



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

STEAM in Action

Project Description:

This project will give 3rd-grade students the opportunity to explore hands-on learning at the Bledsoe-Miller STEAM Center. Students will participate in activities that bring science, technology, engineering, art, and math to life in a way that is engaging and meaningful. This visit will allow students to ask questions, solve problems, and see how the things they learn in class connect to the real world. Our goal is to spark curiosity, build confidence, and show students that learning can be exciting and full of possibilities.

1. Rationale

This project supports the Waco Education Foundation's focus on **creative classroom experiences** by giving students the opportunity to explore learning in a hands-on STEAM environment at the Bledsoe-Miller STEAM Center. The center offers unique learning spaces such as robotics labs, makerspaces, technology labs, and creative studios where students can explore science, technology, engineering, art, and math in ways that are difficult to replicate in a traditional classroom.

This experience also supports our District and Campus Improvement Plans by increasing student engagement and encouraging problem-solving, creativity, and collaboration. Many of our students do not have regular access to technology-rich environments or enrichment opportunities outside of school. Visiting the STEAM Center will allow students to explore new interests, discover their creativity, and see how the skills they are learning in school can connect to real-world careers and opportunities.

2. Goals:

The goals of this project are to:

- Increase student interest and engagement in science, technology, engineering, art, and math.
- Provide hands-on learning experiences that allow students to explore creativity, problem-solving, and teamwork.
- Expose students to new technology and creative tools they may not otherwise experience.
- Help students connect classroom learning to real-world applications.

- Build confidence as students explore new ideas and challenge themselves in a STEAM learning environment.

3. **Plan of Operation:**

Students will participate in a learning experience at the Bledsoe-Miller STEAM Center where they will explore a variety of hands-on STEAM learning spaces. During their visit, students will have opportunities to experience areas such as the **Robotics Lab**, where they can explore coding and engineering concepts, and the **Tech Makerspace**, which features tools like 3D printers and other innovative technology.

Students may also engage in creative learning in the **Messy Makerspace**, where they can experiment with art and design, and learn about digital media creation in the **Recording Studio**, where music production and podcasting take place. Other learning areas such as the **Computer Lab**, **Immersive Lab**, and **Multipurpose Classrooms** provide additional opportunities for students to explore technology, creativity, and problem-solving.

These experiences will allow students to learn through exploration and collaboration while connecting STEAM concepts to real-world skills.

Timeline

August–September:

Teachers introduce STEAM concepts in class and prepare students for the learning experience.

October–November:

Students visit the STEAM Center and participate in guided hands-on activities.

November–December:

Students reflect on their experience through classroom discussions, writing, and creative projects that connect the visit to what they are learning in school.

Parent and Community Involvement

Parents will be invited to participate as chaperones so they can share in this learning experience with students. After the visit, students will have the opportunity to share what they learned through classroom displays or short presentations that parents and community members can view.

4. Communication & Dissemination:

The Waco Education Foundation will be invited to observe the trip or visit the classroom during follow-up activities. We will also share photos and updates to highlight how the grant has impacted our students.

We will share our experience and student work with others in the district through staff meetings, professional learning communities, and campus communication. If given the opportunity, we would also be happy to share the project through district media platforms such as WISD-TV or present about the experience at a Foundation meeting.

5. Evaluation:

The success of this project will be measured through student reflection activities, class discussions, and teacher observations of engagement and participation. Students will share what they learned through writing, drawings, or small projects that demonstrate how the STEAM activities helped them think creatively and solve problems. These reflections will help show how the experience supported student learning and curiosity.

6. Long Term Implications:

Experiences like this can have a lasting impact on students. When students are able to explore learning in a hands-on environment, it helps them better understand concepts and builds excitement for learning.

This experience will help strengthen students' confidence in science and problem-solving while encouraging them to think creatively. Teachers will also keep the lessons and activities developed for this project so they can continue to be used with future students. The partnership with the Bledsoe-Miller STEAM Center can also support future opportunities for hands-on learning.

7. Key Personnel:

Classroom Teachers

Teachers will organize the trip, prepare students before the visit, supervise students during the experience, and guide follow-up lessons and reflection activities.

Campus Administration

Administrators will help approve the trip, assist with logistics such as transportation, and support communication with families.

Parent Volunteers

Parents will serve as chaperones to help supervise students and support them during the activities.

STEAM Center Educators

Staff at the STEAM Center will guide students through hands-on activities and provide instruction that encourages creativity, critical thinking, and problem-solving.

8. Budget and Budget Narrative/Justification:

Funds requested for this project will support transportation, student admission, and instructional materials connected to the visit to the Bledsoe-Miller STEAM Center.

(Line 41) Transportation will provide safe travel for students and staff to and from the STEAM Center using district-approved buses.

(Line 40) Student admission will allow students to participate in hands-on learning activities and guided STEAM experiences.

Teacher and chaperone admission is necessary to ensure students are properly supervised and supported during the trip.

(Line 7) Instructional materials such as journals, reflection sheets, and project supplies will help students document their learning and connect the experience to classroom lessons.

(Line 8) First Aid kits will be provided to each teacher to

Teachers will contribute planning time and instructional preparation, while parent volunteers will provide in-kind support through their time and assistance during the trip.

Waco Education Foundation				Assigned Proposal #	77	
Grant Budget Form				Project Title:	STEAM in Action	
				Number of Students Served by Grant:		75
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						
3	Mlni Journal	Y	\$ 83.97			\$ 83.97
7	First Aid Kit	Y	\$ 69.93			\$ 69.93
						\$ -
						\$ -
						\$ -
						\$ -
total Consumable Supplies			\$ 153.90		\$ -	\$ 153.90
Technology						
						\$ -
						\$ -
total Technology			\$ -		\$ -	\$ -
Long-Term Supplies / Equipment (items that will last beyond the grant year)						
						\$ -
						\$ -
						\$ -
						\$ -
						\$ -
total Long-Term Supplies			\$ -		\$ -	\$ -
Contracted Services						
						\$ -
						\$ -
total Contracted Services			\$ -		\$ -	\$ -
Personnel						
						\$ -
						\$ -
total Personnel			\$ -		\$ -	\$ -
Travel / Other						
75	Bledsoe Miller Entry-students	N	\$ 750.00			\$ 750.00

2	Bus	Y	\$ 410.00			\$ 410.00
						\$ -
						\$ -
total Other			\$ 1,160.00		\$ -	\$ 1,160.00
Totals		Total Requested from the WISD Foundation		Foundation Cost Per Student	Total from Other Sources	Total Cost of Project
		\$ 1,313.90		\$17.52	\$ -	\$ 1,313.90