1) **Purpose and Instructional Need (include goals and objectives)**

The purpose of this request is to ensure that the Sandbox classroom stands for what it’s called. There are several different technologies that are being used and taught with, ubiquitously, in K12 schools and we don’t have them here in College of Education for our students! It is extremely imperative that our students (pre-service teachers) obtain hands-on experiences with these technologies and are acquainted with them during school so they are prepared for the real world, after graduation.

Goal 1: To ensure that the sandbox classroom is equipped with recent technologies and is used in ways it was intended for, as much as possible.

Goal 2: To ensure that our students (pre-service teachers) get the best experience with the up-to-date technologies that are being used in K12 schools. Our students deserve to have the knowledge and experience needed to be confident in their 21st century skills when they apply for jobs.

Objective 1: For 2017, the Sandbox classroom will be provided with:

- Spheros
- Code-a-Pillars
- Osmos
- Google Expedition set
- Raspberry pi

Objective 2: A technology coach from CF will be invited to provide Professional Development for our faculty and students with regard to these devices.

Objective 3: These devices will be available for students to experiment with in the Sandbox Classroom during certain hours.

2) **Identify how project will impact and benefit student learning include % affected and number affected.**

More and more K12 schools are telling us that they would prefer hiring new teachers that can hit the ground running, especially when it comes to teaching with technology. This message was more so conveyed during our visits to different schools for the “Panthers field of Opportunity” visits. Proving technology that are ubiquitously used in K12 schools is not providing anything luxury or out of ordinary for our students. It’s simply a must, if we want our students to succeed and be confident in their profession. This project will affect 100% of our TE students.
3) Describe how project aligns with COE Strategic plan and if possible department goals.
I am aligning this project with the Educator Prep Conceptual Framework. It aligns with Belief Statements 2, 5, and 6:
#2 “Candidates must engage in rich, purposeful, and authentic field-based experiences to develop appropriate dispositions and practices.”
#5 “Candidates must develop competence in the skills and dispositions that allow them to engage in effective leadership and advocacy.”
#6 “Candidates must develop strong skills in order to effectively collaborate with all stakeholders for student learning.”

This project aligns with EP Belief Statement 2 because the requested technologies are already being used in many K12c schools and this allows for an authentic files-based experiences as stated in this 2nd Belief Statement.

This Project aligns with EP Belief Statement 5 because experiencing the requested technologies will lead to our teacher candidates developing and gaining the competence and disposition needed to be the leaders in their schools.

This Project aligns with EP Belief Statement 6 because without developing strong skills in areas that are commonly and ubiquitously used in schools, such as 1:1 technology, our candidates won’t be able to effectively lead and collaborate for student learning.

4) Describe your plan to assess the impact of the technology project on student learning.
One way to assess the success of this project is to communicate with the schools involved in field experiences. They are the first people who notice what skills are missing in our students, or what they’re strong at. I have repeatedly heard that our students need more experience with variety of technology.

5) Support Needed:
   a. Who will install technology and provide technical support for project?
   No installation is needed; except for the router for the Google Expeditions. IT network services would do that.

   b. Where will resources be installed?  Building_____SEC_______  Room #____222_____.

   c. Does this room have the necessary data & electrical infrastructure required for your resources?
      i. A separate router may be necessary to use the Google Expeditions (according to the elementary schools)

   d. Does this proposal include funds to add the necessary infrastructure if not present?
   I don’t know if the installing the router would cost more. But we need fund for PDs.

2015-2016 COE Student Technology Fund Application
Attach hard copies of price quotes. Indicate which attached page goes with each item below.

<table>
<thead>
<tr>
<th>Product #</th>
<th>Vendor</th>
<th>Product Description</th>
<th>Quantity</th>
<th>Item Price</th>
<th>Total</th>
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<tbody>
<tr>
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<td>Amazon</td>
<td>Sphero SPRK+ STEAM Educational Robot</td>
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<td>Google</td>
<td>Best Buy</td>
<td>For 30 students: 30 student devices, 30 Virtual Reality Viewrs, 3 Rapid Chargers, 1 Teacher Device, 1 router, 1 Case; Geek Squad White Glove Service</td>
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<td>$9,999</td>
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<tr>
<td>Raspberry Pi</td>
<td>[Link]</td>
<td>Great for setting you on the path to building your own computer -- all you'd need to wrap it up is an HDMI monitor or television!</td>
<td>2</td>
<td>$140</td>
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Sphero

Sphero SPRK+ STEAM Educational Robot

43 customer reviews

List Price: $129.99
Price: $111.74 & FREE Shipping. Details
You Save: $18.25 (14%)

Usually ships within 2 to 5 weeks.
Ships from and sold by Amazon.com. Gift-wrap available.

- App controlled robotic ball with a scratch resistant and waterproof polycarbonate shell
- Induction charger allowing up to 60 mins use of raw motor control up to 4mph
- Programmable sensors and LED lights
- Simple for beginners yet sophisticated enough for seasoned programmers, Lightning Lab app empowers anyone to program their robot
- Free iOS and Android compatible apps

Compare with similar items
Used & new (19) from $111.74 & FREE shipping. Details

Roll over image to zoom in

Toys delivered monthly Learn more •

Frequently bought together

These items are shipped from and sold by different sellers. Show details

☑ This Item: Sphero SPRK+ STEAM Educational Robot $111.74
☑ New Hexnub Cover (Clear) for Robotic Sphere Ball 2.0 & SPRK editions - Off Road Protection $12.99
☑ Hexnub Cover (Blue) for Robotic Sphere Ball 2.0 - Off Road Protection $10.99

Sponsored Products Related To This Item (What’s this?)

Fisher-Price Think & Learn Code-a-pillar

549 customer reviews

99 & FREE Shipping. Details

Order within 7 hrs 2 mins and get FREE Two-Day Shipping at checkout. Details

Shipping & handling:

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Ship to:
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Sold by: DOCSales

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Frequently bought together

Total price: $83.82

Add all three to Cart

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These items are shipped from and sold by different sellers. Show details

This item: Fisher-Price Think & Learn Code-a-pillar $37.99
Bundle - 4 items: Fisher-Price Think & Learn Code-a-pillar Go Forward, 360° Right Turn, 90° Left... $18.99
Fisher-Price Think & Learn Master Moves Expansion Pack $26.84

Customers who bought this item also bought

Page 1 of 28
Starter Kit

$79.99

Standard Packaging
$199.96

Frustration-Free Packaging

Starter Kit features:
- Fast company & good design best product designs 2016
- toys-of-the-year 2015 (Time's best inventions of 2014)
- scholastic - teacher's pick 2015
- Designed for kids 5-12

Compare with similar items

Used & new (2) from $69.59 & FREE shipping. Details

This item's packaging will indicate what is inside. To cover it, select Ship in Amazon box on the checkout page.

Frequently bought together

Total price: $179.48

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Add all three to List

https://www.amazon.com/Osmo-TP-OSMO-01-FFP-Starter-Kit/dp/B01...srs=12034488011&ie=UTF8&qid=1490623985&sr=1-2&keywords=Osmos
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Need help getting your kit funded? Consider setting up a project on DonorsChoose.org. Want to help a school get a kit? Go to DonorsChoose.org and search “Google Expedition Kit” to find a school in your area to support!
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SOLUTIONS

Featured Products - Dell
/site/solutions/education.dell/pcomcat=148828814567.c?id=pcomcat=148828814567

Connected Classroom
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Google Expeditions
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RESOURCES

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Events & Workshops
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Recycling & Trade-In
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THE TECH YOU NEED TO START EXPLORING

It's here! With the Google Expeditions virtual reality kits powered by Best Buy® Education, teachers can take students on over 500 virtual reality field trips without leaving the classroom. This kit is custom-built for Google Expeditions and Works with Google Cardboard devices that are out-of-the-box ready. Helping your students explore new places and ideas has never been easier or more affordable.

ENCORE WEBINAR

GOOGLE EXPEDITIONS: TOOLS FOR TOMORROW'S CLASSROOM

Miss our live webinar? You still have the chance to watch the full replay! We give unique perspectives and expertise on how virtual reality tools like Google Expeditions are helping to shape and improve the future of education.

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(http://event.on24.com/wcc/r/1269084/08BCBA4F6646B7F07883ECEDD5EBF047?partnerref=online)

CASE STUDY

BRINGING FUTURE-READY TECH INTO THE CLASSROOM

Client: Catawba County Schools
Location: Newton, North Carolina

How one school district's IT Department, Administrators, and Teachers worked together to make student learning both relevant and engaging with Google Expeditions.

Learn More
(http://storage.bestbuy.com/pacsales/resources/bbfr/PDF//Google%20Expeditions%20Case%20Study.pdf)

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