



**WACO ISD EDUCATION FOUNDATION
COVER SHEET – PART II
Application for Grant:
2026-2027 Funding Cycle**

Assigned Grant Proposal #: 14

Project Title: Beyond the Screen: Tactile Business Mastery

Grade Level(s): 9th to 12th # of Students DIRECTLY involved: 350

Subject Area(s): Business

Amount Requested: \$ 1,800.00

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)

- | | |
|---|---|
| <input type="checkbox"/> Early Childhood Development | <input type="checkbox"/> Extended Education for Staff |
| <input type="checkbox"/> Enhanced Programming for Advanced Students | <input checked="" type="checkbox"/> Emphasis on Student Performance |
| <input type="checkbox"/> Fine Arts | <input checked="" type="checkbox"/> STEM |
| <input type="checkbox"/> Literacy | <input checked="" type="checkbox"/> Enrichment |

Assigned Proposal #: 14

Project Title: Beyond the Screen: Tactile Business Mastery

Project Description

Beyond the Screen: Tactile Business Mastery is a strategic initiative providing 350 business students with high-level analog simulation tools to master complex management theories. While students currently possess the hardware to produce physical goods, they lack a dedicated method to practice the "back-end" of operations. This project implements a shared departmental library of specialized business simulation board games—CASHFLOW, GoVenture Entrepreneur, and The Entrepreneur Game—to bridge the gap between technical production and the strategic financial mindset required for Industry-Based Certification. By intentionally moving away from screen-based learning, this project fosters the tactile engagement and face-to-face collaboration essential for manual financial mastery.

1. Rationale

This project aligns with the Education Foundation's focus areas of Enhanced Programming for Advanced Students and Emphasis on Student Performance. It directly addresses the need for students to master the financial and strategic domains required by the Entrepreneurship and Small Business (ESB) Industry-Based Certification. While students have access to digital tools, this "creative classroom project" introduces analog simulations to prevent "click-through" fatigue, forcing students to manually calculate profit margins and update balance sheets. This tactical approach supports Campus Improvement Plans by fostering the 21st-century skills of critical thinking, innovation, and face-to-face collaboration.

2. Goals

The primary goal is to provide a "rotational lab" environment where students can master business theories through kinesthetic learning. Specific expectations include:

- 100% of participating students will demonstrate the ability to manually calculate a break-even point and update a physical balance sheet without the use of automated software.
- Improving student readiness for the ESB Industry-Based Certification.
- Developing real-time risk mitigation skills through simulated "Market Disruptions".
- Enhancing soft skills through physical negotiation, trading, and "staff" management.

The project "Beyond the Screen: Tactile Business Mastery" directly supports the following Texas Essential Knowledge and Skills (TEKS) for the Marketing and Entrepreneurship pathways:

- **Entrepreneurship (§130.383.c.14):** The student calculates the financial performance of a business. These simulations require students to manually calculate profit margins and update balance sheets, moving beyond digital “click-through” prompts.
- **Entrepreneurship (§130.383.c.6):** The student knows that external factors impact business sustainability. The “Market Disruption” cards force students to demonstrate real-time risk mitigation and strategic pivoting.
- **Retail Management (§130.385.c.10):** The student understands the importance of teamwork and leadership. The board-based format requires physical negotiation, trading, and “staff” management.
- **Advertising (§130.382.c.4):** The student communicates effectively. Students must design and deliver unique marketing pitches to competitors within the game framework.

3. Plan of Operation

The project will be executed as a shared departmental resource among five business teachers on our campus.

Activities and Strategies:

- **Rotational Lab:** One classroom set (5 units total) of specialized games will rotate between classrooms to ensure all 350 students participate.
- **Simulation Rounds:** Students will engage in sessions of CASHFLOW, GoVenture Entrepreneur, and The Entrepreneur Game.
- **Market Pivot Exercises:** Teachers will introduce "Market Disruption" cards to force strategic pivoting.

Timeline (2026-2027):

- **September 2026:** Procurement of board games and heavy-duty storage units.
- **October 2026:** Teacher orientation and integration into the Marketing/Business curriculum.
- **November 2026 – May 2027:** Active rotational lab cycles across five classrooms.
- **January 2027:** Mid-year assessment of student progress toward ESB certification standards.

Community Involvement: The simulations mirror the collaboration required in our actual school store. We will invite local business owners to guest-judge "marketing pitches" developed during gameplay, bridging the gap between the classroom and the Texas entrepreneurship landscape.

4. Communication & Dissemination

The Waco Education Foundation will be invited to attend "Simulation Showdowns," providing excellent photo opportunities of students engaged in high-level negotiations. We are eager to present the results of this tactile approach at a Foundation meeting or via WISD-TV. Results and "best practices" for using these analog tools will be shared with other CTE staff during district-wide professional development sessions.

5. Evaluation

Success will be measured by:

- **Certification Pass Rates:** A tracked increase in students passing the financial and strategic domains of the ESB Industry-Based Certification.
- **Performance Assessments:** Student ability to accurately complete manual financial ledgers and balance sheets provided with the games.
- **Qualitative Feedback:** Pre- and post-simulation surveys measuring student confidence in business negotiation and risk management.

6. Long-Term Implications

This project is designed for high sustainability. The requested funds cover high-quality, physical board games. The only recurring costs are consumable financial ledgers, which the department can sustain through existing CTE budgets. The long-term impact is a more strategically-minded workforce entering the Waco business community.

7. Key Personnel

- **CTE Teacher #1:** Responsible for project oversight, procurement, and curriculum integration.
- **CTE Teacher #2:** Responsible for rotational schedule management and student data collection.
- **Business Department Faculty:** Three additional teachers will assist in the implementation and supervision of the rotational lab.

8. Budget and Budget Narrative

Total Request: \$1,800

Item Description	Quantity	Estimated Cost	Rationale
Business Simulation Games	15 Units (5 each: CASHFLOW, GoVenture, The Entrepreneur Game)	\$909.65	Specialized tools for financial and strategic mastery.
Accounting Ledger Books	100 Units	\$699.00	For manual calculation of profit margins and balance sheets.
Pencils	Classroom Sets	\$71.98	Keep for classroom use while working in ledgers.

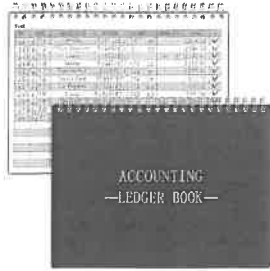
Justification: While the program already possesses production hardware (DTF and Sublimation printers), these funds are strictly for the "back-end" strategic tools currently missing from the curriculum. All items will be purchased through district-approved vendors.

Waco Education Foundation Grant Budget Form

Assigned Proposal #	14
Project Title:	Beyond the Screen: Tactile Business Mastery
Number of Students Served by Grant:	350

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						
100	Accounting Ledger Book - A5 Ledger Book for Bookkeeping, Small Businesses & Personal Use, Expense Tracker Notebook for Tracking Money, Expenses, Deposits & Balance, 8.5" x 5.8", Black		\$ 699.00			\$ 699.00
2	Shuttle Art Wood-Cased #2 HB Pencils, 600 Pack Sharpened Yellow Pencils with Erasers, Bulk Pack Graphite Pencils for School and Teacher Supplies, Writing, Drawing and Sketching		\$ 71.98			\$ 71.98
						\$ -
						\$ -
						\$ -
						\$ -

total Consumable Supplies			\$ 770.98		\$ -	\$ 770.98
Technology						
						\$ -
						\$ -
total Technology			\$ -		\$ -	\$ -
Long-Term Supplies / Equipment (items that will last beyond the grant year)						
5	Rich Dad CASHFLOW Board Game, Educational Business & Finance Literacy Game, Ages 14 & Up - Financial Learning Games for Kids, Teens, Adults and Family	Y	\$ 409.95	0	\$ -	\$ 409.95
5	GoVenture - Live the Life of an Entrepreneur (Spiral Bound Book and CD Simulation)	Y	\$ 249.75	0	\$ -	\$ 249.75
5	The Entrepreneur Game - Award-Winning STEM Accredited Board Game for Kids & Adults Teaches Money Management, Business Strategy & Financial Literacy Best in STEM, Mom's Choice Award Winner 2024	Y	\$ 249.95	\$ -	\$ -	\$ 249.95
1	Misc. for price fluctuation	Y	\$ 119.37	0	\$ -	\$ 119.37
						\$ -
						\$ -
total Long-Term Supplies			\$ 1,029.02		\$ -	\$ 1,029.02



HAUTOCO Accounting Ledger Book A5 Horizontal Ledger Books for Small Business Bookkeeping Expense Tracker Notebook for Home

\$6.99

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GoVenture - Live the Life of an Entrepreneur (Spiral Bound Book and CD Simulation)

\$49.95

by MediaSpark Inc.
Spiral-bound
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Rich Dad CASHFLOW Board Game, Educational Business & Finance Literacy Game, Ages 14 & Up - Financial Learning Ga...

\$71.25

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Subtotal (43 items): \$894.79