

FirstClass Grant Program for Teachers

Examples from past Winners!*

Rogers International School - Breakout EDU

A hands on activate learning tool where students collaborate and problem solve while communicating ideas and theories.

Naramake Elementary School - Changing Matter

STEM Expo project "Building Blocks of Science: A New Generation: Matter" which will introduce students to the three stages of matter, their characteristics, properties and chemical changes.

Hart Magnet Elementary School - Hands-On Dino-Mite Paleontologists

Hands on interactive "paleontologists" dig for dinosaur bones in this science themed course.

Julia A. Stark Elementary School - Bringing Literature to Life Through Retelling

Encourages children (K-2) to retell stories using felt board visuals and props which enhances literacy and language development.

Hart Magnet Elementary School - Zoology is a Kahoot!

Animal Embassy will bring the world of zoology to life with a 60 minute lesson to each of 5 kindergarten classrooms for the program, "Zoology for Kids".

Hamilton Ave School - Latest Invention Infomercials

Fourth graders study electricity, solve an everyday problem and develop a device used to solve that problem. After building a working prototype, they produce infomercials to "sell" their products.

Stark Elementary School - If they can solve it, they can make it!

Additional activities for Maker Space/Learning Commons program: "If they solve it" challenges students using specific materials it inspires problem solving, collaboration, collective thinking, cooperative learning, trials and, if necessary, to tweak and revise.

Westover Magnet Elementary School - Edison's Workshop

To bring fourth grade science Electricity and Magnetism open and closed circuits to life by learning about electricity and making circuits with bells and lights and about batteries and making electroscopes.

Rowayton Elementary School - Interactive Wall, Unlimited Possibilities

Assist with verbal communication, eye contact, turn taking and engaging with others. The interactive wall will project games and scenes to encourage the students to explore, interact and communicate.

Strawberry Hill School - Circle of Life

Team of 6 teachers will use this program to create different life cycle habitats in six kindergarten classrooms which will benefit the entire school for years.

Hart Magnet Elementary School - Race to the Finish!

This provides opportunities for students to become engineers through activities that encourage creative thinking and problem-solving with the use of Hot Wheels tracks and loops. The program will be shared between 5 class rooms, reaching 120 students.

Columbus Magnet School - Hands on Science Fun

Provide a science center for the classroom.

Roxbury Elementary School - Cubetto

Cubetto is a coding toy that teaches children in the Montessorri Method.

Springdale School - Problem Solving and Coding with Ozobots

Using creativity and problem solving skills, students will create mazes and activities for Ozobots to follow and will be learning computer coding.

Wolfpit Elementary School - PBIS-Pack Pride Puzzle Mural

Purchase a large blank wooden puzzle, each piece about 6", which students will design with a partner and will be displayed as a mural in the school.

Hart Magnet Elementary School - Think Like Engineers!

Students from 5 different classrooms will read ChrisVan Allsburg books and will be challenged by an engineering problem and craft project tied to one of the books

**Applications are evaluated on creativity and impact. Past program selection is not a guarantee of future funding.*