

2017 Innovative Teaching Grants Awarded

Teacher	School	Grade(s)	Program Name	Program Description
Andrea LaMantia	Kakiat STEAM Academy	4	The New York Canal System Historic Lighthouse Protection Group	This project will enhance all aspects of a STEAM curriculum (science, technology, engineering, arts and math). It will span approximately three months. The students will identify where the Erie Canal was/is located (Knowledge). Discuss the impact that geography had on industrialization and expansion (Comprehension) § Analyze how human actions modify physical environments and affect economic growth (Analysis) § Compare and contrast the interdependence of rural people/areas with the interdependence of urban people/areas.
Farrah Negrin	Bardonia Elementary School	Kindergarten	A, B, C, All About Me Books	Using the Shutterfly photostory app, each student chooses one idea for each letter of the alphabet that relates to him or her. For example, A is for April. My birthday is in April. Next, they write an author page. Then they use their iPads, choosing their book theme, layouts, etc. They include many pictures and drawings. Each student is recorded reading each page of their book. Books are ordered from Shutterfly, parents have to fund this. Finally, they have a publishing party.
Jennifer Schelling	Little Tor Elementary School	3 - 5	Invention Based Learning	Students will be guided to create their own invention. They will learn how circuits work. They will learn the engineering design process as they explore ideas and develop inventions. This project helps students with problem-solving, creative thinking and collaboration skills.
Dean Gianakouros	West Nyack Elementary School	4	Maker Space	Building of a Maker Space for all students. The space will enable our children to think creatively while using science, technology, engineering, artistic and mathematical skills.
David Guerrieri	Fieldstone Middle School	8	Robotic Programming/Robotics Club	Robotics is designed to introduce students on how to program and get students thinking about patterns and structures.
Jessica Bower	Thiels Elementary School	K - 3	Legos in the Library	The major objective is to provide hands-on learning that encourages innovative and 21st Century skills.
Kennon Landis	Rockland Country Day School	K - 6	Arduino-based robots programmed through block-code	The m-Bot is an entry-level robot which uses elementary coding and drag and drop programming blocks. Children will learn coding and using tablets and smart phones.
Colette Politzer	Chestnut Ridge Middle School	7 - 8	Sparking Innovation and Discovery	Activities to include engineering design and circuitry development projects. Provides access to science and technology that is not readily available to these students.
Michelle Sullivan	Suffern High School	9 - 12	Breakout EDU	For students of French and other world languages. This is an intensive learning games platform that transfers the ownership of learning to the students. The games require both content knowledge and critical thinking skills.
Kimberly B. Ulrich	Lincoln Avenue Elementary School	K - 4	When Kids Breakout Learning Breaks In!	Breakout EDU is a company that specializes in content rich games that require students to use content to open locks. These games promote creative problem solving collaboration, and critical thinking.
Robert Zink/Nell Barg/Liz Rolsto	Viola Elementary	K - 5	Spheros SPRK & Math	The program will integrate robotics into math academic intervention services (AIS) for grade 4 & 5 students. Using the Spheros SPRK + robotics system students will engage in NYS science and math learning standards and practices.