



Innovative Grants 2018-2019 Cycle 2

School	Grant Title	Recipient	Number Impacted	Funding Amount	Description
Carver Elementary	<i>Cultivating Creativity through Choice-based Art Curriculum + Check-out kits</i>	Julz Suder	460	\$1,800.00	<i>Creation of the Ruby Carver Art Studio including choice-based art curriculum and take-home art kits</i>
Greenwood Elementary	<i>Everyone a Maker</i>	Amy Coward	1,000	\$5,000.00	<i>Helping all Greenwood students- from exceptional ed to ESL to gifted- become makers, explorers, scientists, engineers, coders, problem solvers and life-ready learners</i>
Lakeside Elementary	<i>STEAM Work is TEAMwork</i>	Monique Brown	80	\$3,500.00	<i>Provides second grade students with the skills to work cooperatively in teams to improve school wide behavior and critical thinking skills</i>
Skipwith Elementary	<i>Reading Around the World</i>	Jill K. Tinsley	569	\$1,977.00	<i>Cultivating a varied collection of fiction and nonfiction books to enhance, support and teach about different countries and cultures</i>
Springfield Park Elementary	<i>Playaway for Reading Progress</i>	Laura Shifflett Shari Galloway	552	\$2,000.00	<i>Playaway audiobooks and companion texts will support the literacy goals of students, with special focus for sub-groups with declining SOL scores</i>
Fairfield Middle	<i>Reimagining the Classroom: Innovative Learning Spaces</i>	Catherine Richards Jamel Gibson	220	\$13,153.00	<i>Pilot project using flexible, technology enhanced, project-based learning spaces in two exceptional education classrooms to support, engage, and empower students to be innovative, lifelong learners</i>
Pocahontas Middle	<i>Makerspace 2.0</i>	Amanda Coleman Megan Walker	1,000	\$8,840.00	<i>Building creative thinkers through a student-owned, 4-tier Makerspace (independent, in-house, mobile, and virtual) to enhance STEAM integration for the whole school community</i>
Deep Run High	<i>DRHS Outdoor Learning Center</i>	Brandon Gooss	2,150	\$6,000.00	<i>Creation of the DRHS Outdoor Learning Center to provide an alternative learning space and active garden to be used for instruction, demonstrations and projects that support the four Pillars of Deeper Learning</i>

2018-2019 Total Cycle 2 Innovative Grant Funding: \$42,270

Total Number Impacted: 6,031