

# LUNENBURG PTO REQUEST FOR FUNDING

APPLICATION MUST BE TYPED

?? Please type your responses below and email it to: administrator@lunenburgpto.org

?? Applications will be accepted between 12/23/09 and 1/22/2010

## APPLICANT INFORMATION

Applicant Name: Kay Alverson-Hillman

Position: Foreign Language Department head, teacher

School: High School

Contact Phone Number: 978-582-4115 ext. 146

## PROJECT INFORMATION

Project Title: **Vocabulary acquisition and reinforcement through educational and motivational classroom games.**

Amount Requested **\$ 187.54**

Project Start/End Dates: **throughout the school year**

1. Project Description: Summarize the proposed project in the space provided. Describe who is the target audience; what will happen; when and where it will occur; and how the project will be executed. NOTE: You may provide additional narrative on a separate sheet of paper, but you *must* summarize the project here. Your answer in the space below may not exceed 750 characters.  
*The classroom games as addressed in this request*

The request for educational games is for all Spanish classes at Lunenburg High School with 287 students, to be used as a supplemental instructional tool. When students have acquired a certain level of competency with new vocabulary and grammar, educational games provide practice and reinforcement of course content and instruction. The games will be shared among the department members as the opportunity presents itself throughout the year.

2. Describe the planning process for this project. What individuals and organizations have been involved as partners and/or advisors? How would partial funding impact this project? Your answer in the space below may not exceed 500 characters.

During Common Planning Time, members of the department discuss, plan, assess, and revise instructional strategies. The teachers of Spanish, Peggy Proctor, Kay Hillman and Sharon Kimball were involved in this request. Whatever funding may be available would be appreciated for we purchase our own laminators to make educational games, we purchase our own batteries for hand-held tape recorders and speakers for our computers, all necessary classroom equipment.

3. Explain how this project will reach and benefit the students of your school. How will you know the project is successful? Your answer in the space below may not exceed 500 characters.

Second language acquisition can be difficult at times. Much effort is required to maintain vocabulary and grammatical skills over a period of time. Educational games motivate and encourage many learners to put their knowledge and experience to work. They provide contexts in which the language is useful and meaningful. The "players" want to participate and in order to do so, they must understand what others are saying or have written. They must communicate in order to express their own point of view or present information. In this format, meaningful games are treated as central, not peripheral, to foreign language instruction.

*Kay Alverson-Hillman* Kay Alverson-Hillman Foreign Language Department Liaison and Teacher January 22, 2010  
Signature-Type Name Here Title Date

<b>FOR PTO USE</b>		<b>SUBMITTED BY DEADLINE</b> __ yes __ no	
\$ _____	Signature of PTO Representative	Title	Date
Amount Approved			