-related topics.

Grant Requirements

1. All funds must be used during the 2019-2020 school year. Grant recipients will be announced in end of October with funds made payable to the school.
2. Submit pictures and/or video that represents the grant in action.
3. Submit a final report by May 29, 2020 on Google Docs form. Link will be emailed at a later date.
4. Acknowledge CCEF classroom grant awards in notice to parents of children who will benefit and submit a copy of communication to CCEF.
5. Schedule a classroom grant observation with the Cabarrus County Education Foundation to see the grant in action by notifying the Executive Director **two weeks in advance**.

Grant Expectations

1. When posting announcements regarding CCEF classroom grant awards on social media posts, please remember to tag CCEF and capture it to send in an email to CCEF.



Grant Guidelines

- If you are requesting equipment or technology, be sure to have a creative project to correspond with the items requested.
- Grants funds may be used to purchase materials and items from any source. Use of “State Contract” is not required.
- Keep in mind that if you receive a grant and then transfer to another CCS school, your principal has the discretion to decide if equipment purchased with your grant remains with the school or you.

Application Procedures

1. Grant applications must be complete and received at the Foundation no later than **3:00pm** on September 27, 2019.
2. All questions on the application must be answered **and have the signature of the principal** to be considered complete.
3. Submit application via email, mail, CCS Courier, or delivered to Amy Gough via:
Email: Amy.gough@cabarrus.k12.nc.us
Mailing Address: Cabarrus County Education Foundation, PO Box 388, Concord, NC 28026
CCS Courier: Cabarrus County Education Foundation – CCS Education Center
Deliver: 4401 Old Airport Road, Concord NC 28025

Application Guidelines

- Applications **MUST** be legible and easy to understand. Please proofread.
- Applications that are detailed and well-written are more likely to be funded.
- Please avoid the use of acronyms or write out the acronym in parenthesis after its first use.

Grant Evaluation

Grants are reviewed by the selection committee which may be comprised of the following: Assistant Superintendent for Curriculum & Instruction, Director of Career Technical Instruction, Director of High School Education, Director of Middle School Education – AIG, Director of Elementary Education, Director of Exceptional Children, other CCS Staff, Education Foundation board members and community members.

Each application will be evaluated on the criteria outlined in the attached rubric. The David Fitts Community Service and the Race to Education Classroom grants have additional criteria outlined.

Grant Awards

You may receive full or partial funding if your grant is selected. Grant recipients will be notified no later than October 28, 2018. Grant monies will be written to the school and presented at the school.

Questions or Further Information

Contact Amy Gough at amy.gough@cabarrus.k12.nc.us or 704.260.5608.

CCEF CLASSROOM GRANT APPLICATION

PROJECT INFORMATION

I am applying for the following CCEF Classroom Grant(s). Please refer to application guidelines and full descriptions of each specific category in the grant guidelines or on the CCEF website, www.ccefnc.org.

- Early Childhood – 12th Grade Teacher Classroom Grant
- David Fitts Community Service Classroom Grant
- Race into Education Classroom Grant

Project Title: _____

Lead Applicant Name: _____

Date Submitted: _____

School: _____

School or Department Address: _____

School Telephone Number: _____

E-mail Address: _____

If team request, please list the other team members: _____

I understand that the awarding of all grants and the amount of any grant shall be at the discretion of CCEF and its Classroom Grant Selection Team. I further understand that, in the event I am awarded a grant for the project described here, CCEF shall have the rights to publicize this grant including a description of the project, photos and videos of the grant in action, and results of the project. I have read and agree to abide by all guidelines and requirements of this grant.

Applicant's Signature

Date

I have reviewed and support this grant application.

Principal's Signature

Date

PROJECT OVERVIEW

Project Title: _____

1. How many classes/sections will participate in this classroom project? _____

Note: A classroom is considered a section of different students that you teach/utilize the grant with. A club is considered one classroom unless you utilize the grant with more than 1 group of students.

2. Approximately how many students will participate in this classroom project this year? _____

3. What type of project is this?

Tactical – majority of materials purchased **will be consumed** during the 2018-19 school year

Legacy – majority of materials purchased **are reusable** after the 2018-2019 school year

4. Provide a brief descriptive summary of the classroom grant.

5. Describe the population to be addressed by this grant including grades impacted and demographics.

DETAILED PROJECT INFORMATION

6. Describe the need that this grant will meet.

7. Describe the type of skills students will learn from the project experience and how the skills relate to real-world application.

For example, through the project students will apply engineering skills to build bridges. Math skills, critical thinking and problem solving skills will also be required to successfully build the bridge.

DETAILED PROJECT INFORMATION (cont.)

8. Describe the CCS educational standard(s) that the project will support.

9. Describe how this project enhances the curriculum including how the project is creative and innovative and if the outcomes are prescriptive or student-driven.

DETAILED PROJECT INFORMATION (cont.)

10. State the major objectives of the project and how you will determine whether your project successfully met your objective(s). *(Please be ensure you provide specific information on measurement).*

11. What will happen to the project at the conclusion of the grant? In what ways will the project be shared with other students and/or educators?

PROJECT BUDGET AND FUNDING

1. To fully implement the project, what is the total overall project budget? \$ _____

2. What amount are you requesting from CCEF as part of this project? \$ _____
(up to \$750 except for Community Service grant is \$1,000)

3. Will additional funds besides this grant be used for the project? Yes No

If yes, please indicate where the additional funds will come from to complete the project:

Source of funds	Funding commitment received (Y/N)	Cost
Cabarrus County Education Foundation (requested amount in question #1)	N	\$
		\$
		\$
		\$
Total Amount of Funds (should match amount of total project budget in question #1)		\$

4. Will you accept partial funding for your project? Yes No

If yes, what is the minimum amount of money it would take to implement your grant? \$ _____

If yes, please describe the impact the reduce funding would have on the project.

For those applying for the Race to Education Classroom Grant sponsored by Charlotte Motor Speedway

This grant is available to all staff at all CCS schools to bring a racing related project to your students. Projects can support any subject area but preference will be given to STEM projects.

1. How does this project relate to the racing industry?

2. Through the project, students will: *(check all that apply)*

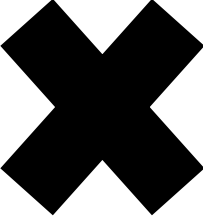
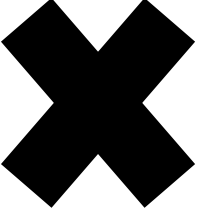
- be introduced to the racing industry in general
- explore careers in the racing industry
- utilize a single STEM concept to complete the project
- integrate multiple STEM concepts to complete the project
- integrate multiple STEM concepts into a learning project with a real-world context
- other (please describe) _____

3. Describe how the project will support the selected objective(s) in question 2.

Classroom Grant Evaluation Rubric 2019-2020

		Yes		No	
		Funding may be considered		Funding <u>may not</u> be considered	
		Funding may be considered		Funding <u>may not</u> be considered	
		4		5	
		Activity develops multiple skills along with high-level thinking skills		Activity develops multiple skills, both specific and high-level thinking skills while creating an end product that brings learning to life	
		Builds a support community (either student to student, students and family, etc.)		Real world application (career, volunteer, etc.)	
		Objectives are stated; evaluation plan is objective without specifics.		Objectives are stated; evaluation is objective, specific and measurable.	
		Proposal enhances curriculum with a standard idea with student-driven learning outcomes.		Proposal enhances curriculum with a unique idea with student-driven learning outcomes.	
		3		5	
		Activity develops one or more specific skills along with 21st century skills		Activity develops multiple skills, both specific and high-level thinking skills while creating an end product that brings learning to life	
		Introduces career possibilities or builds life strategy skills		Real world application (career, volunteer, etc.)	
		Objectives are stated. Evaluation plan is subjective.		Objectives are stated; evaluation is objective, specific and measurable.	
		Proposal enhances curriculum with a unique idea with teacher based learning outcomes.		Proposal enhances curriculum with a unique idea with student-driven learning outcomes.	
		2		3	
		Activity develops one or more specific skills only		Activity develops multiple skills, both specific and high-level thinking skills while creating an end product that brings learning to life	
		Connects learning to others (e.g. mentoring type programs)		Real world application (career, volunteer, etc.)	
		Objectives are stated. Evaluation plan is vague with no specifics.		Objectives are stated; evaluation is objective, specific and measurable.	
		Proposal is an enhancement to curriculum. It is a standard idea with teacher based learning outcomes.		Proposal enhances curriculum with a unique idea with student-driven learning outcomes.	
		1		2	
		Activity-based project or emotional need/learning tool		Activity develops multiple skills, both specific and high-level thinking skills while creating an end product that brings learning to life	
		Teaching aide, but limited to no life application		Real world application (career, volunteer, etc.)	
		Objectives are vague. No evaluation plan is evident.		Objectives are stated; evaluation is objective, specific and measurable.	
		Proposal supports regular curriculum with no enhancement.		Proposal enhances curriculum with a unique idea with student-driven learning outcomes.	
		Criteria		5	
Impact on Learning What is the outcome of the students' learning through the project?		Activity develops one or more specific skills only		Activity develops multiple skills, both specific and high-level thinking skills while creating an end product that brings learning to life	
Real-Life Application How does this project enable students to connect learning to real life application?		Connects learning to others (e.g. mentoring type programs)		Real world application (career, volunteer, etc.)	
Measurability Are the objective(s) well defined? Is the measurement tool supportive of the objectives?		Objectives are stated. Evaluation plan is vague with no specifics.		Objectives are stated; evaluation is objective, specific and measurable.	
Creativity/Innovation Does the proposal present a creative idea/innovation or an idea that will enhance the curriculum?		Proposal is an enhancement to curriculum. It is a standard idea with teacher based learning outcomes.		Proposal enhances curriculum with a unique idea with student-driven learning outcomes.	

Classroom Grant Evaluation Rubric 2019-2020

Criteria	1	2	3	4	5
Alignment with CCS Goals Student Engagement, College/Career Ready, Common Core/Essential Standards, 21st Century Skills, Community Connections	Connection with CCS goals is not apparent		Connection with CCS goals is vague		Connection with CCS goals is specific
Sustainability Is it repeatable? Is it likely to continue without grant funding?	Grant is tactical and for a one-time experience	Grant is tactical, but some materials may be able to be reused	Grant is tactical, some materials may be reused, and there is a general plan to share the grant	Grant is legacy; materials can be reused and there is a general plan to share the grant	Grant is legacy; materials can be reused and there is a specific plan to share the grant with many

SPECIAL GRANTS CRITERIA

Community Service Aspect (David Fitts Community Service Classroom Grant only)	Community service reach is limited to the student population	Community service reach is limited to student and their families	Community service reach engages students and families and seeks to create change	Community service engages community members not related to the schools	Students actively serve community members not related to the schools and seeks to create change
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Race into Education Criteria	Introduces students to the racing industry	Introduces students to careers in the racing industry	Introduces a single STEM concept into the student learning project	Integrates multiple STEM concepts into the student learning project	Integrate multiple STEM concepts into a real-world context learning project
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