



Teacher Grants 2023-24

Working with individual teachers, small teams, or sometimes entire departments, each year we award targeted grants to put high-impact teaching tools in the classroom. They give Warwick students extra enrichment above and beyond what the district can budget.

Amount invested in Teacher Grants for this school year - \$245,800 (as of 08/01/23)

Grants awarded - 34

Students Impacted – 3,800

Teachers Enabled — 80+

Grade levels supported – Pre-K through 12th grade at all six schools

Recipients 2023-24

All Warwick Schools

- Virtual reality resources to create immersive learning experiences that spark connections with engaging visuals, meaningful content, and explanatory audio.
 - Jonathan Olshan, Shelly Chimil

Warwick High School

- Twenty-one class sets of large foam models to manipulate and help with understanding of molecular biology concepts and processes.
 - Krista Roe, Kaitlyn Bryant, Ray Mount, Loren Dissmore
- Podcast studio construction and technology to enhance the broadcasting curriculum and give students tools to create professional-grade podcast shows.
 - Alina Rakiewicz
- Visit by Shakespeare expert and performer, Daniel Kostelec, to augment classroom learning.
 - Spencer Nissley, Christina Bracken, Joanna Lynch, Carolyn Bogner, Joan Bohan
- Two simulators to visualize biological change: predator and prey cycles, and natural selection.
 - Kaitlyn Bryant, Ray Mount, Krista Roe
- Live broadcasting equipment to allow students to create, produce, and promote professional looking live broadcasts.
 - Shawn Beamenderfer, Alina Rakiewicz
- Projector to provide high quality images and video, on and offstage in the District's auditorium.
 - Jonathan Shoff, Ann Ahlers, Matt Tenaglia
- Support for student participation in the Attollo Recruit and Senior programs to develop leadership.
 - Kristy Szobocsan
- Grammar program offering students lessons, practice, quizzes, and writing assignments.
 - Taylor Cole, Alina Rakiewicz, Wendy Hoyer, Christina Bracken
- Router milling machine for hands-on experience with modern wood manufacturing and engineering.
 - Marty Meier
- Science Fair materials to help students create research projects.
 - Doug Balmer, Diana Griffiths, Beth Lynch

Warwick Middle School

- Battle of the Books – a reading based trivia contest that encourages students to read fiction and compete for prizes.
 - Amber Moschini, Samantha Wilson
- Start-up of a robotics team to compete in head-to-head challenges to design, build, program, and operate robots.
 - Jenna Brower, Kevin Krause, Jeffrey Oberholtzer
- 30 programmable robots (Spheros) with robust capabilities to boost STEM skills and problem solving.
 - Jessica Gehman, Lyle Ressler, Jenna Brower
- Science Olympiad lab supplies, building materials, and tournament fees for team-based competitions.
 - Lee Walter, Jeffrey Oberholtzer

Warwick Middle & High School

- Full concert performance featuring Latin American music to introduce traditional dance and instruments to Spanish language classes.
 - Nikki Rivera
- eSports equipment for the eSports lab allows more students to participate in this growing program that promotes problem solving and critical thinking skills.
 - Kevin Krause, Brian Pearson

Warwick Middle & Elementary Schools

- Gamification resources to develop video games and unique classroom escape-room inspired puzzles that enhance math, reading, and science.
 - Johnathan Olshan, Shelly Chmil

Warwick Elementary Schools

- Family Math Night at all 4 elementary schools to engage children and families in math fun and skills.
 - Will Maza, Julie Meckley, Emily Trees, Melissa Volupas
- Specialized reading resources to give struggling readers more opportunities to practice reading skills.
 - Amy Evans, Madalyn Molygoni, Tyler Wentzel
 - Kylee Pastal
- Cameras, microphones, tripods and additional equipment to expand student involvement and skills for production of the school's morning announcements show.
 - Gina Diaz-Perez, Stephen Englehart
- Morning STEM/Fine motor bins with materials for our youngest learners to develop fine motor skills.
 - Courtney Wolgemuth, Emily Korzon, Bethany Getway
- Rock-climbing wall extension to provide more difficult challenges and problem-solving scenarios.
 - Rachel Post, Amy Balsbaugh
- Online stock market game for 6th graders to learn about the stock market and business.
 - Alex Daecher
- Take home learning backpacks to put supplies and manipulatives in the hands of families supporting our youngest learners in the district's pre-K program.
 - Stacey Yunginger
- First in Math hands-on, digital tool to engage students and improve understanding of math concepts.
 - Ashley Woolley, Dan Weidman
- Weaving and fiber materials to create weaving and fiber art projects by hand.
 - Dina Diaz-Perez

- Resources for play-based learning in math, reading, word recognition, spelling, and numbers.
 - Emily Trees
- Tricycles and helmets providing new ways to obtain physical exercise.
 - Rachel Post
- A cart designed for student creativity development. The Nudel Kart has over 300 variable pieces that can fit together in countless ways.
 - Amy Balsbaugh
- Zearn, an online resource designed to reinforce math at elementary levels.
 - Lindsey Stock
- One Book, One School, One Community - our annual reading program to reach all 1900 elementary kids and their families. It also includes a visit by a famous author.
 - One Book, One School, One Community Teacher Committee
- STEM Career Fairs for 6th graders to see a world of STEM career possibilities.
 - Erika Breckenmaker, Alex Daecher