

Fairview IPG



Innovative Partnership Grant Monthly Update

August 2021 to June 2024



GOAL #1: LU INTERACTIVE PLAYGROUND & SCHOLAR ACCELERATION

By Fred Hoffmann, IPG Coach

Fairview Elementary partnered with PowerUpEDU to install the Lü Interactive Playground in the gym near the end of the 2022-2023 school year. Lü transforms any space into an active and immersive educational environment where kids are engaged physically, intellectually and socially-emotionally. Lü provides more than physical education enhancement in the form of editable applications that can be flexed to accelerate scholars in math, reading and science. The IPG Team, which consists of a teacher per grade level, has been initially trained on how to build classroom content and utilize it during PE specials. Each grade level subsequently created content that scholars have interacted with weekly to SOAR.

K - Storia ... Sequence ... Alphabet, Numbers 1-10

1 - Storia ... Sequence ... by 2's, by 5's, by 10's, 15-20, 21-25, 26-30

2 - Newton ... Addition/Subtraction ... Sum of 20 (10+10, 17+3, etc)

3 - Newton ... $2 \times (1-10)$

4 - Mineword ... Vocabulary in CKLA

5 - Newton ... $10 \times (1-1000)$

4th Grade - Math Eureka - Module 1
Last modified : 9/27/23, 2:20 PM

5th Grade - Exponents ($1-5^4 + 10^6$)
Last modified : 9/27/23, 12:26 PM

3rd Grade - Multiplication $3 \times (1-10)$
Last modified : 9/27/23, 10:13 AM
FAIRVIEW 3RD GRADE

Kinder - Timeline Alphabet & Numbers (1-10)
Last modified : 9/14/23, 8:52 AM

1st Grade - Skip Count by 2's, 5', 10's
Last modified : 9/14/23, 8:51 AM

2nd Grade - Add/Subtract (Sum of 20)
Last modified : 9/13/23, 1:25 PM

FAIRVIEW ELEMENTARY SCHOOL INNOVATIVE PARTNERSHIP GRANT

The Innovative Partnership Grant (IPG) is a competitive grant designed to provide support for Public School Units (PSUs), with schools identified as Comprehensive Support and Improvement (CSI).

SCHOOL VISION
Enhance life outcomes and raise achievement for all scholars with Integrity, Excellence, and Teamwork.

SCHOOL GOALS 23-24

1. Decrease chronic absenteeism to 42%.
2. Scholars in Tier 2 & 3 will grow utilizing the instructional framework, effective PLCs, progress monitoring, etc.
3. Increase school composite to 48%.
4. 3rd Grade ELA will grow from 26.6% to 29.6%.

Fairview Five Instruction

Listen, Think, Create, Reflect, Talk

Enhance Math and Science Literacy for grades K-5 displayed in K-2 NWEA data and Grades 3-5 Math and Science EOG proficiency. Our proficiency goal for Science by 2024 is 70% and our proficiency goal for Math for grades 3-5 will be 40% by 2024.

GOAL #1

- Fairview 5 for Instruction (utilize the Engineering Design Process)
- EdDirection (Mr Todd) Tier Teacher Support with observations and coaching
- Classroom LEGO Resources
- Lu Interactive Playground
- Math Practice
- ClassVR Science Support
- Additional Science Kits

GOAL #2

Decrease chronic absenteeism and maintain positive discipline numbers by implementing effective SEL development and strategies to utilize with scholars and staff

- EdDirection (Mr Todd) whole school culture and neuroscience professional development
- EdDirection (Mr Todd) support for the Attendance Team
- Chronic Absenteeism Tracker
- Staff Connecting Calls to Families
- ClassVR Experiences
- Fit&Fun Playscapes

GOAL #3

Provide STEAM experiences (science, technology, engineering, art and math) that connect scholars to field trips, community advocates and industry professionals to inspire, dream and equip them with the drive and skillset to further their learning at home.

- Field Trips ... Greensboro Science Center, Nido & Mariana Quebein Children's Museum, Millis Regional Health Center, High Point Public Library, Carowinds
- WozEd 10 STEM Career Pathways Curriculum in STEM and After School Clubs
- Guest Speakers ... Iditarod, Fort Fisher Aquarium, Mario the Maker Magician, etc!



3rd Grade Scholars & the Iditarod

Scholars and staff learned first hand about the challenges, requirements and perseverance needed from Karen Land. Credit to the HP Library for connecting Fairview and Mrs Land!

Comprehension Skills

To help students understand and comprehend a high-level piece of text, teachers often use visual aids to support the learning process and help build on the knowledge they already have.

VR use case:

ClassVR fully immerses students into a virtual reality experience allowing them to visualise, question and clarify concepts, as well as make connections and contextualise word meaning from written text. The visual aids provided in VR help to further expand each student's vocabulary to help them make more accurate and valid inferences.

Digital Literacy

Computing tools can be embedded across the curriculum to help students deepen their understanding around a topic, create projects and improve digital literacy skills needed for the future.

VR use case:

ClassVR provides a practical way for students to explore shapes using augmented reality, holding them in their hands and examining them to help support problem solving. To broaden their understanding and develop their computer literacy skills, students can independently build their own 3D shapes in Paint 3D and quality check in augmented reality.

Enriched Experiences

When taking students on a journey back to key historical events, teachers often use visual cues to help them visualise and make comparisons between the past and present to ensure accurate interpretations are made.

VR use case:

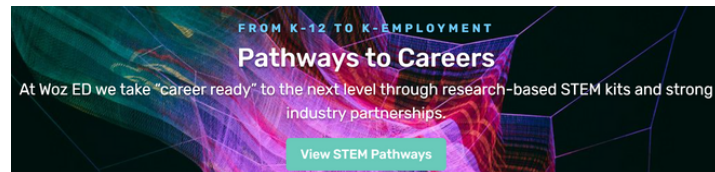
Using ClassVR allows students to be fully immersed into ancient sites and historical landmarks where they can see, describe and experience in detail as if they were there. The immersive experience encourages students to hypothesise and predict how people lived better than any other learning method.



GOAL #3: WozEd Implementation begins with Digital Animation

By Fred Hoffmann, IPG Coach

Fairview Elementary utilized Innovative Partnership Grant Funds to invest in WozEd STEM Career Pathways curriculum. Woz ED focuses on K-Employment, and these resources help students authentically explore their future in the tech economy. Fairview currently has Level 1 and Level 2 kits for all ten career pathways to expose scholars to growing areas of employment in their future. Mrs Strugis, STEM teacher, has been working with K-2 scholars in Level 1 and 3-5 scholars in Level 2 Digital Animation. Scholars have been growing daily in their usage of stop motion animation and soft skills to collaborate with peers.



According to the U.S. Bureau of Labor Statistics, employment of multimedia artists and animators is projected to grow eight percent from 2016 to 2026.



Upcoming in IPG ...

- Goal #1: PowerUpEDU on campus Thursday, 10/26, to enhance teacher skills and implementation with PD.
- Goal #2: Perfect class attendance spot check celebrations and connection calls to decrease chronic absenteeism
- Goal #3: K-5 Field Trips to the Greensboro Science Center with curriculum connected interactive experience
- Lu Interactive Playground Family Nights (January 2024)



Top 10 Skills Employers Are Likely to Seek in 2020

1. Complex problem solving
2. Critical thinking
3. Creativity
4. People management
5. Coordinating with others
6. Emotional intelligence
7. Judgment and decision-making
8. Service orientation
9. Negotiation
10. Cognitive flexibility

Monday	Tuesday	Wednesday	Thursday	Friday
Build a roller coaster.	Build a rocket.	Build the tallest tower you can before it topples.	Build the toughest truck.	Build a boat with a power source.
Build a tree house.	Make an instrument.	Build a flower.	Build an upside-down house.	Make a model of your favorite animal.
Build something that flies.	Build a robot.	Grab a handful of LEGOs, and build something that uses all of the pieces.	Build a bridge.	Build your name out of LEGOs.
Make a new amusement park ride.	Build your dream house.	Make a maze.	Build a tornado shelter model.	Build something that represents a book you are reading.

GOAL #2: BE HERE TO GET THERE - CLASSVR TAKES K-5 SCHOLARS VIRTUALLY INTO LESSONS

By Fred Hoffmann, IPG Coach

Fairview Elementary utilized IPG funds in 2022-2023 to purchase three carts of 30 ClassVR virtual reality headsets. Consistent attendance is critical to success and is rewarded with experiences unlike any middle school in GCS. In the research above regarding comprehension skills, digital literacy, and enriched experiences, all K-5 Fairview scholars experienced a virtual experience connected to content covered by their teacher to enhance their understanding, improve their retention, and increase their background knowledge. The best part of the lessons were the WOWs, WHOAs and WHATs as scholars interacted with their learning in this new 21st century method. Lessons covered were:

- Kinder - Words to Experiences - Japanese Rose Garden
- 1st Grade - Fables - The Fox and the Crow Interactive
- 2nd Grade - Fairy Tales - Sleeping Beauty Cottage & Castle
- 3rd Grade - Fairy Tales - Alice in Wonderland Scavenger Hunt
- 4th Grade - Middle Ages Text & Castle Investigation
- 5th Grade - Thanksgiving through Time Exploration

IPG @ Home - Makerspace 101

What is a Makerspace? "A space where kids have the opportunity to make - a place where some tools, materials, and enough expertise can get them started." - Dale Dougherty, *Design, Make, Play*, 2013

- Makerspaces at home & school will ... create problem solvers, encourage reflection, pursue passions and wonders, create excitement for learning, develop persistence, make prototypes and products, enhance job skills and more!
- Don't be deterred by the fact that you don't yet have a space or room solely dedicated to your Makerspace.
- Teachers - Utilize the LEGO kits in your room & use the chart.
- Families - Utilize cardboard boxes at home & use the chart.