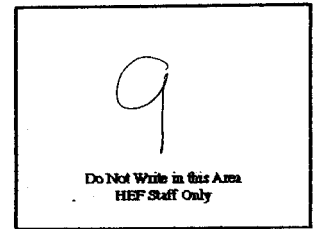




Holdenville Education Foundation, Inc.  
PO Box 641 • Holdenville, OK 74848  
info@hef4ourkids.com



## Grants to Teachers Application Cover Page

9  
Do Not Write in this Area  
HEF Staff Only  
funded  
\$1013.02

*Please use a typewriter or word processor to complete this application.  
Submit in the format listed below.*

Date: March 9, 2006  
Grant Title: "I'll Take Better Test Scores for \$500, Alex!"  
Grant Applicant: Carrie McFarland  
School: Thomas Elementary  
Grade Level: 6<sup>th</sup> Grade, 5<sup>th</sup> Grade, 4<sup>th</sup> Grade  
Content Area: Reading, Math, Science, Social Studies and Language Arts  
Total Dollar Amount Requested: \$1260.02

Carrie McFarland  
Signature of Grant Applicant

Jean Alexander  
Signature of Building Principal

Please mail applications to: Holdenville Education Foundation  
PO Box 641  
Holdenville, OK 74848  
Attn: Teacher Grants Committee

If you have any questions or need further assistance, please contact Shellie Gammil at 379-5484



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## Grants to Teachers Application Form

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Total Dollar Amount Requested: \$1260.02

1. What is the Major Educational need this grant addresses?
2. Approximately how many pupils will be affected by this project, both directly and indirectly?
3. Describe your grant including methods, materials and objectives.  
Foundation grants are intended to fund a creative teaching plan, so if equipment or materials are requested it should be clearly stated as to why these are an integral part of the plan.
4. Give a time schedule of implementation.
5. Detail your budget request. Include specific information about kinds of materials and equipment needed, sources of supply, and costs (including shipping and handling.) If possible, list alternatives if full funding is not available.
6. What methods will be used for measuring the stated objectives, or what definite evaluation will you make to determine whether the grant was successful? (Please be specific.)

**1. MAJOR EDUCATIONAL NEED**

Video games, game boys, play stations and MP3 players are common possessions for many young children today. With all the new technology in today's world educators are forced to try to compete. Learning multiplication facts, memorizing all fifty states and doing a book report is not near as tempting as a video game on the television. This project will help purchase the technology based "Classroom Jeopardy" game and a twenty-seven inch television set. They will be located on a portable station that can be used for fourth, fifth and sixth graders. Teachers can use the pre-programmed game cartridges or make up their own questions and answers on blank cartridges to go along with their curriculum. This system will allow multiple users to share information throughout the school. Educators will be reinforcing knowledge in a more relaxed atmosphere by using a well-known game to review new material students have learned. Teachers will also be able to determine whether or not new concepts are being understood. Students will be learning while using today's technology. A longtime goal of teachers is to make learning fun.

**2. APPROXIMATE NUMBER OF PUPILS AFFECTED BY THIS PROJECT DIRECTLY AND INDIRECTLY.**

Our school is located in a low-income county, where funds are not always available. Not every child in our community is fortunate enough to own their own video games. With the television and game being on a portable station, teachers in all three grades will have access to it, directly affecting approximately 260 students. This will allow students to review many areas in science, social studies, math, and reading, as well as other content areas. It will be an asset to help positively reinforce learned concepts.

### **3. DESCRIPTION OF THE PROJECT**

The objective of this project is to create a more positive learning atmosphere while having fun and raising test scores. This project involves purchasing the "Classroom Jeopardy" game, a twenty-seven inch television set and a portable station. The game connects to a standard television and plays exactly like the real game show. Clues are displayed on the screen and players "buzz in" with wireless remote controls. Each scoreboard comes with 3 player remotes. With the addition of the extra scoreboards and remotes, up to 30 students can play at one time. Also, the purchase of the multi-pack of storage cartridges will allow teachers to create their own questions or download off of the internet. Each cartridge holds 5-12 Jeopardy games. "Classroom Jeopardy" will be located on a portable station that can be used for fourth, fifth and sixth graders. By using a portable station all the materials and remotes stay together and there is only a one time connection process. This also allows several teachers to share their programmed games with other educators in the same building, including special education and learning impaired. Thomas Elementary has also agreed to purchase an additional blank cartridge for each grade level.

### **4. TIME SCHEDULE OF IMPLEMENTATION**

As soon as funding becomes available, the "Classroom Jeopardy" and other accessories can be ordered. The television can be purchased from our local Wal-Mart here in Holdenville. As soon as the initial set-up of the game is complete, students can start playing Jeopardy in the classroom. This project can be used all year - every year - in every subject area.

## 5. DETAILED BUDGET REQUEST

The "Classroom Jeopardy" quiz game can be purchased from School Specialty, P.O. Box 1579, Appleton, WI 54912-1579. The web address is [www.eduationessentials.com](http://www.eduationessentials.com)

The price list is as follows:

1.	Electronic game	\$525.25
2.	1 Set - Extra Scoreboards and remotes	\$265.55
3.	1 Set - Storage Cartridges (multi-pack)	\$143.85
4.	Portable TV Station w/electric connections	\$161.88
5.	Grade 4 Basics 1	\$28.29
	Grade 4 Basics 2	\$28.29
6.	Grade 5 Basics 1	\$28.29
	Grade 5 Basics 2	\$28.29
7.	Grade 6 Mathematics	\$28.29
	Grade 6 Language Arts	\$28.29
8.	Shipping and Handling	FREE
	<b>SUBTOTAL</b>	<b>\$1266.27</b>
	20% Discount	-\$253.25
	<b>TOTAL</b>	<b>\$1013.02</b>
9.	27 inch TV (local Wal-Mart)	\$247.00
	<b>GRAND TOTAL</b>	<b>\$1260.02</b>

**\*\*Thomas Elementary will also buy 1 blank cartridge per grade\*\***

### ALTERNATIVE: IF FULL FUNDING IS NOT AVAILABLE

1.	Electronic game	\$525.25
2.	27 inch TV	\$247.00
	<b>TOTAL (20% off game)</b>	<b>\$667.20</b>

**6. METHODS USED FOR MEASURING STATED OBJECTIVES.**

This project can be assessed through teacher evaluations as well as used for reviewing new concepts. After using the game as reinforcement, students' test scores should go up. By comparing past records in specific content areas, students' scores should increase after incorporating the "Classroom Jeopardy" study game. Improving state test scores has become increasingly difficult. This project will allow help in doing this, but in a more relaxed atmosphere.