

FirstClass Grant Program for Teachers

Examples from past Winners!*

John Winthrop School – Ozobots for 21st Century Skills

Introducing students to coding to gain key 21st Century skills to assist in potential future academic and career opportunities.

Madison School – Shoot for Your Goals

Variety of different lessons & activities involving basketball hoops used throughout the school year.

Jennings Elementary School – Creativity Buttons

Incorporating a Button Maker Machine to allow students to reach out to the immediate community as well as fostering relationships with other schools in the USA and abroad.

Jennings Elementary School – Renewable Robotics

STEAM students will use the engineering process and inquiry based learning system to design alternative energy robotics using K'nex, Legos and snap circuits as well as recycled materials.

Old Greenwich School – Kindness Rocks Project

Build and paint live-size letters (K, N, D) so that the kids can be the “I” in “KIND”. In turn, the letters would be affixed to the outside wall of the school building.

Hamilton Ave School – Portable Green Screen Station

Allows students to create amazing student-driven, directed, and edited videos using a simple green screen app. This will facilitate authentic learning and assessment opportunities.

Hamilton Ave School - Pollinator

Guide students through a discovery process that will increase their understanding in science, math, and language arts by creating a habitat for pollinators.

Hamilton Ave School – Kubos for Coding

Kubo will be a key starting point for students who are learning to code. It will form part of the bedrock of the coding experience that they will be able to build from.

Columbus Magnet School – If You Think It, You Can Build It

Create a large size replice of a street from our school neighborhood that is built to scale in the classroom and displayed and shared with the whole school at a Community School Assembly.

Hart Magnet School – Building Tomorrow’s Engineers

Encouraging students to become collaborative problem solvers and engage parts of their brains that remain otherwise dormant. Providing students with exciting, hands-on opportunities to become engineers.

Rogers International School – Building a Community of Mathematical Thinkers

Students will become active participants in their learning. They will learn in a climate of inquiry where they generate ideas, support their answers and become problem solvers using a variety of methods to show their thinking.

Roxbury Elementary School – Increase Student Engagement with Glow Games

Students play games like Tic Tac Toe, Jenga, bowling, Spoons, and Glow Shooters while reviewing different concepts they have learned during the course of the year.

Roxbury Elementary School – 100 Square Mural

Using student generated themes/characters, the students will paint and create a 100 square mural promoting peace, diversity and fun through art.

Davenport Ridge School – Friday is FriYAY!

Adding Ozobots and SmartGurlz Coding Dolls to STEM Friday activities.

Julia A. Stark – Glow Games

Students will move through various Glow Games stations and answering questions that correlate with skills we have been learning in the classroom.

Springdale Elementary – Oral Language Play

Create an oral language station in which students have the opportunity to use oral language to communicate with their peers. This station will have a variety of props and games that will encourage interaction and communication.

Toquam Magnet School – Support our Struggling Readers

Students will be participating in interactive literacy instruction through Just Words – a highly explicit, multisensory decoding and spelling programs for students in grade 4.

Hart Magnet School – Maker Space Creative Program Solving Cart for Hart!

Students will collaboratively problem solve ways to create various science themed projects.

Hart Magnet School – Recycled Racers

Using only recycled materials, our class will imagine, plan, and create recycled racers. Once students have built their racers, they will spend time improving their designs so that their cars can compete in the “Recycled Racer Rally”!

Hart Magnet School – Creating Young Innovators

Enrich the scientific experience for all students with a Makerspace Station.

Julia A. Stark – We Want the Tea

Allow students to use their creative skills to design and construct a container that will allow their product, tea bags, to float down rough waters while staying dry and hidden. Students will engage in creative problem solving and thinking to create a structure.

Green’s Farms School – Compost in Classroom!

Small desktop Compost Bins for each classroom at GFS to teach students and staff how to compost and reduce food waste.

**Applications are evaluated on creativity and impact. Past program selection is not a guarantee of future funding.*