



2018-19 Duke Energy Foundation STEM Grant

DEADLINE October 18, 2018 4:00 pm Foundation Office via Jackrabbit or Email

- This Classroom Grant is for 2018-2019 school year.
- Funds must be used to address a STEM related project.
- All funds must be used by May 1, 2019. A final program evaluation must be submitted by May 15, 2019.

Contact Information	
Applicant Name: Rachel Stansell	Position: Science Enrichment Teacher
School: Mascotte Charter	
Address: 460 Midway Ave Mascotte FL 34753	
Phone: 352-429-2294	Fax: 352-429-4836
Email Address: stansellr@lake.k12.fl.us	

Detailed Project Information
Project Title: Ozobot Evo
What priority area(s) will your project address: Math, Science and Engineering
What is your estimated start date: January 4, 2019
Estimated number of teachers who will participate in this project: 1
Estimated Number of Total Students Impacted by project: 200
Grade Levels to be Addressed: 4 th and 5 th

Program Background:

This program has not yet been implemented within the school primarily because we do not have the necessary tools to do so. Once the necessary tools are donated, the intent is to excite and engage an entire room of students through a dynamic coding and programming educational experience.

Project Summary:

The Ozobot Evo Bots will help guide in brand-new, in depth learning experiences that encourages students to get creative with visual coding they can touch. These Bots prepare kids to get comfortable with the beginning elements of coding, innovative problem solving and interactive exploration. Students can even use Evo’s Bluetooth capability to communicate with their friends, program to race other Bots, play games, and code their way to STEAM success.

Need:

A set of Ozobot Evo Bots so my students can collaboratively build skills they can apply in the real world, coding.

Project Goals and Objectives:

The students will be able to do introductory coding and programming.
 The students will be able to learn to work and play collaboratively.
 The students will learn to communicate with their friends through Bluetooth.
 The students will be able to personalize projects through empowerment.
 The students will become innovative problem solvers.

Evaluation Plan: *Describe how you will measure outcomes and evaluate your project.*

The students will:

Math= develop an Ozobot route that has specific inches and centimeter requirements. It will also have route changes such as turns, color changes, and codes.

Science= the students will determine the time between successive inferior conjunctions (when Venus and Mars are closest together, on the same side of the Sun) of Venus as viewed from Mars.

Engineering= Design a store layout for a restaurant that has a hamburger production line that shows pride on speed and accuracy with the robots serving as the employees..

Budget

Category of Expenditure	Dollar Amount	Related Activity
Computer Hardware		
Computer Software		
Other Equipment (not computers)	\$1,200.00	Set of Ozobot Evo Bots
Competition Registration Fees		
Program supplies		
TOTALS	\$1,200.00	

Program Approved By: Jiffany Mayfield
Principal

Funds Payable to: Mascotte Charter - Science Department
 Address: 460 Midway Ave.
Mascotte, FL 34753
 Phone: 352-429-2294 Email: stansellr@lake.k12.fl.us

Requesting party has read and agrees with the funding policies of the Educational Foundation.

Signed Rachel Stansell Date 9-13-18
To be completed by foundation staff/board

Program meets Duke Energy Foundation's Mission/ Funding Policy Y N

Director Recommendation: _____

Executive Board Recommendation: _____