

2018 Innovative Teaching Grants Awarded

Teacher	School	Grade(s)	Program Name	Program Description
Christina Amendola and Greg Montague	Clarkstown Central School District	K-12	Innovative Learning through Green Screen Technology	The Green Screen Technology can enhance presentations and creations while motivating students by engaging with their multiple learning styles. The project will begin with students in the newly developed <i>Makerspace</i> in the elementary school, the High School TV production students, and then continue to spread across the district.
David Guerrieri	Fieldstone Middle School	7 th and 8 th	CNC Tooling Project	CNC Machining is the way of the future in regards to building. Students will use computer-aided design (CAD) to design a solution to a specific problem. Next, they will use the <i>CNC Tooling</i> software to create data for the machine to cut out.
Dean Gianakouros	West Nyack Elementary	4 th	Maker Corner	The <i>makercorner</i> will be a multi-functional creative space for students to access within the classroom. The <i>makercorner</i> will contain space for a myriad of manipulatives and craft items. Students will be able to build, tinker, manipulate, and create whatever their imagination and materials allow them.
Phyllis Birnbaum	Eldorado Elementary	Special Education 4 th , 5 th , and 6 th	A Journal of our Class Garden	By students engaging in creating a class garden, the purpose of this project is to engage the students with hands-on lessons incorporating planting and cooking by using the product they have grown. The students will utilize their writing skills through this planting and cooking process with a class journal.
Marta Cortelli	Rockland BOCES Career & Technical Education Center (CTEC)	Criminal Justice 11 & 12	Breakout EDU in Criminal Justice	Breakout EDU kits are the foundation for an interactive classroom activity that encourages collaboration, creativity, critical thinking and communication skills to reach a pre-established goal. The students immerse themselves in real-life scenarios that enhance higher order thinking and 21 st Century Skills.
Robin Goldberg	Little Tor Elementary	3 rd	Breakout EDU	Students use critical thinking, collaboration, communication, and creative problem solving techniques to solve a series of challenging questions in order to open a locked box.
Sheryl Griffin & Danielle Perrone	Eldorado Intermediate School	Special Education 6 th	Robotics for a STEAM Integrated Classroom	Students will be using <i>Ozobots Bits</i> - small robots that students can manipulate using basic coding techniques. <i>Ozobots</i> can be coded manually with markers and digitally through the classroom's technology tools.
Stephen Parisi	Pearl River High School	9-12	Raspberry Pi Programming Project	Students will use their knowledge of programming and basic electronics to construct an interesting device powered by a <i>Raspberry Pi</i> kit.
Kimberly B. Ulrich	Pearl River Middle School	K-12	Makey Makey EVERY 5 th Grader into an Inventor	A <i>Makey Makey</i> device turns everyday objects into touch pads that interact with the computer based on code written by the students. Students will be taught to use <i>Scratch</i> , <i>Makey Makey</i> , and will be given a lesson on electricity and conductivity (which is how the <i>Makey Makey</i> operates).
Kimberli Belmont	Little Tor Elementary	2 nd , 2 nd -5 th afterschool	STEAM Team	The STEAM project will engage students in problem solving, creative thinking, and collaboration. This project aims to teach coding to elementary students through game design.

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Jim Guerci	Pearl River Middle School	5 th -7 th	Beyond Hour of Code- Robotics	<i>Hours of Code</i> provides students with an opportunity to directly apply their programming knowledge and skills to a physical robot.
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