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First and Last Name

Robyn Czupka

School

Tucker Capps Fundamental School

Phone Number

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Position or Title

Kindergarten teacher

Project Title:

Letters Alive Plus

This project is designed for:

Elementary

Target Grade Level(s)

kindergarten

Subject Areas or Discipline

Language arts

Project Summary (500 characters or less)

Letters Alive Plus is an interactive program that brings phonics, letters, blends and pre-reading skills to life using augmented reality. This program has been used in classrooms across the country. According to Greg Smedley-Warren, a popular Kindergarten teacher, blogger, curriculum writer, and instructor in professional development, he says along with alphabet bootcamp they found 48% increase in letter recognition and 112% increase in sound fluency in his class room.

Project description: Please describe your project in as much detail as possible. Be sure to include a brief description of plans and activities for your project.

The letter Alive Plus program will enable kindergarten students to improve their reading skills through the utilization of a computer equipped with a document camera, reading software, and cards that spring to life in 3D through advanced technology of augmented reality. Letters Alive Plus provides a multi-sensory approach to help with early literacy skills, building and strengthening phonemic awareness.

The program includes 26 alphabet cards, and 97 vocabulary cards. Letters Alive Plus allows students to use alphabet cards along with 84 word family cards, to hear the sounds represented by each letter, blend, and digraph to assemble words phonetically.

We would use this program daily along with our alphabet bootcamp to introduce and re-enforce upper and lower case letter and sound recognition. This will be used as a whole group learning activity. In addition to using whole group, teachers and interventionist will use this program in small review groups as needed. Students could take turns going to the board and picking letters to create words and sentences.

This program will enrich the learning experience of any economically disadvantaged children, by allowing them to have experiences with altered reality based letters. This will let them experience animals virtually that they may not have the opportunity to experience at home.

Standards of Learning Objectives: What are the learning objectives of this project? How do they correlate with the Virginia Standards of Learning?

We will be using the Virginia Standards of Learning as a guide to using the program.

The students will develop alphabet knowledge and phonetic principles.

They will name upper and lowercase letters as well as the sounds for each.

The students will orally identify, segment, and blend various phonemes to develop phonological and phonemic awareness.

Evaluation: How will you know if the objectives have been met? How will the outcomes be measured?

The students will be tested using PALS, as well as being assessed digitally on ESGI. They will be tested on uppercase and lowercase letter recognition, and sounds, as well as sight words.

Innovation: Explain the innovative learning experiences in this project.

Alphabet cards spring to life in 3D through advanced technology of augmented reality. Each card features an animal that corresponds to an alphabet letter and letter sound . The cards can also be used for stretching and building words phonetically. The animal appears to respond to questions and sentences the children build.

Dissemination: Would your project be of value to other educators? How would you share your idea? (Sharing your project idea could include things such as school events, social media, school division meetings, conferences, etc...)

This program would be valuable in any Early Childhood classroom as a way to make learning letters and sounds new and exciting. Our plan is to share these learning experiences via our class Facebook page and school Facebook page. We will be posting pictures and videos of the use of Letters Alive. We will also share videos and pictures with Hampton City Schools.

Provide a timeline outlining the preparation and events of the project. Note that funded projects must be implemented within the school year and a project report must be completed.(See Hampton Education Foundation website for Project Report form)

The program can be started as soon as it is received, and continue throughout the school year. It will also be able to be used and enjoyed in future school years.

Budget:

- Supplemental reading program: \$995
- software on USB flash drive
 - one user license
 - teacher lesson plan
 - tracking mats for letters
 - 26 alphabet posters
 - 26 alphabet cards
 - 97 pre-k and kindergarten sight word cards
 - 84 word family cards
 - Ipevo USB camera and extension stand
 - card sorting box
 - card storage box
 - training videos

Total amount requested (If your total project cost exceeds this grant request, please describe how the additional funds will be obtained. If unable to raise all funds and project is not completed, HEF grant funds awarded must be repaid).

\$995

Electronic Signature

Robyn Czupka