

ABL Game Changer Grant

Each year, the *ABL Game Changer Grant* awards up to \$10,000 to schools in need!! This grant was created in order for us to fulfill our mission of changing the future for all children, More specifically

We focus on the "3L's"

The Last child in line at recess
The child Lost in the school system
The child Least likely to succeed

These funds are a chance for educators to join our mission and reach the children who need us the most. Thanks to research, we have found a way to increase children's health, wellness, and education... through movement! If you are a supporter of our mission, and are interested in implementing Action Based Learning, Kinesthetic Classrooms, or Teacher Training at your school, this is the grant for you!

Eligibility

- Open to all K-12 educators, University educators, public or private school in the following positions: Full-time educators, teachers, principals, paraprofessionals. Must be employed by an accredited K-12 school located in the United States & Canada.
- Proposals must align with the "3L" Mission of serving the least, the last and the lost students.
- Applications must include a signed document of approval from the school superintendent, principal or applicant's immediate supervisor.
- Applicants must also provide at least 3 letters of support from colleagues
- Proposals must include a comprehensive plan to implement Action Based Learning Lab Products, Kinesthetic Classroom Furniture, and/or Training. The proposal must clearly identify how this project will enhance the physical, mental, and social or emotional development of every student, how this project will support a lifelong healthy lifestyle, and the extent to which this impacts the high need students.

How to Apply

1. All proposals must be uploaded using the Gamechanger Grant Submission Form found on www.abllab.com
2. All proposals must include:
 - Completed proposal (pages 2-5 of this document)
 - Signed letter of approval from applicants immediate supervisor
 - 3 Letters of Support from colleagues
 - Proposals may be uploaded in Word Doc, PDF, or Powerpoint format

Here's to all of the game changers making a difference

every day!

PROPOSAL OUTLINE

How It Works

All products and training eligible to be written into the *Game Changer's* grant are [available on www.abllab.com](http://www.abllab.com). Please use this as a reference when deciding on what to include in your Wishlist, and how to implement this into your program/classroom. Amount requested in proposal is flexible. Applicants may apply for funding totaling between \$1000 - \$10,000. Proposals may be partially or fully funded.

Where to begin

You will want to evaluate the highest need at your school and choose which of these items are going to benefit your students the most. This is the time to brainstorm your ideal classroom environment. Which items will most effectively help you accomplish your goals for your students? What exactly will this look like in the classroom? How does brain research support your proposal? How will you collect data to show the impact your project has had on your students? Once you've brainstormed a plan, you are ready to begin your proposal!

Upon Completion

Once you have filled out each of the below sections in your proposal, you will be ready to complete the last section of the proposal- the checklist to ensure you have fulfilled all requirements necessary to submit. Once you have completed the checklist, sign the final page, and submit on www.abllab.com

A. ABOUT YOU

Applicant Name:
Personal Email Address:
Cell Phone:
Number of years in education:
Your Position at the school:
Your Favorite thing about being an educator:
Your Mission:

B. ABOUT YOUR SCHOOL

Name of School:
School Address:
School Email:
School Phone #
Immediate Supervisor/Principal:

C. NEED FOR YOUR PROJECT

Detail how your project ties into the 3L mission and how this will meet the needs of your students.

D. OUR WISHLIST

PROVIDE YOUR WISHLIST BELOW, INCLUDING ITEMIZED BUDGET

E. YOUR PROJECT

Project title
Grade(s), Class size/number of students impacted
If your project is a team effort, list names of other project participants here
Provide a concise summary of your project in detail. Be sure to include the overall objective of the program as well as how the project will benefit students and their experience in the classroom.

F. PROJECT DESCRIPTION

Provide a thorough description of your project. Provide the details of the project; clearly state what you will do and what your students will do in the classroom as your project is being implemented.

G. BENEFIT TO STUDENTS

Section G can be submitted in 1 of 2 formats:

Video: Outline why you feel that Action Based Learning will benefit your students and your school. It is also important to talk about how incorporating Action Based Learning will benefit you as a teacher. We ask that you reference relevant research studies, that support the effectiveness of this project. Some examples may include: childhood development findings, brain and body research, Movement and Learning, and any relevant findings regarding improving student learning, behavior, and overall health.

Your topic choice for this video is entirely up to you! Here are some ideas to get you started: How many students does, or will the project directly benefit? How will your project improve student learning and impact other students and teachers, parents, and your community?

OR

Lesson Plans: Create one page lesson plans related to the items on your ABL wishlist. How can you incorporate these items into the learning process? Provide some ideas and sample activities for how you could use the ABL items in the classroom. (We value quality/creativity over quantity. There is no min or max number of lesson plans you are required to submit. As a guide, we have recommended 3-7 one page lesson plans/activity guides relating to equipment on your wishlist)

Your topic and academic content you choose to use as sample activities is entirely up to you! Here are some ideas to get you started:

Sample activity guide for using the boomer board with my 5th grade math class.

Lesson plan for incorporating my pedal desks into classroom instruction. Ex: Using forward pedaling to answer YES, and backward pedaling to answer NO.

****Extra points given for ultimate creativity – the sky is the limit!**

H. PROJECT EVALUATION

Provide details on how you will evaluate the effectiveness of the project. Explain your method of data collection in detail.

PLEASE USE THE CHECKLIST AND SCORING RUBRIC (LOCATED BELOW) TO COMPLETE YOUR SUBMISSION!

Checklist

	Initial Below
I am employed by an accredited K12 school/non profit in the United States	
I have identified and explained our NEED for the project	
I have given our project a title	
I have included our Wishlist and itemized budget	
I have completed and submitted my Section G Video/lesson plan (3-7 minutes / 3-7 lesson plans)	
I included our plan to evaluate the effectiveness of this project	
I have referenced 2 or more brain-based research articles to support my proposal	
I have identified how this project aligns with the 3L mission	
I understand that by submitting my proposal, I am giving ABL ownership rights to the information provided in this document.	
I have attached my 3 letters of support from my colleagues	
I have attached a signed letter of approval from my administrator approving my pursuit of this project	
I have completed the application in its entirety	

Applicant's Signature _____

Scoring Rubric	Points	My Score
Identified how this project aligns with the 3L mission	3	
Proposal	5	
Video (3-7 minutes) / Lesson Plans (3-7)	5	
Letters of Support (including 3 colleagues + principal)	3	
Submitted all components of proposal (A-H)	2	
Additional extra points for video creativity	+2	
TOTAL	20	

****LEAVE BLANK FOR OFFICE USE ONLY****