

Teacher Impact Grant Sample Fundable STEM Application

Applicant Information

Teacher Name: Alex Johnson

School: Future Ready School

Grade Level(s): 4-8

Subject Area: STEM

Email: alex.johnson@school.edu

Principal: Dr. Jordan Williams

Project Snapshot

Grant Opportunity: STEM Teacher Impact Grant

Project Title: Innovate, Design, and Discover: Preparing Future Problem Solvers

Funding Request: \$3,000

Students Served: 150

Describe the student need your project addresses.

Students thrive when they have opportunities to explore, create, and solve real-world problems through hands-on learning. Many students have limited access to STEM experiences that allow them to apply classroom concepts in meaningful and engaging ways. This project addresses the need for increased opportunities in science, technology, engineering, and mathematics by providing students with authentic learning experiences that develop critical thinking, creativity, collaboration, and problem-solving skills.

Describe your project and implementation plan.

Students will participate in a series of hands-on STEM challenges throughout the school year. Working individually and in teams, students will investigate scientific concepts, design prototypes, test solutions, analyze data, and refine their ideas based on results. Learning activities may include engineering design challenges, coding and technology exploration, scientific investigations, and problem-solving activities that connect to real-world issues.

What will students learn, create, or achieve?

Students will strengthen critical-thinking and problem-solving skills, apply STEM concepts through hands-on projects, develop collaboration and communication skills, practice the engineering design process, collect and analyze data, and create prototypes, models, presentations, or solutions demonstrating their learning.

What real-world problem will students explore?

Students will explore how innovation and technology can be used to solve everyday challenges within their communities and the world around them.

How will students share their learning?

Students will showcase their learning through presentations, demonstrations, project displays, digital portfolios, and STEM showcase events.

How will success be measured?

Pre- and post-assessments, project-based learning rubrics, student reflections, participation data, teacher observations, and student-created products. Goal: At least 85% of participating students will demonstrate growth in STEM knowledge and problem-solving skills.

How does this project increase access and opportunity?

This project expands access to meaningful STEM experiences for all students regardless of background or prior experience.

How will the project be sustained?

The materials purchased through this grant will be reusable and incorporated into future classroom and schoolwide STEM activities.

If implementation changes become necessary, how will students still benefit?

All purchased materials will remain available for classroom use and can be integrated into future units and enrichment activities.

Additional Information for Reviewers

This project aligns with district goals related to student engagement, innovation, career readiness, collaboration, and real-world learning.

Sample Budget

<u>Item</u>	<u>Qty</u>	<u>Cost</u>	<u>Student Impact</u>
STEM Exploration Kits	10	\$1,200	Supports hands-on investigations
Engineering & Building Materials	1 Lot	\$600	Prototype development
Technology & Coding Resources	1 Lot	\$500	Digital literacy
Presentation Supplies	1 Lot	\$300	Student showcases
Consumable Supplies	1 Lot	\$400	Ongoing STEM activities

Budget Narrative

Each budget item directly supports student learning and participation in hands-on STEM experiences. Materials will be used to investigate, design, build, test, analyze, and present solutions to real-world problems.