

Move with Me Yoga Adventures

Colleen Bercume, Andrea Flanagan, Finn School (Pre-School)

Research shows that students benefit from participating in yoga and mindfulness techniques in the classroom. The Move with Me Yoga Adventures is a program that incorporates yoga movement and mindfulness into an early childhood setting. The 30 weeks of lesson plans will be used to enhance active play for social-emotional learning with a goal of helping students increase their self-awareness in the classroom and beyond.

A Powerful Path to Learning

Betsy Loeffler and Nicole McMahon, Finn School

Researchers in the field of Early Childhood Education all agree that our young learners need to move in order for teachers to maximize each child's learning potential. This project will install hands-on wooden panels on the wall of a Finn school hallway, providing opportunities for language development, sensory input and fine motor development. The panels will be incorporated into a school-funded learning pathway on the hallway floors to create a multi-sensory experience for students.

Write On!

Amy Benford, Albert S. Woodward School

Studies have shown that publishing and rereading their own writing allows students to improve their writing skills. In addition, listening to their own recordings promotes better reading fluency. Book Creator AppBook Creator for Chrome is a web-based platform where students can create books that include text, drawings, voice recordings, and imported (from a safe search) media. All books are then stored in their teacher's class library allowing students and teachers to collaborate, enjoy, digitally share and print their books!

Plan-Imagine-Create-Play

Karyn Fisher and Kathleen Valenti, Neary School

Imagination Playground blocks will nurture creativity and use of the design process among the students at the Neary School. Using the blocks, students will have the opportunity to "free play" and create their own designs during recess, helping to foster and inspire innovation, creativity, design, and collaboration. Teachers will also incorporate the blocks into STEM lessons by encouraging students to use the design process and teamwork to solve specific

scenarios. The blocks are large, lightweight, soft and friendly to the touch yet dense and strong enough to build structures and shapes.

Outdoor Projection Screen

Kathleen Valenti, Neary School

Studies have shown that children tend to have increased concentration and are motivated, inspired and willing to learn when they are outdoors. The addition of an outdoor, portable projection screen allows Neary to expand the use of its outdoor flexible learning space. The screen would give teachers the opportunity to project instructional materials and resources in connection to curriculum across content areas.

Think Board X

Sandy Scordato, Trottier Middle School

The Think Board X functions like a traditional whiteboard but it also connects to the power of digital so that notes can be scanned to a variety of online destinations. The Think Board X will help students to be more organized and efficient and it will help Trottier take another step toward becoming more “green.” A set of small X boards will be given to a math classroom so that students will be able to solve equations, show their work and notes and then send digitally to their teacher. In addition, 10 large boards will be provided to a cross-section of teachers so that they can capture their class notes and store them digitally.

Podcast Creation

Brian Kellett, Kristin Turner, Amelia Braun, Jusin McKay, Greg DeCosmo, Renee Moulton, Kim Honey, Algonquin Regional High School

This project will fund a podcast studio equipment for content creation in the social studies department. Students will be able to develop digital content while working on their technological and interdisciplinary skills. The studio will also be an outlet for building their creativity while having fun.

Light-Up Art

Dan Welty, Algonquin Regional High School

Students will be challenged to create art (drawing, cartoon, sketch, etc.) that incorporates the use of electric circuits to illuminate the display using Chibi Electric Circuits. Students will learn

the fundamentals of circuits (Ohm's Law, series & parallel circuits, switches) through the design of a compound circuit. The circuit will then be used to light up their own piece of artwork.

DUCKS Bring Us Together

Sara Praguski Walsh, Algonquin Regional High School

The goal of the LEGO Duck challenge project is to highlight the importance of having people come together to accomplish a common outcome but to embrace the different pathways we can all take to arrive at the common outcome. As ARHS brings together two communities of students, the LEGO Ducks project will provide the tools and activities that promote the development of these skills. The project provides a clear illustration and live-time process of articulating how having differences within a group can help push our critical thinking skills as well as our communication skills.