

Venture Grants
Penn Manor Education Foundation
October 2008

08-17 *Study Island*

Hambright Elementary – AST

Students will be able to get more individual work on reading skills by choosing traditional tests or interactive games as their learning methods. The program offers a hands-on alternative to the traditional workbook practice.

08-18 *Otter Creek Math*

Pequea Elementary – All grades

This program's focus is on mastering math facts through sequential practice and assessment tools. Students work at their own level, allowing for true differentiation of instruction.

08-19 *Action Based Learning*

All Elementary – Physical Education

Research shows that physical movement can directly influence students' ability to learn, think and remember information. The learning ladder action based learning tool will include spatial, visual and kinesthetic strategies.

08-20 *K'necting Scientific Patterns to Models*

Hambright Elementary – 6th grade

K'nex bridges kit helps students understand the human-made systems such as hub and spoke and repeated triangles. These concepts and others will help prepare students for the science portion of the PSSA tests.

08-21 *Smart Board Technology in the Classroom*

Manor Middle – Social Studies

Portable Smartboard technology will be purchased to enhance the use of instructional time by allowing the teacher to lead discussions and demonstrations. The board will improve student participation and comprehensive learning. The board will also allow for the use of streaming video, guided practice and modeling of new concepts as well as reviewing assignments.

08-22 *Smart Board Technology in the Classroom*

Manor Middle – Reading

Portable Smartboard technology will be purchased to enhance the use of instructional time by allowing the teacher to lead discussions and demonstrations. The board will improve student participation and comprehensive learning. The board will also allow for the use of streaming video, guided practice and modeling of new concepts as well as reviewing assignments.

08-23 *Smart Board Technology in the Classroom*

Manor Middle – Foreign Language

Portable Smartboard technology will be purchased to enhance the use of instructional time by allowing the teacher to lead discussions and demonstrations. The board will improve student participation and comprehensive learning. The board will also allow for the use of streaming video, guided practice and modeling of new concepts as well as reviewing assignments.

08-24 *Smart Board Technology in the Classroom*

Manor Middle – Learning support

Portable Smartboard technology will be purchased to enhance the use of instructional time by allowing the teacher to lead discussions and demonstrations. The board will improve student participation and comprehensive learning. The board will also allow for the use of streaming video, guided practice and modeling of new concepts as well as reviewing assignments.

08-25 *Biodiesel Production Unit*

High School – Agriculture

Students in AgScience 4 will make usable biodiesel fuel to be used in various diesel-powered equipment. Students will have a chance to connect science with agriculture and life in a meaningful and hands-on fashion.

08-26 *Improving Employability Skills*

Students enrolled in the School to Work program will use a video series “First Job Survival Skills” to improve their social skills and help make them more employable.

08-27 *FFA S.A.F.E.: GIS Mapping Technology*

Students will produce farm emergency response maps that identify features on a farm that are important for emergency response personnel. Using handheld GIS units, students will visit participating farms to collect the data.

08-28 *Twilight Trips*

High School – Twilight School

Twilight students will take field trips to Gettysburg as an enhancement to their social studies curriculum and to the ropes course at Millersville University to improve interpersonal relationships and interaction skills.

08-29 *Get Your Green On!*

Manor Middle – Blue 7 Team

For Earth Day, students will participate in a variety of environmental-friendly activities including: creating reusable grocery bags, creating birthday cards from recycled paper, and planting seedlings.

08-30 *Andrew Steed*

Manor Middle – All students

Andrew Steed offers an interactive bullying prevention program and will address the entire school. Students will follow-up with written responses regarding the speaker and the lesson.

08-31 *Work Station Games*

Central Manor – Kindergarten

Work station games are used to provide small group practice and reinforcement of literacy skills during guided reading group. The games deal with phonetic writing, alphabet, beginning sounds and rhyming.

08-32 *Junior Great Books Discussion*

Central Manor – 5th Grade

Students will be offered the opportunity to meet with a small group of friends to discuss assigned selections from a Junior Great Books Anthology. Each selection is chosen by the Great Books Foundation for content that strengthens critical thinking.

08-33 *In-House Resource Library*

High School – All teachers

Books will be purchased to develop a resource library for teachers to learn more about how students learn who have autism, Aspergers, learning disabilities, emotional disabilities, ADD/ADHD, physical impairments, etc.

08-34 *Color Glass Mosaic*

High School – Art

The Ceramic Trends classes will create a replica of Van Gogh's Starry Night painting in mosaic form on the retaining wall in the auditorium courtyard. The commercial art class will help to transfer the image to the wall.

08-35 *Spectroscopy and how Electrons Move for Various Gases*

High School – Science

Students will be able to look at the spectroscopy of gases to determine how electrons move throughout the energy levels to produce energy in the form of light. They will be able to determine the unknown gases and explain how the phenomenon works through spectroscopy.

08-36 *Close-Up Chemistry*

High School – Science

A digital projection camera, teamed with the existing whiteboard, will allow for demos that can be seen by the large number of students in the chemistry classes. It will be used for displaying calculations and equations.

08-37 *Investigating Food Safety*

High School – Agriculture

Students will explore food-borne illness as they investigate the growth of yeast as well as different chemical additives and their use in preventing microbial growth. They will learn to evaluate the use of different food preservation techniques to improve food safety.

08-38 *Recreation and Leisure Exploration*

High School – Life Skills

Students in the Adaptive Physical Education program will explore areas of health and fitness that can help to maintain their health after graduation.

08-39 *Equipment for Titration Experiment*

High School – Science

Stand-alone stirring equipment will be used with hot plates as the teacher instructs the class on titration.

08-40 *Youth Life Skills*

High School - Twilight

Outside speakers will be utilized that will cover areas such as drug and alcohol use and abuse, conflict resolution, current social trends, decision making, family dynamics, etc.

08-41 *History: Upfront and Personal*

Penn Manor High School – Social Studies

The magazines subscription to the New York Times *Upfront* will be used to supplement the history curriculum and provide a better understanding of current issues and hot topics.

08-42 *iPods*

Marticville Middle – AST

iPods will be used to help students improve their reading fluency at individual reading levels. Stories will be uploaded for student use. Using the latest technology will help to motivate at-risk readers.

08-43 *Music in the Classroom*

Hambright Elementary – Primary grades

A digital piano will be used for musical activities in the classroom to help teach concepts of math, reading, science and social studies in a different way.

08-44 *Real Time Graphics*

Penn Manor High School – Video Production Class

This grant will provide a character generator for the video production class that produces the daily morning announcements. The goal is to develop effective video presentations both at the high school and around the district. The character generator will allow the students to create titles, crawls, scrolls and graphics to layer on top of a live production.

Total funds awarded for Venture Grants - \$35,273.72