



Educate Innovate Initiative Lottery Partnership Educational Technology Program 2023 AWARD APPLICATION

General Information

Through a partnership with the Vermont Lottery, the Vermont Agency of Education (AOE) is pleased to announce the 2023 round of a competitive award program that seeks to further school education technology programs. This program is focused on supporting technological connections for students. Proposals should showcase a practical and deliberate use of technology for increasing student engagement and learning in the creation of meaningful proficiency-based and personalized learning. This program aims to support educators from all content areas in helping create connections between students and curriculum content using technology. Proposals must show connections between award activities and content areas (including transferable skills) as outlined in [2120.5 of the Education Quality Standards](#) approved by the Vermont State Board of Education.

There will be two awards of \$15,000 each to two Vermont schools.

The funding for this award program comes directly from Vermont Lottery program funds, not from Lottery proceeds. The Agency of Education will act as lead on the award competition and implementation of the program.

Award Timeline

- March 15, 2023: Application Release
- March 22, 2023, 3:30 p.m. EST: Virtual Meeting for Questions
- April 19, 2023, 4:30 p.m. EST: Submission Deadline (received in VT AOE)
- May 8, 2023: Award Announcement
- May 8-Dec. 31, 2023: Project Implementation

For questions about this program, contact Lisa Helme, State Coordinator of Education Technology, AOE, at lisa.helme@vermont.gov.

Please Note: A virtual meeting for questions is scheduled for March 22, 2023, at 3:30 PM EST. Any interested applicant may email Lisa Helme to request a meeting invite to the conference.

Background

This is an award 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 and educational growth of students in Vermont;
- To provide equipment that can be used in either support of an existing program, or in the introduction of a new innovative program using technology to increase student learning and engagement;
- To increase demonstrated student skills within the standards set by the International Standards for Technology Education (ISTE) for Students;
- And to increase the general public's awareness of the role the Vermont Lottery plays in supporting education.

The program seeks to identify two schools that can demonstrate a practical and deliberate use of technology for increasing student engagement and learning in the creation of meaningful proficiency-based and personalized learning. The award will support the delivery of the winner's choice of technology components, not to exceed (NTE) \$14,000 and including a \$1,000 professional development budget. **This is a one-time equipment award only, with a small professional development component.** It is not for construction-related costs within the school (walls, electric needs, lighting, etc.).

Examples of what the award would support, but is not limited to:

- Laptops, Chromebooks, Tablets
- Tablet/computer accessories, Active Pen, Drawing Tablet (i.e., Wacom), Apple Pencil
- 3D Printer(s), Laser Cutter, Vinyl Cutter, C & C Router
- Equipment upgrades for video streaming (i.e., camera, microphone, encoder, Lume Cube)
- Student Response Systems
- Electronic circuitry component set (i.e., A Little Bits Pro Library, BBC Micro-bits, Circuit Playground, Makey Makey's, etc.)
- Micro-controllers, (i.e., Arduino or Raspberry Pi or other related kits)
- Robotics kits, (i.e., Spheros, Dot/Dash, or other equivalent brand codable "out of the box" robots that are easily incorporated into maker-spaces.)
- Fitness trackers (i.e., Fitbit, Garmin)

Note: Other items may be considered on a case-by-case basis— please bring questions related to these items to the March 22, 2023, meeting.

IMPORTANT:

A crucial aspect of this round of awards is to limit the logistical/invoicing operations that the lottery coordinator must negotiate in the process of obtaining the equipment for schools. In order to streamline that process, as part of the application, applicants will conduct the preliminary research and cost analysis on the items desired and then, if they

are allowable purchases, the corresponding vendors will “bill” the Vermont Lottery directly for the purchases. **All purchases and deliverables are to take place prior to July 1, 2023.** School personnel will need to coordinate with [Lisa Helme](#), at the Agency of Education to finalize the accounting that is passed along to the lottery coordinator. A spreadsheet should accompany each application with an accounting of the equipment and professional development being sought. Vendor, quantity, pricing, color, delivery details, and other variables should be included in the spreadsheet. (See a sample on page 11.) Should your school be chosen, a meeting will be coordinated to finalize the purchasing.

School districts are limited to \$14,000 for equipment and \$1,000 for professional development. This must be represented in the application to ensure that reviewers fully understand the budget and its purpose. As part of the application process school districts will need to do the following:

- Gather quotes on equipment/materials/supplies from vendors.
- Organize and reflect that information in a spreadsheet with running and final totals represented clearly (again *NTE \$14,000 in equipment and \$1,000 in professional development services*).
- Submit the spreadsheet, along with the application narrative, to the AOE by the due date of April 19, 2023.
- POST AWARD: If the school is awarded, a meeting will be organized to finalize purchases and submit a final accounting/purchase plan to the lottery coordinator. With approval, the school may then make their orders. The lottery coordinator will schedule an event with the school to celebrate the delivery of that equipment before the end of this school term.

To Create or Further an Innovative Program

This program seeks to support the creation of or further an existing program that demonstrates a practical and deliberate use of technology for increasing student learning and engagement with the curriculum content. It is recommended there be a clear connection to the following areas as discussed in the Education Quality Standards:

- A project related to STEAM (Science, Technology, Engineering, Arts and Math) education.
- 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.
- Use of technology to support learning that leverages the EQS Transferable skills:
- [EQS Transferable Skills and Recommended Performance Indicators](#)

This award program seeks to support schools and programs that are engaging in ways to transform education practices with tools of technology. The proposal should demonstrate viable and vibrant ways to engage students in project-based learning principles as well as to support personalized learning goals. Proposals should address the [ISTE Standards for Students](#) 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 (i.e., creativity and collaboration, etc.).

Eligibility

This award program is aimed at Vermont K-12 public schools. Regional Career and Technical Education Centers (CTE) are also eligible to apply. While any public school may apply, awards will be prioritized to schools with a student population that reflects a larger economically challenged base, previously demonstrated through a free/reduced lunch (FRL) student population of 40% or above. Reviewers will look favorably upon, but not be limited to, applications with the following characteristics:

- Small, rural schools with less than 100 students;
- Schools with 40% or higher student population on FRL (see above);
- Schools that lack opportunities for this type of learning already;
- A plan to continue local investments in technology initiatives. In other words, a sustainability plan so the equipment is in use quickly and for the long term; and local funds are matched and used for professional development related to the project.

This award is an equipment award only, with a small professional development component. It is not for construction-related costs within the school (walls, electric needs, lighting, etc.). No cash or check will be presented to the school. Equipment will be purchased by the school and the Vermont Lottery will be sent an invoice. The lottery will make a direct payment to the vendor from whom the equipment is being obtained. Delivery of equipment should be made directly to the school. The professional development component must be limited to the cost of bringing in a professional expert or paying for related costs of training staff on equipment use. The professional development funds are capped at \$1000.00. Any additional expenses will be the responsibility of the school. Equipment delivered will be considered final purchase 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 (service plans, extended warranties, etc.).

The award will NOT include:

- Access to broadband services/wireless access points or other internet-related equipment;
- Consumables that are not already part of a package plan;
- Room or space-related equipment and materials—i.e. outlets installed, room partitions, lighting, doors and windows, etc.;
- Additional service plans or warranties;
- Disposal plans for end-of-use scenarios—schools should dispose of properly; or
- Funds for personnel of any kind.

Press and Publicity

One of the goals stated above for the program is to increase the general public's awareness of the role the Vermont Lottery plays in supporting education. To that end, awardees are expected to participate in and support the following:

- A mutually agreed upon date and time for Vermont Lottery and AOE personnel to hold an award presentation at the school and take photos and video. Media may also be in attendance;
- Interviews with school administrators, teachers and students;
- Additional press and photographic opportunities sought by the Vermont Lottery during the first year of the school's work with the new equipment; and
- Photos and video from winning schools to be used by the lottery in messaging about the Vermont Lottery's support of education in Vermont.

Applying in Consecutive Award Periods

Schools awarded in one award period shall not be eligible for two (2) years after their first award. (For example, the winning school from SPR2019, may not apply again until SPR2021). 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 a practical and deliberate use of technology for increasing student engagement and skills in the creation of meaningful proficiency-based and personalized learning.

Application Format & Content: Educate Innovate Award 2023

- 1. Format:** The application narration should be **no more than four (4) pages**, single-spaced, font sizes 10-12 and adhere to the following sequence and format described below. No more than four pages will be examined by reviewers. (Note: This page limit does not include the proposal cover page or the spreadsheet.) **(10 Points)**

- 2. Program Description:** (no more than 2 pages) Briefly describe the program or project the addition of this equipment or 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 an enhancement or expansion of that project. Generalizations about what goes on there will be of little value, instead indicate how you will use the technology in your school to improve specific student outcomes as they pertain to education standards and transferrable skills. Be clear as to how this specific addition of equipment/technology will enhance student creativity. Give examples of what you hope students will make and create with the addition of this equipment. **(50 Points)**

- 3. Capacity for Success:** (no more than 1 page) **(25 Points)**
 - **Staffing:** Is there sufficient staff available to lead the project and professional development so staff and students can best make use of the equipment?
 - **Technology:** Where will the equipment live? When is it accessible? Is it accessible full-time? What barriers need to be eliminated and what plans exist to remove barriers to increase access/use? How will you promote equitable access to the technology?

- 4. Program Evaluation:** (no more than 1/2-1 page) Describe how you will ascertain and identify student success with the addition of the new equipment in support of or alignment with the EQS or other strategies you have indicated. **(15 Points)**

- 5. Budget and Spreadsheet:** (no more than 1-2 pages) This will depend on what you are ordering, but best is something simple with all equipment listed and final totals tallied on the bottom. If there is equipment not readily identified by its title, please provide some brief description.

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 proposal will make an impact. Describe what connections this equipment will make with students and the curriculum goals.
- Read directions and carefully follow all instructions in the application.
- Describe how this program might change teaching and learning practice because of its innovative nature. Consider how your school's program could be a model for others.
- Indicate how you will obtain the results your program aims to accomplish in the evaluation section.

Your application should have the four-page narrative application as indicated above, including the capacity for success and the evaluation plan. There should also be the listing of the equipment, following the sample spreadsheet on page 11. A total of the "bill" is required. The limit is \$14,000 in equipment and \$1,000 in professional development. A total of no more than 6-10 pages is requested.

Submission and Review Process

Applicants must submit an original copy signed by an authorized institutional official to Lisa Helme via email (lisa.helme@vermont.gov) at the Vermont Agency of Education. Electronic signatures will be accepted. To be considered for funding, signed applications must be received by the Vermont Agency of Education to Lisa Helme by 4:30 PM on April 19, 2023.

Final Submission

You may email your application to the AOE staff identified below. You will receive a confirmation upon receipt of your application. If you do NOT receive a confirmation within 24 hours, please call Lisa Helme directly at (802) 828-6956.

The AOE will convert the completed cover page on page 10 of this application into a DocuSign document which will then be routed to the current superintendent for signature to be maintained on file. Signatures indicate understanding and approval of the award application submission.

To: lisa.helme@vermont.gov

Subject Line: Educate Innovate Award Submission 2023

Application Deadlines: Your application should be received by close of business (4:30 p.m.) on April 19, 2023. You may send it in .docx, .doc, .pdf or other word processing formats. Please do not send a link to a Google document. You may *create* in that format, but please export to one of the formats listed before submitting. Google submissions may not be considered.

Selection Process: All proposals will be read and scored by a small review panel of internal Agency of Education personnel. The rubric that will be used is listed in the scoring guide on page eight. Common high scores will be chosen through a reviewer consensus model. There will be two (2) awardee schools. AOE reserves the right to decline to select any award winners should all proposals fall short of the basic requirements for the award.

Scoring Guide: Educate Innovate Award 2023

Guiding Questions	Poor	Average	Excellent
<p>Format - (10 Points)</p> <ul style="list-style-type: none"> • Does the application adhere to the formatting requirements on page 6? • Does the application include all elements required (proposal cover page, program description, capacity for success, evaluation, budget spreadsheet) in sufficient length and detail? 	0 – 3	4 – 7	8 – 10
<p>Program Description - (50 Points)</p> <ul style="list-style-type: none"> • Is there a clear “program” that the equipment will support? • 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 standards and transferable skills are addressed? Does it support personalized, proficiency-based learning? • How is student creativity addressed? Are there specifics? 	0 – 17	18 – 35	36 – 50
<p>Capacity for Success - (25 Points)</p> <ul style="list-style-type: none"> • Is infrastructure in place to successfully support this equipment? • Does the school meet the special considerations? • Is there sufficient staff resource to provide equitable and well-managed access to the technology? • What other aspects of school/staff capacity lead reviewers to believe this can be successfully sustained? 	0 – 8	9 – 15	16 – 25
<p>Evaluation - (15 Points)</p> <ul style="list-style-type: none"> • Are there evaluation components inherent in the project—are outcomes based in a measurable way? • Is the evaluation an evaluation of learning outcomes? • Are there at least two clear measures of success identified? 	0 – 5	6 – 10	11 – 15
* TOTAL SCORE (MAX IS 100)			

* Though reviewers may score in this manner, close or common scores will be determined by consensus by the review group.

Proposal Cover Page: Educate Innovate Award 2023

School District & SU (School where equipment will be delivered)	
Contact Person	
Business Manager	
Phone	
E-mail	
Superintendent Name	
Superintendent Email	
	Provide detail about the school as follows:
School	
Grade Spans	
Current Enrollment	

Superintendent Signature:

(This signature will be obtained through AOE's DocuSign E-signature process via ADS E-Signature)

Date

SAMPLE SPREADSHEET

Include other relevant items as you see fit, this is provided as an example.

EDUCATE INNOVATE GRANT SPRING 2023									
School	Contact Person	Email	Phone						
ITEMS FOR PURCHASE	Vendor	Purchase Price	Quote In-Hand Y/N	Vendor Contact	Vendor Email	Vendor Phone	Vendor address for payment (be sure to include contact or other addressee information)	Account #	Other Detail (delivery method, what is included, etc.)
3D Printer	ABC vendor	\$3,000.00	Y	Stan Smith	stan.smith@example.com	802-123-4567	123 Circle Drive, Chicago IL 98765 ATTN Stan Smith		Deliver 2 weeks from date of order
15 Laptop Computers Model 124	Computers R Us	\$8,998.00	N	N/A online purchase		303-112-6007	Amazon.com		Amazon order - Prime delivery 2 days from order
Video Streaming Workpack	Video Teacher Inc.	\$1,000.00	Y	Online purchase	N/A		Video Teacher, 345 Crest Lane, Syracuse NY 13204	223456	Video Teacher online
Production Models for Students	Creative Minds	\$1,000.00	N	Online purchase	N/A		Amazon.com	66821	order
Total:		\$13,998.00							
Not-to-Exceed		\$14,000.00							
Professional Development	Video Teacher Training Module	\$750.00		VT customer service	vtcustomerservice@example.com		Video Teacher, 345 Crest Lane, Syracuse NY 13204		To be delivered on date TBD
	Effective 3D printing seminar	\$250.00							
Total:		\$1,000.00							
Not-to-Exceed		\$1,000.00							
Grand Total:		\$15,000.00							