



Educate/Innovate Program FALL 2016

Lottery Partnerships Education Technology Program

Grant Application

General Information

Through a partnership with the Vermont Lottery, the Vermont Agency of Education is pleased to announce the fourth round of our competitive grant program that seeks to further school education technology programs by awarding technology equipment to be used to support innovative projects that address Common Core State Standards and Transferable skills as defined in the [Education Quality Standards](http://education.vermont.gov/documents/EDU-FinalEQS_AsAdopted.pdf).

The funding for this grant program comes directly from Vermont Lottery program funds, not

from Lottery proceeds. The Agency of Education is spearheading the effort and will act as lead on the program. This is the fourth application process for the twice-annual award.

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| **TIMELINE FOR EDUCATE/INNOVATE FALL2016** |
| **Application Release** | June 17, 2016 |
| **Submission Deadline (Received in VT AOE)** | September 30, 2016 |
| **Award Announcements** | October 28, 2016 |
| **Project Implementation** | January 1, 2017- June 30, 2017 |

Background

This is a grant program developed through a partnership with the Vermont Lottery and the

Agency of Education. There are multiple goals within the program:

• To further the digital learning capacity of schools in Vermont;

• To provide technology to a school that can support a new or existing innovative education program; and

• To increase awareness of the general public about the role the Lottery plays in supporting education.

The program seeks to identify a school that can integrate a technology “cart” of 20 devices (iPads or Chromebooks; brand/vendor TBD) to create or further an innovative program that supports the Education Quality Standards. The award will consist of one cart of 20 (same) devices, to be used in the implementation of a proposed or ongoing innovative program.

To Create or Further an Innovative Program

This program seeks to support the creation or further an existing program of study in one or multiple areas of the Education Quality Standards. The following areas may also apply:

• A project related to STEM (Science, Technology, Engineering and Math) education, with a clear focus on Technology and Engineering.

• Any project-based learning focus, whereby students are clearly using technology to support projects in core curriculum areas.

• Collaborative learning environments focused on core curriculum.

• Collaborative learning environments or projects focused on supporting a community initiative (Ex., a web project supporting town history or a particular aspect of a town’s identity).

• Use of technology to support learning that leverages the [EQS Transferable skills](http://education.vermont.gov/documents/EDU-PBGR_TransferableSkills.pdf).

This grant program seeks to support schools and programs that are engaging in ways to

transform education practices with tools of technology. Proposals should address the National Education Technology Standards for students or teachers (NETS-S, or –T) and be clearly supportive of learning that derives from those standards. Please do not list standards, only indicate ways that they might be met, using the overarching terms for each area; creativity and collaboration, etc.

Eligibility

This grant program is aimed at **Vermont-based K-12 public schools**. This does include Career and Technical Education Centers (CTE) as well. While **any public** school may apply, the reviewers find it **necessary to limit the awardee to a school with a F/R lunch status of 50 percent or above**. **Reviewers will look for schools with the following characteristics:**

• Small, rural schools with less than 100 students

• **Schools with high F/R lunch status—50 percent or above range – now required**

• Schools that lack device access for students—but have adequate infrastructure to

support this number of devices

• A plan to sustain the inclusion of digital learning devices beyond the life of the awarded devices—(schools with clear School Board mandates for making regular updates)

This award is an equipment award ONLY. No cash or check will be presented to the school. Equipment will be purchased and delivered by the program coordinators, VT Lottery and VT Agency of Education. The devices delivered will be considered final and ownership will transfer to the school. Warranties are applicable solely from the vendor. Schools may choose to purchase optional services at their own discretion and expense (Ex. service plans, extended warranties, etc.).

# The award will NOT include

* Professional development or other services for educators
* Services or related devices that allow Chromebooks to access the internet
* Cases or other protective devices
* Spare power supplies
* Printers or other peripheral devices
* Additional service plans or warranties
* Disposal plans for end-of-use scenarios – schools should dispose of properly
* Funds for personnel of any kind

Press and Publicity

One of the goals stated above for the program is to increase awareness of the general public about the role the Lottery plays in supporting education.

To that end, awardees are expected to allow and support the following:

• At a mutually agreed upon date & time, the Lottery and AOE personnel wants to hold an award presentation at the school and take photos & video. We also plan to invite the media.

• Interviews may be requested of school administrators or teachers.

• Additional press and photographic opportunities may be sought by the Lottery

commission during the first year of the school’s work with the new devices.

• Photos and video from winning schools will be used by the Lottery in messaging about

Lottery supporting education in Vermont.

Applying in Consecutive Waves

Schools that were awarded in one wave shall not be eligible for two (2) years after their first award. For example, the winning school from Spring 2016, may not apply again until Spring 2018. Schools that were not awarded are free to apply again. It is suggested that applicants use discretion when applying with the same or a similar application from year to year. Keep the project as relevant as possible and remember, this is to showcase some kind of *innovative* project or practice.

Application Format & Content: Educate/Innovate FALL 2016

**Format:** Total application should be **NO MORE THAN THREE (3) PAGES**, single-spaced, font sizes 10-12 and adhere to the following sequence and format. And no more than three pages will be examined by reviewers. *(This does not include the proposal cover page, indicated on page 7 of this application.)* **(10 Points)**

**1. Program Description** (no more than one page): Briefly describe the program or project the addition of this technology will support. You can propose a new project here **or** you can indicate a project that is already underway and indicate briefly how it addresses one of the areas targeted on the preceding page. Be *clear* as to how this specific addition of technology will enhance student outcomes in the project. **(50 Points)**

**2. Capacity for Success** (Copy and paste the table into your proposal and answer in sentence form the other bulleted questions in this section.) **(25 Points)**

• Collect and report the following information:

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| # of studentsat school | Current # of mobile devicesaccessible to students | Broadband up/down connectivity speeds | #/type of wireless access points inbuilding |
|  |  |  | Ex. 14/802.11n AP’s |

* Power capacity—can the devices be charged readily by existing power receptacles?
* Staffing---Is there sufficient staff available to lead the use and professional development so staff and students can best make use of the devices?
* How do you (and reviewers) know that your school has the infrastructure capability to increase your access by 20 devices?

**3. Program Evaluation** (no more than ½ page): Describe how you will ascertain and identify student success with the addition of technology in the scope of the EQS or other strategies you have indicated: **(15 Points)**

Hints for success:

• This is an innovation program. Briefly indicate how your school’s idea or project is *innovative and creative*. No need to expound on your overall school innovations, tell the reviewers how this one will make an impact. Describe what students will be able to do.

• Read directions and follow carefully all instructions in the application.

• Spend little to no time describing how your school or school board does not fund technology. Indicate instead how this program might change that practice with its innovative nature.

• What will this accomplish? If you were to think out one year, what would you like to see happening? Indicate how you will get there in your narrative of the project. Put that in your evaluation section.

Submission Process: Educate/Innovate FALL 2016

You may email your three-page application (with proposal cover page on page 7) to the following individuals. Please include both emails and submit by the Deadline. You will receive

a confirmation upon receipt of your application. If you do NOT receive a confirmation within 24

hours, please email Peter Drescher directly.

To: rose.wheeler@vermont.gov

CC: peter.drescher@vermont.gov

Subject Line: Education/Innovate application

Application Deadlines: Your application should be received by Close of Business (4:30PM) on Friday September 30, 2016. You may send it in .docx, .doc, .pdf or other word processing formats. Please do not send a link to a Google document. You certainly may *create* in that format, but please export to one of the formats listed before submitting.

For questions about this program, contact Peter Drescher, Education Technology Coordinator

(802) 479-1169 peter.drescher@vermont.gov.

Selection Process: **All proposals will be read and scored by a small review panel of**

**internal Agency of Education personnel. The rubric being followed is listed in the scoring guide on the next page. The final awardee will be chosen through a consensus model. There will be 1 (one) awardee school.**

| **Guiding Questions** | **Poor** | **Average** | **Excellent** |
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| **Format** - **(10 Points)**• *Does the application adhere to the formatting requirements on page 4?*• *Does the application include all elements required in sufficient length and detail?* | 0 – 3 | 4 – 7 | 8 – 10 |
| **Program Description** - **(50 Points)**• *Is there a clear “program” described rather than a list of**“possibles”?*• *Is the program innovative in its approach to curriculum and the integration of technology? Is the technology supporting learning?*• *Does the program address areas listed on the top of page 2? Which ones?*• *What transferable skills are addressed?*• *How is student creativity and collaboration addressed?* | 0 – 17 | 18 – 35 | 36 – 50 |
| **Capacity for Success** - **(25 Points)**• *Is infrastructure in place to successfully support this technology?*• *Does the school meet the special considerations?*• *Is there sufficient staff resource to quickly maximize use of this technology?*• *What other aspects of infrastructure capacity lead reviewers to believe this can be successfully deployed?* | 0 – 8 | 9 – 15 | 16 – 25 |
| **Evaluation** - **(15 Points)**• *Are there evaluation components inherent in the project—are outcomes based in a measureable way?*• *Is there an evaluation plan apparent?*• *Is the evaluation actually an evaluation of learning outcomes?*• *Are there at least two clear measures of success identified?* | 0 – 5 | 6 – 10 | 11 – 15 |
| TOTA L SCOR E (MAX IS 100) |  |

Though reviewers may score in this manner, the final awardee will be identified by a consensus

agreement amongst the group of reviewers.

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| **School District and****SU**(school where devices will be delivered) |  |
| **Contact Person** |  |
| **Phone** |  |
| **E-mail** |  |
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| **Provide detail about the school as follows:** | **School** | **Grade Spans** | **Current****Enrollment** |
| **Superintendent****Signature**(this page can be emailed and scanned to expedite obtaining a signature—MUST be included in application) |  |
| **Date** |  |