

FOUNDATION GIVING MASTER

2008-2009			
Project	Beneficiary	Funding	Project detail
Playaway for ESL students	SES ESL	\$ 702	
10 iPods/iTunes for ESL students	SES ESL	\$ 1,866	
WriteCycle from Turnitin.com teacher pilot	GVHS	\$ 120	
Challenge Day (1 day, 100 students)	GVHS	\$ 4,350	
Smart Board	GWES 5th grade	\$ -	
Adaptive art supplies for FTLS	GVMS Art	\$ 547	
Wii Fitness is Fun	SES PE/Health	\$ 2,054	
Percussion instruments for music/band	GVMS Music	\$ 1,121	
Smart Board	GWES Music	\$ 1,060	
Playaways and CD Audio books	GVMS ELA/ Library	\$ 2,768	
"Family literacy bags" for PTLs	GWES Spec Ed	\$ 1,000	
ELMO	GWES Kindergarten	\$ 599	
Smart Board	GWES 3rd grade	\$ 1,060	
Smart Board	GWES 4th grade	\$ 1,060	
Smart Board	GWES LearnSupprt	\$ 1,060	
2 ELMOs	CES Science Lab/library	\$ 1,198	
Sugartown Lego League	SES grades 1-5 (90 students)	\$ 1,500	
	TOTAL 2008-2009	\$ 22,064	

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2009-2010			
Project	Beneficiary	Funding	Project detail
Senteo Student Response System	GVMS/HS Computer Ed	\$ 2,000	
Airliner Wireless Slates	GVMS/HS Computer Ed	\$ 1,500	
The Desmond Project	GVHS	\$ 400	
Sensory Integration Tools	KDM Learning Support	\$ 1,000	
Rachel's Challenge	GVHS	\$ 1,450	
Wii Gaming System	GVHS Phys Ed	\$ 550	
	TOTAL 2009-2010	\$ 6,900	

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2010-2011			
Project	Beneficiary	Funding	Project detail
ELMO	GVMS 8th gr	\$ 542	
Artist in Residence- Creative Movement	CES K-4	\$ 5,000	
Artist in Residence- Ceramics	GVHS	\$ 4,500	
Rachel's Challenge	GVHS	\$ 1,450	
Flip Camcorders	all schools	\$ 1,404	
ImPACT Concussion Mgmt Software	GVHS	\$ 1,000	To evaluate an athlete's recovery following a concussion.
10 iPads (pilot program)	GVMS Gr 6 Soc Studies	\$ 2,395	
56 Nook Digital readers (pilot program)	GVMS Gr 6-8 ELA	\$ 4,926	
	TOTAL 2010-2011	\$ 21,217	

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2011-2012			
Project	Beneficiary	Funding	Project detail
2 digital cameras	GVHS Art Dept	\$ 1,100	
The Enormous Egg play	CES Music	\$ 1,000	Students performed the play based on the book
10 iPads	GVMS Computer Apps	\$ 4,000	
Chemistry nonfiction reading	GVHS Chemistry	\$ 500	
iMac computer for AP art class	GVHS Art Dept	\$ 1,225	
	TOTAL 2011-2012	\$ 7,825	

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2012-2013			
Project	Beneficiary	Funding	Project detail
3D design class/ three artists for AP class	GVHS Art Dept	\$ 5,000	Artist in Residence
Extra Duty Responsibilities	all schools	\$ 50,000	
7th and 9th Grade sports	GVHS and GVMS	\$ 86,500	
Aides	all schools	\$ 120,000	
Senior volunteers	community	\$ 5,100	
	TOTAL 2012-2013	\$ 266,600	

\$ 5

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2013-2014			
Project	Beneficiary	Funding	Project detail
iPads for Mathematics	GVMS	\$ 2,840	
iCompose!	GVMS Music	\$ 10,887	Middle school students learn to compose and publish their own musical pieces.
Sensory Integration and Motor Coordination	KDM Autistic Support	\$ 1,500	Helps students in our Autistic Support Classrooms with sensory processing, motor planning, and muscle strengthening.
Poetry writing Artist in Residence	GWES	\$ 1,500	
Author and Illustrator Assembly w/Joe Kulka	KDM Elem School	\$ 643	
Songwriting/Performance National Book Wk	GWES Gr 4-5	\$ 1,685	
Brian Lies Assembly	CT Elem School	\$ 2,300	
Project Lead the Way Engineering kits	GVHS	\$ 15,600	
Robotics Clubs	GVMS	\$ 4,000	Offers MS students an introduction into robotics and engages them in STEM related concepts.
iPads to Support Curriculum/Technology	GVSD Elem Schools	\$ 60,000	
	TOTAL 2013-2014	\$ 100,955	
		\$ 10	

2014-2015			
Project	Beneficiary	Funding	Project detail
Venture Grants			
Anchors Away	GWES/Spec Ed	\$ 4,282	Elementary level special needs students see and perform in a work of theater (In collaboration with Peoples Light)
Building Home to School Math Bridge	GV K-6 grades	\$ 10,000	Videos provide sample problems and tutorials aligned with the math learning in our classrooms.
iPads for ELL Students at the MS	GVMS ELL students	\$ 10,279	iPad minis with translation software for middle school English language learners
Mural Club Funding	GVHS/elem schools	\$ 574	Provides high school students an opportunity to design and paint murals on the campus and the surrounding community.
Hydroponics in the Classroom	GVSD Elem 3rd grades	\$ 4,071	"Grown in water" beds that enhance the curriculum for 3rd graders studying plant organisms and their growth.
Ceramics Artist in Residence Workshop	GVHS 3D design/AP classes	\$ 2,035	It provides the HS advanced 3D design students with demonstration and instruction in the ideas of series work.
Skylight Microscope Attachments	GVHS Science	\$ 375	
HS iPads for Science	GVHS Science	\$ 2,395	
Elmo Document Cameras	GVHS Science	\$ 1,000	
		\$ 35,011	
		10	
District Initiatives			
MS iPad Social Studies Pilot	GVMS Social Studies	\$ 11,419	
HS iPad Social Studies Pilot	GVHS Social Studies	\$ 11,419	
Laser Cutter - Project Lead the Way	GVHS Engineering Classes	\$ 4,000	
Smart Table pilot	Kindergarten pilot	\$ 5,000	
eReaders	GVSD Elem schools	\$ 5,000	
		\$ 36,838	
		\$ 6	
*EITC Funds			
** 1 year only - Jennifer Stagnaro memorial donations			
	Total 2014-2015	\$ 71,849	

2015-2016			
Project	Beneficiary	Funding	Project detail
Venture Grants			
Anchors Away	GWES/Spec Ed	\$ 4,082	
Finch Robots	GVMS All Students	\$ 5,040	Helps students learn to write programming using the robots.
Robotics Club	GVMS Club	\$ 2,687	
ESL Stream Notebooks	GVHS ELL Students	\$ 3,750	Translation aide
Mobi Classroom	GVHS Chemistry Classes	\$ 1,576	Technology in the classroom with interactive teaching using portable Smartboards and student response.
Science Smartphone Adaptors	GVHS Biology Classes	\$ 1,800	Enabling students to use cell phones to take photos and videos of microscopic organisms.
STEM Milling Machine	GVHS Eng. & Design Classes	\$ 10,672	HS students design, program, fabricate and deliver a product.
		\$ 29,607	
		8	
District Initiatives			
Math Videos	All K-7 Students	\$ 10,000	District expanded the teacher created videos supporting math instruction for K-7 students
Dreambox	All Elementary Students	\$ 25,000	Software that supports math learning
		\$ 35,000	
Angel Fund Grants**			
Fitness Club	GWES Club	\$ 1,365	Students learn to improve their mind and body both physically and emotionally.
Challenge to Change & Achieve	SES Students	\$ 3,189	Creating strong bodies and minds through team building, problem solving and trust activities
Olweus Library Carts	SES Students	\$ 2,473	Mobile library carts for presenting Olweus bullying lessons
Challenge Day	GVHS	\$ 4,600	Creating positive change in school by understanding and accepting differences.
Tech. Safety Presentation - Richard Guerry	GVHS student and community	\$ 3,000	Presentation about online safety
		\$ 14,627	
	Total 2015-2016	\$ 79,234	

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2016-2017			
Project	Beneficiary	Funding	Project detail
Venture Grants			
Student pedometers	GVSD Elementary Students	\$ 19,323	PE classes will monitor steps taken, evaluate caloric consumption and expenditure.
Desk Cycles	CT Students	\$ 1,590	Kinesthetic Movement to Promote Cognitive Development
Robotic Arm Classroom Integration	GVHS Pre-Engineering Classes	\$ 820	Programmable robotic arm for use in design challenges and design based learning activities.
Field Trip to Underground Railroad Tour	GVHS Multicultural Student Union	\$ 1,620	
Startup Costs for HS Robotics Club	GVHS Students	\$ 7,500	Starting a VEX robotics extracurricular program at Great Valley High School
		\$ 30,853	
		6	
District Initiatives			
Kindergarten Welcome Bag	GVSD Incoming Kindergarteners	\$ 5,015	Welcome preparedness kit for new students
Mental Health Events	GVSD Community	\$ 4,500	Evening programs TBD
Wellness/Mindfulness Support	GVSD Students & Staff	\$ 10,000	Seminars
Summer Tech Entrepreneurs Workshop	GVHS & GVMS Students	\$ 1,920	High school students mentoring middle school students
Summer Technology Help Desk Camp	GVHS & GVMS Students	\$ 8,640	Preparing students for launch of 1-1 initiative
		\$ 30,075	
TOTAL 2016-2017		\$ 60,928	

2017-2018			
Project	Beneficiary	Funding	Project detail
Venture Grants			
Ozobot Programmable Robots	GWES	\$ 590	Ten Ozobot Programmable Robots would be available for use by any teacher or coding club in the district. Ozobots span a wide learning continuum beginning with simple color recognition programming then progressing (even in first grade) to leveled block programming.
Read to Lead	SES	\$ 9,105	47 Kindles student ipads; 37 kajeet devices to provide internet access (District already has 10)
Stop Motion Animation	GVHS	\$ 1,040	purchase 4 digital cameras to incorporate Stop Motion animation into the curriculum
Classroom based pre-vocational training system	GVHS	\$ 2,332	Great Valley High School's Autistic Support works to successfully transition students to job placements outside of the high school, the students need access to many pre-vocational opportunities in the classroom setting.
Mechanical Wave Demonstration kit	GVHS	\$ 353	Learning a bit of quantum mechanics and understanding the wave/particle duality of an electron are part of the GVHS chemistry curriculum. Having the ability to physical demonstrate the fundamental frequency and higher harmonics in 1 and 2 dimensions especially the circular standing wave will greatly help students grasp why electrons act the way they do in an atom. Physics classes will use the frequency generator to study standing waves
Bluetooth Chemistry Sensors for Ipads	GVHS	\$ 2,697	One classroom set of wireless chemistry sensors to connect to the ipads Sophomores will have for the first time; this will enhance the lab experience of students
History in 360 Degrees	GVHS	\$ 5,535	This project will create a 360 degree virtual reality tour of Valley Forge National Park
	Total 2017-2018	\$ 21,652	
		7	
District Initiatives			
Kindergarten Welcome Bag	GVSD Incoming Kindergarteners	\$ 5,015	Welcome preparedness kit for new students
1:1 Technology Camp	5th Grade	\$ 8,640	Introduction to iPads
TOTAL 2017-2018		\$ 35,307	

2018-2019			
Project	Beneficiary	Funding	Project detail
Venture Grants			
Flexible seating increases On Task behavior	KDM	\$ 2,456	A study from the University of Minnesota found that students participated 48 percent more in discussions in a classroom with collaborative group seating versus traditional lecture-style seating, and also improved their performance on standardized tests. Studies suggest that children who participate in short bouts of physical activity within the classroom have more on-task behavior, with the best improvement seen in students who are least on-task initially.
Embroidery Machine	GVMS	\$ 2,750	Provides students the opportunity to learn a human to machine interface with an artistic result. Students can personalize their tote bag or drawstring bag with their personalized embroidered design.
Emotional Support Community Based Learning	GVHS	\$ 4,000	This project helps to build community and relationships within the emotional support program. The students will have the opportunity to interact with each other and staff members away from the work expectations of the school day.
VEX Robotics V5 Upgrade	GVMS	\$ 7,500	This is an upgrade to the core components that the 10 Robotics club teams have been using to compete. The existing components will be traded-in to offset some of the cost of the upgrade.

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Breakout Boxes	CTES	\$	450	Breakout boxes allow for extension of all curricular concepts. Students can even create their own game. Breakout EDU is a physical game kit and platform where students work together to solve various puzzles to open a locked box, similar to an escape room. Breakout kits can be used in every subject area and grade level and help to develop collaborative skills.
Robotic Adventures	CTES/KDM	\$	2,313	Ozobot Bits and Lego Mindstorms allow these students to access their creativity and innovation while collaborating. With Ozobot Bits and LEGO Mindstorms EV3, students can build robots and use software to plan, test and modify sequences of instructions from a variety of real life robotic behaviors. Students will also have the opportunity to use the kits to create new inventions.
Google Expeditions Kit	District Resource	\$	9,000	Expedition Kits bring a new, innovate technology into the classroom. By immersing students in the tour, they experience an environment they may not otherwise have the opportunity to explore. The kits push the boundaries of a classroom by extending learning outside of it without physically leaving.
		\$	28,469	
			7	District Initiatives
Speaker Series		\$	1,000	
Technology Camp		\$	6,000	
TOTAL 2017-2018		\$	35,469	

Project	Beneficiary	2019-2020		Project detail
		Funding		
STEAM Creation Stations	HS	\$	3,357	This project will create "STEAM Creation Stations" to provide students with more low-tech and no-tech opportunities to engage, collaborate, connect, inquire, and create with each other, at their own pace, while stimulating social connection, brain breaks, community building, and problem-solving skills.
Amazing Patriot Race	MS	\$	7,500	This project partners with the American Historical Theater and provides the 8th grade students the opportunity to participate in an organized out of classroom experience that brings history to life in Philadelphia. At the end of the 8th grade school year students are able to review topics learned and walk away with more enrichment and engagement.
Intermediate Grade Flexible Seating	ES	\$	11,610	Studies have shown that learning environments have a positive impact on student achievement. Flexible seating provides the students the opportunity to quickly and easily group to collaborate on various projects which increases student engagement.
CPR/AED Life Support Training	HS	\$	10,325	This project will provide CPR/AED training to all high school students and staff on how to properly respond to life threatening emergencies which ultimately improve the chances of survival in patients under cardiac arrest. Training the trainers is also a part of this project. By partnering with Chester County Emergency Services Department increases the collaboration between the school and the community.
Science Flexible Seating	MS	\$	3,078	Every student is unique and the methods each student uses to access content is also unique to their needs. Research has shown that flexible seating increases student engagement. Giving them the option to stand by providing a high top work station provides the flexibility to easily collaborate with fellow students on science projects.
		\$	35,870	
			5	
Speaker Series		\$	1,000	
Technology Camp		\$	6,000	
Total Allocated		\$	42,870	
	ES		\$11,610	
	MS		\$10,578	
	HS		\$13,682	

2020-2021

Venture Grant program suspended due to COVID-19 pandemic

2021-2022

Project	Beneficiary	Funding	Project detail
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The Rainbow Connection	KDM	\$ 3,072	At KDM, Kindergarten, First Grade, Second Grade and AS/MDS students will benefit from The Rainbow Connection Implements both Music and STEAM special area classes. This project enhance student learning through a collaboration in the Music and STEAM special area classes by bringing the power of music alive through color and pattern It will teach rhythm and melody skills and bring stories to life. Students can interact with their surroundings while learning vocabulary. Working on fruit? The rainbow connection will allow students to "hear" the red apple, the yellow banana, the orange pumpkin, etc. Working on creating binary and ternary forms in Music? Use color to show the pattern of the music you are creating and develop what each color sounds like and how they colors fit together. Working on coding? Let's add color and hear what that sounds like! The more connections between subjects and everyday life, the more times skills are reinforced in a variety of ways, the more students become successful, and the highest level of instruction is met, support for all learners is provided and student engagement increases all around.
Robots for Physics	GVMS	\$ 6,350	Introducing robots into the sixth-grade curriculum would support the district's goal of integrating varying technologies into the classroom and support student mastery of those technologies. Students would be introduced to the robots during our physics unit. In doing so, students would be building on the coding and robotics skills developed in elementary school STEAM fundamentals and would use the robots to apply the concepts of motion, speed, acceleration, and Newton's Laws of Motion, which are foundational understandings in science.
Total		\$ 9,422	

2022-2023			
Project	Beneficiary	Funding	Project detail