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**AUBURN EDUCATION FOUNDATION**  
*"Making Dreams Come True"*  
**MAXI-GRANT PROGRAM**  
**APPLICATION**



**Date of Application:** October 15, 2003

**Applicant(s) Name:** Sharen Bertrando

**Project Leader:** Sharen Bertrando **Project Title:** "Falcon Flyers PUBLISH STORIES"  
*(If applicable)*

**Phone No. of Applicant:** 530-885-7019 **Grade(s) Included:** Kindergarten - Fifth  
**School:** Skyridge Elem.

**Home:** 916-415-1772 **School (s) Included:** Skyridge Elementary

**Phone No. of Project Leader:** Same as above **Budget Request:** \$773.00 approx.  
*(If applicable)*

**Home:** \_\_\_\_\_  
*(If applicable)*

**One paragraph Summary Description:**

Some students are reluctant to do literacy based writing and reading activities but most students are "computer savvy" or have a high interest in using the computer. The proposal, "Falcon Flyers PUBLISH Stories" utilizes the computer as the means and an electronic software program called, "BuildAbility" as the tool to access to the curriculum by generating literacy enriched lessons and activities. Students at all levels can use the program to create multi-sensory stories.

**Signature of Involved Principal** [Signature: Davis Chandler]

**Signature of Applicant** [Signature: Sharen R. Bertrando]

**Signature of Project Leader** [Signature: Sharen R. Bertrando]  
*(If Applicable)*

**If you need assistance, please call:** Audrey Mueller (885-7681)  
**Mail Application to:** Auburn Education Foundation. P. O. Box 6313. Auburn, CA 95604

**Title: "Falcon Flyers Publish Stories"**

**1. *What is the Main Problem Addressed by This Project? Why Do You Think There is a Specific Need for This Project?***

The students have a wide range of capabilities and interests. Many students are reluctant to do literacy based (writing and reading) activities. As an educator, it is often difficult to find age appropriate materials and student-centered materials in which to teach the reading and writing standards, as well as, provide the opportunity for every student to demonstrate his/her knowledge. Most of the students today are "computer" savvy and enjoy doing activities that involve the computer. Computer generated lessons and activities can uniquely enhance literacy by providing opportunities to work together as a group, creative ways in which students can express their knowledge and understanding, and the means to share their work electronically between home, school and community.

**2. *What are the Goals of Your Project?***

The goals of the project are:

1. The students will read age-appropriate stories that build knowledge and understanding.
2. Students will read a wide-range of literature
3. Students will design, develop, and present reports and/or stories that demonstrate and communicate curriculum concepts.
4. Students will have opportunities to work cooperatively with small groups.
5. Students will learn to give presentations.

**3. *Describe Your Project (Include Materials) You Will Need And Methods You Will Use.***

A literacy-authoring electronic software program, such as BuildAbility by Don Johnston

2-6 Computers per classroom or Computer Lab

Students K-5 grades

Teachers

Headphones

CDs

The Learning Center Instructor, Sharen Bertrando will provide operational and instructional training of the literacy authoring software program at times to be determined by each Grade Level Coordinator for K-5. For example, during the Grade Level Bimonthly Staff meetings and/or other training times as determined necessary. (I have received hands on instruction from Don Johnston and his staff with the BuildAbility program and have used it with students at all age levels.)

The teachers by grade level will decide if they would like to participate and what project they wish their students to do. For example, the kindergarten, first and second graders may focus on supported reading and writing activities. A "Write on" could be presented to the class and the student becomes the illustrator and author of his/her own storybook. The stories could also be based upon the theme of the month. The ideas are endless and generated by the teachers and students. (Print a story as a book for the library, school, classroom; use high frequency words to create texts that contain words students are already comfortable with and contain high frequency words.)

At the older grade levels, Third, Fourth, and Fifth the students with support from their teachers could work on small group projects. The projects could be about science, biographies, history, etc. Again, the fun part is that the students with support from their teachers will have numerous ideas. (Use quick time movies to build background knowledge, incorporate photos and create graphs.)

#### 4. List Time Line of Activities and Events.

Grade Level	Instruction of Software/operational And Lessons Ideas	Implementation of Grade Level Projects Check out Software
Kindergarten	November	November-December
First Grade	December	January
Second Grade	January	February
Third Grade	February	March
Fourth Grade	March	April
Fifth Grade	April	May

The ten-user license will be checked out to be distributed as needed for the focusing grade level and divided according to need in order to implement and provide training of the program. One user license will be installed in the Learning Center, Library, and Computer Lab.

**5. How many schools, grades, and subjects will be affected by this project?**

Potentially the entire school will be involved in the project. The subjects involved will be determined by a collaborative effort between the teachers and their students. Hopefully, with proven success there will be a domino effect so that participating teachers will train and provide guidance for other teachers in the future.

**6. How will you determine whether your objectives have been achieved and your project a success?**

The student generated projects/stories/publications

Written survey from the teachers

Verbal feedback gathered at grade level and individual meetings

Group discussion/comments from the students

**7. How does the project incorporate community resources, volunteers, team teaching or students at different age groups.**

As previously mentioned, the teachers choosing to participate in the project will be able to provide additional support, guidance and training to others in the future that would like to utilize the computer generated software to enhance literacy skills of their students. The software is user friendly and good easily be taught to parents (volunteers).

**8. Detail your budget request, include specific information such as kinds of materials an equipment needed, sources of supply and costs. Categories to be used could be items such as, materials, equipment, honorariums, food. Etc.**

<u>Item</u>	<u>Supplier</u>	<u>Budget</u>
10 user license of BuildAbility	Don Johnston Incorp.	\$663.30
10 sets of headphones	Staples/Office Max	\$ 100.00
Set of recordable CD	Staples/Office Max	\$ 30.00
	Approximate tax shipping	<u>\$ 80.00</u>
		<b>\$773.00</b>

FALCON FLYERS PUBLISH STORIES

Project Title \_\_\_\_\_

6. **How Will You Determine Whether Your Objectives Have Been Achieved And Your Project a Success?**

SEE ATTACHED SHEET

7. **How Does the Project Incorporate Community Resources, Volunteers, Team Teaching, or Students of Different Age Groups?**

8. **Detail Your Budget Request. Include Specific Information Such as Kinds of Materials and Equipment Needed, Sources of Supply and Costs. Categories to Be Used Could Be Items Such As: Materials, Equipment, Honorariums, Food, Etc. (Attach if necessary)**

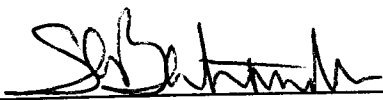
**Example:**

<u>ITEM</u>	<u>SUPPLIER</u>	<u>BUDGET AMOUNT</u>
6" Learning to Read Books	ABC Supply Co.	\$33.00

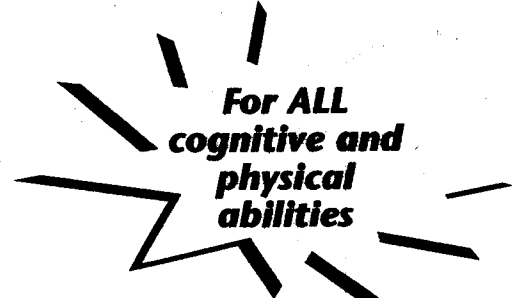
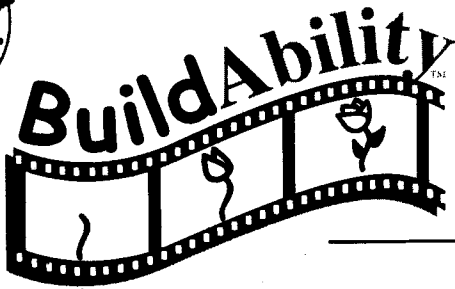
9. **What Other Funds Could Be Found to Pay for this Project?**

Our budget allotment doesn't cover more than \$50.00. And there is no eligibility for low incidence or medical funding.

**YOU WILL BE ASKED TO COMPLETE AN EVALUATION FOR THIS PROJECT. DO YOU AGREE TO THIS PROVISION?**



\_\_\_\_\_  
**Signature**



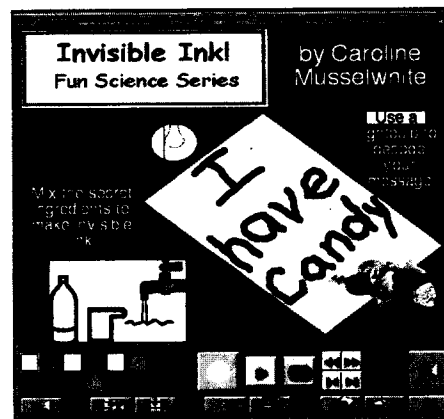
The authoring tool that makes learning a moving experience

## For Reading, For Writing, For Students, For Teachers— *BuildAbility Is For Learning*

BuildAbility is the literacy-authoring tool for creating multisensory stories and lessons for students at all levels—from cause and effect to those who need to build curriculum knowledge. Now, teachers can easily provide access to the curriculum by quickly creating computer-based lessons and stories that contain background knowledge and topical facts. BuildAbility's unique Drawmation™, speech and highlighted text features accelerate learning because they support students as they do reading and writing activities. BuildAbility's simplicity is evident as even reluctant students create amazing presentations and reports that demonstrate their knowledge. The free BuildAbility Player makes it easy for students to show their work to parents and for teachers to share successful activities with each other.

### BuildAbility helps students MEET these K-12 reading and writing standards

- Students read age-appropriate stories that build knowledge and understanding
- Students read a wide-range of literature
- Students design, develop and present reports that demonstrate and communicate curriculum concepts
- Students create developmentally appropriate multimedia products with support from teachers and student partners

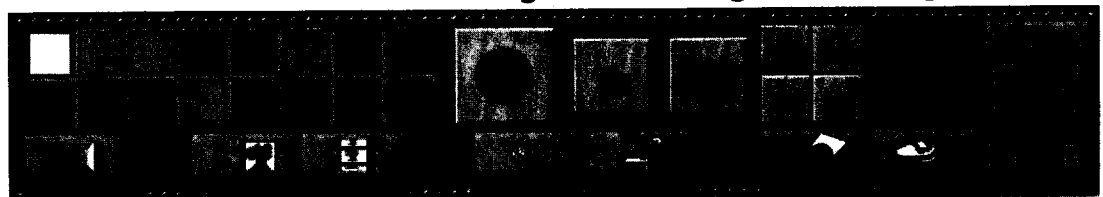


Text can be placed anywhere on the screen!

Text highlights as it speaks—choice of synthesized and digitized voices!

Drawmation™ makes it easy to demonstrate a concept, show action and movement or point out critical elements throughout the story or lesson.

Simple, well designed toolbar keeps the focus where it belongs—on creating and learning



Quicktime movies mean access to unlimited information and possibilities

Ours alone, Drawmation™ makes students part of the learning process!

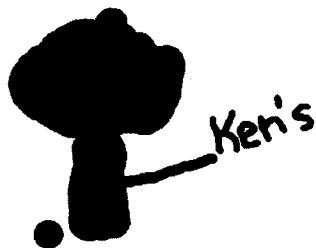
BuildAbility™

# Activities Created by Experts

Make BuildAbility your best literacy instruction tool right out of the box

## Language Experience

my strong apple tree



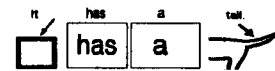
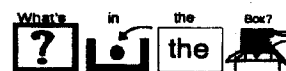
**Add-A-Word Poem** shows how to make poetry come alive. Each page of the poem adds a word and the drawing changes to illustrate the new sentence.

Emily, 5 years old.



Jump, Kangaroo! Jump, Kangaroo!

**Animals of Australia** illustrates how a teacher helped her pre-school class to demonstrate their knowledge by authoring an original story.



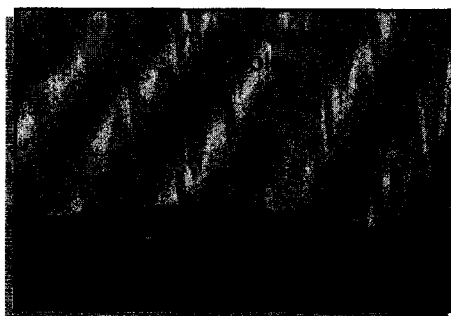
**What's in the Box** uses symbols and words to support beginning readers. Students hear the repeated story line and have multiple opportunities to guess the answer.

## Content-area Reading & Reporting

You might see an owl, flapping by.



**In the Desert** is a predictable story for older students that features animal photos and recorded speech for age-appropriate reading experiences.



**How Plants Grow** represents a science lesson that uses BuildAbility's exclusive Drawmation™ to show how seeds turn into flowers.

The Japanese Americans:  
Prisoners at Home



Book Report by:  
Cody Lockhart

**The Japanese Americans** is a book report of a Start-to-Finish story read in class. Students effectively used drawings, highlighted spoken text and sound effects to summarize the story.

## Everything is Included

- Free BuildAbility Player to publish and share stories with others
- Two Library Samplers with 20 literacy activities created by Caroline Musselwhite, Patti Rea, Kirsten Haugen, Nancy Hogan, Sandi Hanamann and other literacy experts to get students using BuildAbility right away
- Two Special BuildAbility Story Selectors™ that make it easy for students to self-select stories and activities in the Library Sampler (Beg. Literacy Pre-K thru 5th and Int. Literacy 3rd-8th)
- 100+ photos, sounds and movies to incorporate into your lessons
- Discover setups for switch and alternate keyboard users
- 8 Templates to explore and modify for use with your students
- Three Training Modules created on BuildAbility demonstrate how to use key features.
- Free access to Teacher-built activities at [www.donjohnston.com](http://www.donjohnston.com) that you can use and share with others anytime
- Graphic and Sound Converter enables you to utilize vast electronic resources



BuildAbility		Price	
Single-User	R24B8	\$ 99.00	
5-User	R24 0SLB8	346.50	\$69.30
10-User	R24 1SLB8	663.30	66.33
50-User	R24 3SLB8	2,970.00	59.40
100-User	R24 4SLB8	5,445.00	54.45
1000-User	R24 7SLB8	24,750.00	24.75

### System Requirements

**Macintosh:** 68040 Processor or higher, System 7.6.1 thru 9, 32 MB RAM, 160 MB Hard Disk space, 16 bit color, 640 X 480, CD drive (2x) or higher

**Windows:** Pentium 166MHz PC or higher, Windows 95, 98, ME & 2000\*, 32 MB RAM (64 MB RAM for Windows ME or 2000), 160 MB Hard Disk space, 16 bit color, 640 X 480, CD drive (2x) or higher, Sound Blaster™ or compatible sound card

\*Stand-alone or administrative mode



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