

# Projection Learning with ActiveFloor

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Name: Diana Saylak

Grand Amount Requested

- Under \$2,500
- Over \$2,500

*Grant example*  
*another example*

Home Campus: District-Wide

Grade Level(s) grant would impact: PreK, All Elementary, All Secondary

Primary Content Focus Area: Other: all content areas

Is this an individual classroom grant or a team grant?

- Individual Classroom Grant
- Team Grant
- Campus Grant
- District Grant

Grant Title (briefly state grant request): ActiveFloor with Interactive Learning Floors

Provide an overview of the enhancement you are requesting and how it enhances the learning experience:

ActiveFloor combines play and movement with learning, as students play various activity and learning games on the interactive floor, by using their feet. This portable system transform schools into creative learning environments helps further develop social skills, improve teamwork. Teachers can use the library of pre-built activities or create their own using one of the game templates. ActiveFloor provides all students with the opportunity to learn in the way that is the most natural for them - by using the whole body.

How will the grant project be sustained over time, both implementation and financial?

The ActiveFloor system is a one time purchase, however the library license that goes with the device can be purchased on a yearly basis. With this grant, we are including a 3 year license, but after that time period it would be the instructional technology department or campus' responsibility. The price for a 1 year license for each school is \$896.97. This is a discounted price because of number of systems we are purchasing. If the number is less than 5, the price of the license increases to \$925.00 annually.

**How does the grant align with the Lovejoy culture of Relationships, Learning, Collaboration, Results and Fun?**

**Learning:** Each pre-built game that is available for the ActiveFloor system is rated on its ability to promote teamwork, physical activity, creativity, cognitive learning, and communication. There are a variety of games that are available with the system. All quizzes follow a question-answer procedure based on a variety of multiple choice questions. The memory games work with memory training focusing on remembering and reproducing information the student was presented with. The activity games consist of games that are developed solely for entertainment or stimulation. Sensory games are used to improve students' concentration, make them pay attention to differences, and improve their skills in associating their actions with what happens on the floor. Students learn information through interactive activities like DJ-Lab, TV-Lounge, and Picture Book and check their understanding through games such as Danger in the Jungle, Pirates' Island, and BikeRace.

**Relationships:** Many of the games and activities can be used with up to four players. When doing an activity with more than one person, students are required to talk together, take turns, listen to each other, and trust each other to complete the task at hand. Students build relationships by playing games like Memory Spods, Hygge, and Unicorn.

**Collaboration:** The games in ActiveFloor encourage students to use teamwork to answer questions and complete tasks. Students are encouraged to discuss options, listen, and make the best decisions for the team. Students encourage teammates and celebrate successes as they complete tasks in games like SuperSorter, Word Wizard, and Chess.

**Fun:** The entire system is a fun way for students to be active and learn. Play is the brain's preferred method for learning. ActiveFloor uses play as a part of teaching and can provide each of our schools with new ways of furthering educational, social, and motor development in a fun way.

**What strategy/s and key indicator/s in the Lovejoy 2030 strategic plan does the grant support?:**

Strategy 1.1.1. States that Lovejoy ISD will ensure teachers are provided a work environment that supports their growth and provides opportunities that lead to high quality student learning experiences by advancing teaching and learning by valuing risk taking and innovation. The ActiveFloor systems allow educators to design learning experiences that can be personalized to the needs of their class or even particular students. Rather than simply lecturing or using worksheets to reinforce concepts, educators can use this innovative technology to involve the brain and body in learning!

Strategy 1.2.2 and 1.2.3 state that Lovejoy ISD will enhance student learning by providing increased opportunities for enriching and exploratory experiences by increasing learning opportunities that are authentic, hands-on, and inquiry-based and develop classroom structures and processes that support instructional enhancement and enrichment. With the library of lessons and the ability to create their own lessons, educators can enhance their daily lessons and provide enrichment opportunities for all students. ActiveFloor can provide opportunities for students to explore concepts and further their understanding of the course curriculum.

Total Estimated Cost of Enhancement (NUMBER ONLY). Include shipping, installation, and all miscellaneous fees:

LCDC, HES, PES, SCIS, WSMS

Mobile Unit x5 with 3 year license = \$47,152.83

This is the price for 5 mobile units which include the hardware, mats, and a 3 year license to the activity library. This price also includes shipping for all units purchased. When purchasing 5 mobile units, we receive a discount of \$1,690.92 and a savings of \$28.03 on the yearly license for our campuses in the future.

LHS

Ceiling Mounted Unit with 3 year license = \$

At the high school, the unit would be mounted to the ceiling, but still includes the mat and the 3 year license to the activity library.

Should your proposal be PARTIALLY funded, what is the minimum amount of funding / equipment that would help you implement your request?

LCDC, HES, PES, SCIS, WSMS

I would request a 1 year license rather than the 3 year license. This would make the total \$39,274.03 for the mobile units.

LHS

I would request a 1 year license rather than the 3 year license. This would make the total \$??? for the ceiling mounted unit.

What is the vendor information for this grant? Include company name, contact information such as website, phone number or email address:

Data Projections, Inc

3700 W. Sam Houston Pkwy S.

Suite 525

Houston, TX 77042

Tel: 866.255.5374

www.dataprojections.com

Should your request be selected, please upload the latest QUOTE from an approved vendor for ordering your item(s). Include item price, shipping charges, installation charges, item number from vendor (any information that would be helpful in placing the order). Link here; upload file

Ongoing Fees and Maintenance. Who will be responsible for ongoing maintenance? \*\*Please note that grant funding is awarded on a yearly basis.

- District
- Campus
- Will write another grant for this next year
- n/a

The licenses for the units would be an ongoing fee. With this grant, we are including a 3 year license, but after that time period it would be the instructional technology department or campus' responsibility.

Select your supervisor: [laurie\\_tinsley@lovejoyisd.net](mailto:laurie_tinsley@lovejoyisd.net)