



SAMPLE Classroom Grant Request

Grant Title: Manipulatives for Math Success

Subject: Mathematics

Grade: 6

Number of Students Impacted: 41

GOAL(S) of the project are stated.

Project Purpose:

a) What is the overall purpose of your project and what need(s) does it address?

b) What learning goal or academic outcome does your project address?

Students need a lot of practice when it comes to math. The purpose of my project is to put dynamic tools into the hands of my students, thus making practicing math exciting and effortless! Instead of using dull drills to build mastery of multiplication, division, decimals, fractions, and order of operations, manipulatives that emphasize kinetic, colorful learning are needed. Making math sessions more enjoyable and effective with the addition of hands-on math practice is an important goal I have for my students!

WHAT WILL BE DONE WITH STUDENTS?

Project Description:

a) Describe your project and its activities.

b) How will this project meet the needs of your students, classroom, and/or school?

Manipulatives and practice games will be used during math instruction for practice toward mastery of key concepts. With more practice, students will be able to build on their increasing knowledge to grasp more challenging and complex math, make progress, and build mastery. Students will have fun while practicing math skills. Students can even compete with friends to see who can answer the most questions correctly, adding a competitive edge that keeps learning fresh and exciting. These activities and materials will be used year after year for math practice.

BENEFITS TO THE STUDENTS

Expected Outcomes:

a) What will improve/change for your students because of your project?

b) How will you measure these outcomes?

Through this project, students will elevate their math skills by getting necessary practice and by challenging themselves to solve equations more quickly. My students will be able to meet and exceed grade level math standards. If this project is funded, students' math progress and mastery will increase, which will be seen through their performance on tests, quizzes, assignments, and homework. Another outcome that I am hoping to observe over time is that math class becomes more engaging and enjoyable for the students!

BUDGET

Purpose of Funding: Specifically explain how these grant funds will be used and align this response with your submitted items to be purchased.

Funds will be used for the following hands-on manipulatives: Math fidget spinners, Order of Operations game, Decimal War card game, Fraction War card game, and Numbers Wild card game. The total requested is \$563.10.

What items will be purchased?

Item 1: Math Fidget Spinners (\$60)

Item 2: PEMDice Order of Operations Game (\$203.10)

Item 3: Decimal War (\$100)

Item 4: Fraction War (\$100)

Item 5: Numbers Wild (\$100)