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NEWS RELEASE

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**ARMSTRONG SCHOOL DISTRICT FOUNDATION AWARDS \$5,000 IN TEACHER GRANTS
Non-Profit Group Supports Educational Projects to Reach Nearly 700 Students**

KITTANNING —The non-profit Armstrong School District Foundation announced today that it is awarding \$5,000 in Educator Innovation Grants, which will enable innovative learning experiences for nearly 700 Armstrong School District students this school year. Educators from across the Armstrong School District submitted numerous quality applications by the June deadline. In the end, the volunteer Armstrong School District Foundation Trustees decided to fund six projects. A team of trustees reviewed and scored each application on a multi-point scale, with criteria matching the grant application questions. Here are the recipients and their projects:

Classroom - \$500

“You Want to Publish MY Story?: Student Authors in Action”

Bobbi Ann Hammill

Kittanning Jr. High School – 150 Seventh & Eighth Grade Students

Students will use the writing process to write and publish their own hardbound books using the online book publishing software known as Student Treasures. The goal is to strengthen writing process from drafting through to publishing, give students an authentic experience in writing and publishing and hopefully motivate students to write and care about their writing. Projects will be presented to the board in the Spring and ultimately the hope is that their books will be published by an actual publishing house.

Grade Wide \$500

“Recordable Storybooks to Improve Articulation, Fluency,
and Enunciation in Public Speaking”

Jaime Fry

West Shamokin High School – 250 Seventh & Tenth Thru Twelfth Grade Students

Recordable storybooks from Hallmark will be placed in Public Speaking Classrooms so that students can record themselves reading a book and then listen to themselves after. This will allow for the student to critique themselves in various elements that are covered in the public speaking classes. In addition, these books are self sustaining, as they allow for the stories to be erased and re-recorded several times so that they can be reused by future students.

Grade Wide \$1000

“School to Home: Closing the Gap Through Engaging Activities & Games”

Trisha Dilick & Vickie Watters

Elderton Elementary School –45 Fourth Grade Students

Materials will be used to help conduct “Family Game Nights” where parents will be invited to come into the school and participate in various games and activities with their students which will focus on basic math and reading concepts. These games may also be placed into a lending library so that students could take them home to play with parents. This will allow for students to become more actively involved in the learning process and allow parents to become involved more as well. These games will be pointed so that they focus on the concepts needed to reach their learning targets, as well as school district and state standards. The materials are all sustainable and can be used at home or school year after year.

“Film & Video Game Scoring Using Mixcraft”

Robert Cieslinski

West Hills Intermediate School –50 – 200 Fourth Thru Sixth Grade General Music Students

This will allow students to use their current musical knowledge to create music in a 21st Century application. Because Video Game Scoring is a huge industry, this will allow students an inside look at a real world job and help them become more creative and ready for the real world. Musical scores created will be added to video to show them how music can define the video and adds elements that otherwise would not be evident.

School Wide \$2000

“21st Century Design Using Adobe Design Standard CS5”

Patrick Mulroy

Ford City High School – 25-40 Ninth Thru Twelfth Grade Students per Year

Students will be exposed to industry standard tools for the creation of editing digital images, creating vector graphics such as corporate logos, and laying out designs for newspapers and magazines. The goals include gaining working knowledge in editing programs used by industry professionals, create professional looking digital artwork, and creating professional newspapers and magazines.