



## Hazeldale Elementary

**2010-2011**

**Ipod Touch for Math: \$1,000**

**Funding provided through Building STEAM 4 All Program**

This project will use Ipod Touches for math intervention. Students will become more proficient in mathematical areas that they are weak in, by playing math games on Ipod Touches.

**ELL Instruction through Nintendo DS's: \$500**

**Funding provided through Dave Gettling Technology Fund**

The purpose of this project is to use Nintendo DS's, a handheld video game device, with English Language Learner (ELL) students to help them obtain English proficiency. The game, Virtual Tutor-Reading, provides three levels of 7-8 stories and activities each, to help students build vocabulary, and learn how the English language is organized, written and spoken.

**2009-2010**

**Geocache Adventures: \$594**

**Funding provided through Dave Gettling Technology Fund**

Technology is an integral and growing part of daily living. This project supports the use of technology through the use of global positioning system (GPS) receivers, and a GPS activity called geocaching. Geocaching is a high-tech treasure hunting game playing throughout the world. Students will locate hidden containers called geocaches, using GPS, and share their experiences online. This activity provides hands-on learning in the areas of math, geography, science and logic, and encourages engagement in authentic, collaborative learning process.

**2008-2009**

**Closing the Achievement Gap: \$1,000**

**Funding provided through Dave Gettling Technology Fund**

This project is designed to empower children and families, in partnership with Kindergarten teachers, to support language rich environments at home. In providing families with reader kits, children from every home situation will have access to literacy support outside school hours. Student reading readiness will be improved by providing at-risk kindergarteners with take-home book packs, accompanied with audio support.