BEF Classroom Innovation Grant Awards
Fall 2012

Wooden Car

Project 1 - 33 of 100
School: All 33 Elementary Schools
Recipient: John Bailey
Award: $1,000
Funding provided through OnPoint Community Credit Union
BEF Building STEAM 4 All Program

This project will fund materials for the Beaverton Science specialist team to go to all 33 elementary schools and teach first grade students a science inquiry lesson. Students will learn about the motion of objects when a force is applied as they wind a rubber band around a wooden car and measure how far it goes over different surfaces.

Encaustic Painting and Photography

Project 34 of 100
School: ACMA
Recipient: Jon Gottshall
Award: $800

Photography is a medium that, in contemporary artistic practice, is used in combination with other media. Encaustic painting, or the use of pigmented beeswax, is a medium that combines well with other graphic arts, and especially well with photography. Grant funds will be used to bring in a locally well known encaustic artist/teacher to spend a month teaching and showing students how the encaustic medium can change and extend the application of their photographic imagery.

Individual Stone Carving

Project 35 of 100
School: Aloha High
Recipient: Stephen Loudon
Award: $1,000

This project will provide sculpture class students with their own stone and access to sufficient tools to experience the most classical sculptural process, stone carving. Students will identify potential forms/subjects within their individual stones and then begin the process of subtraction, using chisel, rasp and granite smoothing paper to “reveal the shape in the stone”.

The M&M Project: Middle School Mentor Program

Project 36 of 100
School: Aloha Huber Park K-8
Recipient: Karla Ramirez
Award: $1,000

The M&M Project is a sustainable opportunity that teaches, sixth, seventh and eighth grade students to mentor kindergarten through fourth grade students in reading and math. The project is designed for the mutual benefit of middle school students and their younger students. Middle school mentors are held to high standards and are provided with an environment in which to enhance their leadership skills.

Project STEM: Integrated Science, Technology, Engineering and Math

Project 37-43 of 100
School: Barnes, Beaver Acres, Cedar Mill, Cooper Mountain, Greenway, McKay, and Ridgewood
Recipient: Carol Biskupic Knight
Award: $995
Funding provided through the BEF Building STEAM 4 All Program

Funding will provide materials for seven schools to be a part of a pilot using highly motivating, integrated STEM (science, technology, engineering, math) projects. Using Project STEM activities, students will engage, explain, extend and evaluate project designs to find solutions to science and engineering design problems. Using these project-based activities during integrated science, math and literacy instruction, students will build or design prototypes to solve real world based dilemmas using the engineering design process by thinking, communicating, and defending their work using models and writing.

Family Engineering Night

Project 44 and 45 of 100
School: Bethany and Chehalem Elementary Schools
Recipient: Erika Hansen and Celeste Darling
Award: $1,000
Funding provided through the Dave Gettling Technology Fund
BEF Building STEAM 4 All Program

Students who engage in challenging high-interest engineering and scientific inquiry develop content knowledge and critical thinking skills necessary to achieve greater levels of success in science through high school and college. A "Family Engineering Night" event is an informal hands-on learning experience, with a focus on increasing interest and understanding of the practical applications of engineering. Each challenge station is designed to activate curiosity, higher-order thinking and encourage family interaction.

After-School Theatre Project

Project 46 of 100
School: Cedar Park Middle
Recipient: Joseph Keebler
Award: $812

Students will cast, direct, design and present a school play. Grant funding will be used to purchase materials and costumes needed for a production. During the course of the school play students will take on roles such as: actor, director, sound design, lighting design, set design, costume design, property design and photographer. Students will build skills in reading, speaking, listening, research, writing and critical thinking.

iCoach for Success

Project 47 of 100
School: Errol Hassell Elementary
Recipient: Teri Sall
Award: $1,000
Funding provided through the BEF Building STEAM 4 All Program

iCoach for Success will provide first grade students additional high interest practice in letter/sound and sight word recognition, distinguishing between long and short vowel sounds, reading fluency and spelling through use of an iPad2. This technology gives instant feedback to students as they work toward key First Grade learning targets. iCoach for Success will increase the letter/sound and sight word recognition and reading fluency of students.

The Ink: A Student Literacy Magazine

Project 48 of 100
School: Five Oaks Middle/Rachel Carson
Recipient: Kristen Schjoll
Award: $1,000

The Student Literacy Magazine project will help students feel that their writing is meaningful by giving them a real audience and purpose. "The Ink" will give students a place to share their work with the larger community. All students will be encouraged to submit both fiction and non-fiction pieces in a variety of genres, for publication. A smaller editing committee of students and staff advisors will review pieces for submission, design the layout and promote and distribute the finished product.

Student Run Recording Studio – Part 2

Project 49 of 100
School: Merlo Station High School
Recipient: Jared Agard
Award: $1,000

With BEF funding, a student run recording studio was created last school year for use by all District students. It was necessary to move the studio to a new school. Grant funding will be used to accommodate the studio at the school, and purchase professional grade equipment. The student run studio proved to be a successful magnet for students interested in music and technology. The website currently houses nine songs created by Beaverton students and staff. The goal of the studio is to give every student and staff in the District the opportunity to perform their original songs with professional grade equipment and share their talents with the entire community.

Lego Engineering

Project 50 of 100
School: Mountain View Middle
Recipient: Mark Wadnizak
Award: $862
Funding provided through the BEF Building STEAM 4 All Program

Lego Engineering is a hands-on design and building project that gives students an opportunity to apply concepts and processes they are learning about in class. Eighth grade students will be using advanced Lego products to design, build and test an engineering problem. Because Legos are not permanent, students will be able to test their projects, and make necessary changes.

Seamless Inclusion Using Standing Desks

Project 51 of 100
School: Mountain View Middle
Recipient: Laura Wiles and Karen Rollins
Award: $1,000

With a 2010 BEF grant standing desks were set up in several classrooms for use mainly by students with Autism and other special needs that make it difficult for them to concentrate in a traditional classroom. Students were able to monitor their behaviors and access the curriculum with very little additional support within the classroom. Additional desks will be purchased so that these students have access to a standing desk in every classroom, and to accommodate the number of students who would benefit from using a standing desk.

JA Biztown Economics Simulation

Project 52 of 100
School: Nancy Ryles Elementary
Recipient: Bridget Peterson, Chelsea Putnam, Kristi Miller, Janice Ankenbrand
Award: $1,000

JA Biztown is an on-site simulation where students immerse themselves in a hands-on, interactive experience of "running" a city. The simulation is highly motivating for students and allows them to explore different career paths, become confident with their public speaking skills, and work with a team. Students will begin to understand that career and job choices are related to their interests, skills, knowledge and education.

Family Engineering Night

Project 53 of 100
School: Oak Hills Elementary
Recipient: Chris Amorose
Award: $910
Funding provided through the Dave Gettling Technology Fund
BEF Building STEAM 4 All Program

Family Engineering Night will provide third graders and their families with a unique learning experience as they explore the world of engineering through fun, hands-on activities. Students will work side-by-side with family members as they ask questions, plan, create and test ideas, and persevere to improve upon results through modification and further study. Through teamwork and creative problem solving, participants will experience first hand what engineers do and how engineering affects their own lives.

It's the Write Environment

Project 54 of 100
School: Ridgewood Elementary
Recipient: Shawna Allen
Award: $772
Funding provided through the Dave Gettling Technology Fund
BEF Building STEAM 4 All Program

The goal of this project is to increase the number of students who meet the writing benchmark. Students will use an iPad to complete writing assignments, selected based on their interests. Kindergarten through fifth grade students will plan, construct and create a video aligned with their written work to share with the school, and community through classroom publications, principal newsletters and the school website. Students today are motivated to learn through the use of technology. This project provides instruction of essential skills through a multi-sensory approach that is highly engaging for children.

The Private Eye

Project 55 of 100
School: Rock Creek Elementary
Recipient: Allyson Dubuque
Award: $969
Funding provided through the BEF Building STEAM 4 All Program

This hands-on project will use the jeweler's loupe as a tool to look closely at the world around us. Using the jeweler's loupes, fifth grade students will engage in looking closely, thinking critically and creating theories based on scientific observations. This will encourage and engage students in thinking analytically about ordinary objects. The Private Eye process will develop critical thinking skills in all disciplines and will help them build concentration, problem solving and communication skills.

Genographic Project

Project 56 of 100
School: Springville K-8
Recipient: Brian Torres
Award: $908
Funding provided through the BEF Building STEAM 4 All Program

Seventh and Eighth grade students will create their own "genography", a physical map of their genetic makeup and history, that they can share with their family. Students will be investigating the role DNA plays in their lives by tracing their genetic pasts, creating double helix models of DNA and extracting actual DNA from plants. The classes will discuss the ethical issues brought up by knowing the genetics they inherited.

Shirts for Schools: A Student Driven Business

Project 57 of 100
School: Sunset High
Recipient: Liz Baer
Award: $1,000

This project will provide Transition Program students with a work experience opportunity through the creation and development of an in-building T-shirt printing business. The business will be operated by the students, under the guidance and direction of school staff. The business will provide students the opportunity to learn relevant work skills such as organization, attention to detail, measurement and math skills, budgeting, marketing, customer service, packaging and sorting, design and printing.

Healthy Snacks for Healthy Kids

Project 58 of 100
School: West Tualatin View Elementary
Recipient: Adrianne Wilson, Veronica Morahan
Award: $955

Elementary age students with Autism will have the opportunity to learn valuable life skills and gain independence by being able to prepare healthy snacks that meet their special dietary needs. Students will learn about nutrition, practice good hygiene skills in the kitchen and engage in basic food preparation. The project will culminate with a self-made visual cookbook containing the nutritious recipes the students have written and prepared throughout the year.

Tetrix Robot Competition

Project 59 of 100
School: Westview High
Recipient: Brian Gerber
Award: $1,000
Funding provided through the BEF Building STEAM 4 All Program

The goal of the project is to inspire 11th and 12th grade students to enter the science, technology, engineering and mathematics fields by having them work on fun challenging technology projects and by using the element of competition to motivate them. Students will build a robot for competition and compete against other robots built by students in the Beaverton School District. The competition will have the robots perform certain tasks autonomously using the Tetrix building system. It is hoped that this will be a seed project that will grow robotics education and competition throughout the District.

Let's Chat

Project 60 of 100
School: William Walker Elementary
Recipient: Greg Courogen
Award: $1,000

Grant funds will be used to purchase iPads in order to help fulfill one of the basic human needs; communication. This technology will give students, who lack the ability to make simple requests such as asking to use the bathroom or inviting a peer to play, the means to do so in an efficient and engaging manner. The goal of the project is to make it possible for these students to achieve the more than 100 daily social initiations recommended by experts for developing expressive language skills. Practicing these skills will also help lay a solid foundation for future literacy development.

Skateboard Manufacturing Technology
Project 61 of 100
School: Westview High
Recipient: Furl Kamakaala
Award: $958
Funding provided through the BEF Building STEAM 4 All Program

The Skateboard design project will provide students the opportunity to understand the complete manufacturing process from the initial stages to the production of an acceptable high quality final product. Students will design a skateboard blank using current Autodesk computer design software, calculate the total cost to manufacture the blank and go into the shop and make their blank using tools and equipment safely. The project allows students to use current software and technologies to manufacture a product.

With thanks to our generous donors, including the Dave Gettling Technology Fund, and the BEF Building STEAM 4 All Program, the Beaverton Education Foundation was able to award $20,941.00 funding 61 classroom projects.