



**WACO ISD EDUCATION FOUNDATION
COVER SHEET – PART II
Application for Grant:
2025-2026 Funding Cycle**

Assigned Grant Proposal #: _____

Project Title: _____

Grade Level(s): _____ **# of Students DIRECTLY involved:** _____

Subject Area(s): _____

Amount Requested: \$ _____

Grant Focus Area(s): In order to be considered, Waco Education Foundation Innovation Grant proposals must fall under one or more of the E4 focus areas: early childhood development, enhanced programming for advanced students, extended education for staff, and emphasis on student performance. NOTE: In addition to meeting one of the E4 focus areas above, grant readers are especially interested in creative and innovative grant requests that target fine arts, STEM, literacy, or enrichment.

(check all that apply)

Early Childhood Development

Enhanced Programming for Advanced Students

Fine Arts

Literacy

Extended Education for Staff

Emphasis on Student Performance

STEM

Enrichment

Proposal # 8

Learn a Lot with Ozobot!

We are seeking funding to integrate Ozobots into our elementary classrooms to promote hands-on STEM education and foster critical 21st century skills. Ozobots are small, programmable robots that use visual coding and color-based commands, making them accessible for young learners while introducing them to foundational coding and problem-solving concepts. The requested funds will be used to purchase a classroom set of Ozobots, accompanying teaching materials, and professional development resources for teachers. These tools will allow students to engage in collaborative, project based learning activities that align with cross curricular lessons in math, reading, science, and even social studies.

Rationale: This project aims to acquire Ozobots technology to enrich elementary classrooms from grades K-5, providing students with the opportunity to practice coding across all subjects. The project aligns with the Waco Education Foundation's funding focus areas of STEM and enhanced programming for advanced students by introducing hands-on, creative learning experiences that strengthen problem-solving and critical thinking skills. Additionally, it emphasizes student performance by integrating coding into core subjects, fostering a deeper understanding of concepts through interactive learning.

The project also supports the campus improvement plan's goal of incorporating high-quality instructional materials aligned with curriculum standards and tailored to meet the diverse needs of students. Ozobots will allow teachers to engage students with differentiated, cross-curricular activities that promote higher-order thinking and collaboration. This initiative will help bridge the gap between technology and traditional learning, ensuring students are equipped with 21st-century skills necessary for future success.

Goals: Through this project, we aim to engage students in hands-on, interactive learning experiences that foster curiosity and active participation. By integrating Ozobots into daily instruction, students will develop essential technology skills, such as coding, that are critical for success in an ever-changing, technology-driven world. This initiative will create meaningful connections across curricular subjects, allowing students to deepen their understanding of key concepts through integrated learning. We expect all students on campus to participate in learning with Ozobots through hydroponics, providing a unique, cross-disciplinary experience that combines coding, science, and problem-solving. Additionally, we expect classroom teachers to integrate Ozobots into instruction at least once throughout the school year, ensuring consistent exposure to technology and coding practices. The use of Ozobots will also encourage collaboration among students and across the campus, promoting teamwork, problem-solving, and creative thinking. Ultimately, this project will empower students with the tools and skills they need to succeed both academically and beyond the classroom

Plan of Operation:

We will gradually introduce Ozobots in the classroom using the schedule found below. We plan to showcase Ozobots and involve our students' families throughout the school year by having an Ozobot table at all of our community events!

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August

Week 2: Professional development for all classroom teachers on using Ozobots and integrating them into instruction.

Week 3: Follow-up support and Q&A session for teachers.

September

Week 1–2: Classroom teachers begin introducing Ozobots to students through exploratory lessons.

Week 3–4: Continue building teacher confidence with Ozobots through classroom practice and support.

October–December

Week 1: Begin school-wide hydroponics project during Specials in Art/Gardening. Students will use Ozobots to explore coding and problem-solving related to hydroponics.

Classroom teachers implement Ozobot-based lessons in at least one subject area.

Ongoing student participation in hydroponics project during Specials.

Monthly check-ins to provide teacher support and share best practices.

January–March

Continue classroom implementation of Ozobots across various subjects.

Students refine coding skills through problem-solving activities connected to hydroponics.

Mid-year review of progress and additional teacher support as needed.

April–May

Showcase student projects incorporating Ozobots and hydroponics.

Reflect on outcomes and gather teacher and student feedback for future planning.

Recognize student achievements and highlight creative problem-solving through a school-wide event.

Communication and Dissemination:

Following approval of the grant, we will actively involve the Waco Education Foundation in the project's success. Members will be invited to visit our hydroponics garden during Specials in Art/Gardening, where students will demonstrate how they use Ozobots to explore coding and plant growth. We will also invite foundation members to attend school and community events featuring an Ozobots table, where students will showcase their coding projects and explain how the technology has enhanced their learning across subjects. Additionally, members will have the opportunity to visit classrooms while students are actively engaged with Ozobots, creating meaningful photo opportunities and highlighting the foundation's impact. Regular updates, including photos and success stories, will be shared to keep the foundation informed and recognized for their support. This ongoing partnership will strengthen the connection between the foundation and the school, celebrating the positive outcomes of their investment.

Evaluation:

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The success of the Ozobots project will be measured through both qualitative and quantitative data. **Student engagement** will be tracked through classroom observations and student surveys to assess interest and participation levels. **Teacher implementation** will be monitored by tracking the number of classrooms incorporating Ozobots into instruction at least once during the school year. **Coding proficiency** will be measured through student progress on coding activities and problem-solving tasks, evaluated using rubrics and teacher feedback. The effectiveness of the **hydroponics project** will be assessed by student understanding of both coding and plant growth, with students demonstrating how Ozobots are used to navigate and support the hydroponics system. Additionally, success will be reflected in increased student collaboration and problem-solving, as observed during classroom activities and school events. Feedback from teachers and students will be collected regularly to identify strengths and areas for improvement, ensuring the project continues to meet student needs and learning goals.

Long Term Implications:

To sustain the Ozobots project beyond the 2025-2026 school year, we will develop a long-term plan focused on professional development, resource management, and student engagement. Teachers who participate in the initial training will become peer mentors, providing ongoing support and guidance to new staff members. We will also create a library of Ozobot lesson plans and activities aligned with curriculum standards to ensure consistent implementation across grade levels.

The hydroponics project will continue to serve as a hands-on learning experience during Specials, with Ozobots integrated into the curriculum to reinforce coding and scientific concepts. By embedding Ozobots into regular classroom instruction and cross-curricular projects, students will continue to build problem-solving, collaboration, and critical thinking skills.

Long-term success will be reflected in increased student confidence with technology and improved performance in STEM-related subjects. Additionally, we will seek to secure future funding through school budgets, community partnerships, and additional grants to maintain and expand the program. The project's impact will extend beyond the classroom, equipping students with essential 21st-century skills and fostering a school culture of innovation and collaboration.

Key Personnel:

School Admin: Responsible for housing the Ozobots and ensuring their proper maintenance and storage. They will also schedule and provide time for professional development on using Ozobots and designate space for lesson resources to support classroom implementation.

Art/Garden Teacher: Responsible for piloting the hydroponics garden using Ozobots during Specials. They will guide students in using Ozobots to explore coding and plant growth, fostering cross-disciplinary learning.

Instructional Leadership Team: Responsible for running the beginning-of-the-year professional development on Ozobot use. They will provide ongoing support through coaching cycles and

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additional professional development as needed to ensure that all classrooms have a plan for using Ozobots at least once during the school year.

Teachers: Responsible for utilizing Ozobots as a learning experience in their classroom at least once during the 2025-2026 school year, integrating coding into core subject areas.

Students: Responsible for handling materials safely and engaging in meaningful learning experiences with Ozobots, including applying coding skills to problem-solving tasks.

Budget and Budget Narrative:

Dual-Tip Washable Color Code Markers (\$64.00) – These markers are essential for coding with Ozobots, as they allow students to create color-coded paths that the Ozobots can follow. The markers are a necessary consumable supply to ensure that students can actively engage in hands-on coding activities throughout the school year.

Self-Service PD Bundle (\$249.00) – This bundle will provide teachers with professional development resources, ensuring they have the knowledge and confidence to effectively integrate Ozobots into their lessons. The PD bundle supports sustainability by enabling teachers to train new staff and maintain consistent use of the technology.

Evo Classroom Kit (18 Bots) (\$2,990.00) – The Evo Classroom Kit includes 18 Ozobots, allowing multiple students to work simultaneously on coding and problem-solving tasks. This kit is critical for providing equitable access to coding experiences across classrooms and supporting collaborative learning.

Color Code Magnets – Base Kit (\$30.00), Moves Kit (\$10.00), and Speed Kit (\$10.00) – These magnet kits will help students practice coding in a more tactile way, reinforcing coding principles through hands-on exploration. The kits expand the functionality of the Ozobots and provide opportunities for differentiated learning.

Lettuce Grow x Ozobot Starter Pack (24 Seedlings) (\$1,145.00) – This starter pack will support the school-wide hydroponics project, where students will use Ozobots to explore plant growth and coding simultaneously. This cross-curricular activity will help students apply coding skills to real-world science and environmental concepts.

Waco Education Foundation

Grant Budget Form

Assigned Proposal #	8
Project Title:	Learn a lot with Ozobot!
Number of Students Served by Grant:	400+

Qty	Budget Item	Verify Vendor (Y or N)	\$ Requested from the WISD Foundation	Other Secured Source	\$ from Other Source (if applicable)	Total Amount
Consumable Supplies						
8	Dual-Tip Washable Color Code Markers	y	\$ 64.00			\$ 64.00
						\$ -
						\$ -
						\$ -
						\$ -
						\$ -
total Consumable Supplies			\$ 64.00		\$ -	\$ 64.00
Technology						
1	Self-Service PD Bundle		\$ 249.00			\$ 249.00
						\$ -
total Technology			\$ 249.00		\$ -	\$ 249.00
Long-Term Supplies / Equipment (items that will last beyond the grant year)						
1	Evo Classroom Kit (18 Bots)	y	\$ 2,990.00			\$ 2,990.00
1	Color Code Magnets: Base Kit	y	\$ 30.00			\$ 30.00
1	Color Code Magents: Moves Kit	y	\$ 10.00			\$ 10.00
1	Color Code Magnets: Speed Kit	y	\$ 10.00			\$ 10.00

1	Lettuce Grow x Ozobot: Starter Pack (24 seedlings)	y	\$ 1,145.00			\$ 1,145.00
total Long-Term Supplies			\$ 4,185.00		\$ -	\$ 4,185.00
Contracted Services						
						\$ -
						\$ -
total Contracted Services			\$ -		\$ -	\$ -
Personnel						
						\$ -
						\$ -
total Personnel			\$ -		\$ -	\$ -
Travel / Other						
						\$ -
						\$ -
						\$ -
						\$ -
total Other			\$ -		\$ -	\$ -
Totals		Total Requested from the WISD Foundation		Foundation Cost Per Student	Total from Other Sources	Total Cost of Project
		\$ 4,498.00		#VALUE!	\$ -	\$ 4,498.00