

# ENRICHMENT PROGRAMS (AND THE FUNDING TO USE THEM!)

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## Introduction

This guide was put together to compile information that is usually spread throughout various websites and forms. When we started this project, it was in response to complaints from teachers that they received plenty of “junk mail flyers” on enrichment programs without any way to fund the activities. It is our hope that you find this information both accessible and useful. Have fun with your activities!

## After School Program Resources

[www.afterschool.org/aea/index.html](http://www.afterschool.org/aea/index.html) this website offers teachers access to academically rich content activities for after school programs. Teachers can choose activities in Math, Science and literacy, and can search by appropriate grade level. Administrators can use the information in the staff development module to inspire staff to design high quality enrichment activities.

[www.maineafterschool.net///ASN/asn\\_index.html](http://www.maineafterschool.net///ASN/asn_index.html) This alliance fosters statewide, regional, and local partnerships through clear communication among policymakers and providers, in order to coordinate services across the state. They will assist in securing resources needed to develop new after school programs and sustain existing programs. They also assist with training, technical assistance

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and coordination to ensure that programs are inclusive, high quality, and meet the needs of children, families and communities.

<http://www.aaas.org/> The American Association for the Advancement of Science website offers a multitude of resources for Global Climate Change and Evolution instruction. They also offer an online science club for students, with games and activities that teach science concepts.

*“Enrichment activities expand on students' learning in ways that differ from the methods used during the school day. They often are interactive and project-focused. They enhance a student's education by bringing new concepts to light or by using old concepts in new ways. These activities are fun for the student, but they also impart knowledge. They allow the participants to apply knowledge and skills stressed in school to real-life experiences.”*

–www.afterschool.org

Please see *Funding Sources* on page 4

## Field Trips

[www.nps.gov/acad/forteachers/index.htm](http://www.nps.gov/acad/forteachers/index.htm) This is the National Park Service's website for Maine's Acadia National Park. In this section, there are resources for teachers, including field trip planning, curriculum activities to prepare students for a visit to the park, materials from the park's library offered for loan, trunks of tactile learning activities offered to study of the Passamaquoddy and the St. Croix Island settlements, and resources on how to include a trip to Acadia National park when studying animals, plants, the environment and ecosystems. The park also offers resources for social studies integration through the park's rich human history as well.

[www.maineaudubon.org/](http://www.maineaudubon.org/) This website offers resources for educators to help students get hands on with environmental studies and the science of nature and conservation. There are workshops for teachers, materials and resources leased through the lending library to use with students, and seasonal field trips for students that are tied to the Maine Learning Results.

<http://octopus.gma.org/> The Gulf of Maine Research Institute is a marine research and education facility in Portland. Their goal is to research and educate the community about our fresh and saltwater resources. They have a special focus on implementing computers and technology in meaningful ways to help students, teachers and the public engage with locally relevant marine science. The Sam L. Cohen center offers interactive learning opportunities for middle school students, as well as digital media. Vital Signs is a handheld computer and software program to assist in the collection, sharing and display of digital information. There are 116 of these units being used by students in several coastal communities in Maine, as well as Friends

of Casco Bay, Maine Sea Grant, and Wells National Estuarine Research Reserve. Students and researcher sin Ireland are undertaking a similar project, and <http://www.vitalsignsireland.org/> was set up to assist in the comparison of the findings. This can help environmental science truly go global in the classroom. There are also online tutorials about marine creatures and places to use in your classroom to engage students.

[www.clcofme.org/](http://www.clcofme.org/) This website offers teachers the resources needed to plan for a trip to the challenger center for students to get hands on and engaged with their science learning. There are classroom activities to use before and after your trip, funding resources for a class trip, all of which is linked to the Maine learning results. There are also teacher workshops offered.



Picture from <http://classroomclipart.com/>

## Professional Development

[www.mmsa.org/](http://www.mmsa.org/) The Maine Mathematics and Science Alliance is the premier educational organization in Maine, and has been helping students meet and exceed state and national learning goals for 13 years. They offer a varied list of workshops for teachers, products and publications to make your classroom a math and science rich environment, and an online network to assist in teachers sharing information and opportunities for math and science in the state.



Picture from <http://classroomclipart.com/>

## Funding Sources

Along with specific grant website information, we have chosen to include the search engines where we found them. Grant programs are frequently being cancelled, closed to new applicants, or new ones are created. By including these search engines we hope that you are able to keep up with the new programs. The following programs are the most relevant to Maine public school enrichment programs at the time of publication.

The following grants were found in this search engine:

<http://www.tascorp.org/toolbox/fundingdb>

**Information Technology Experiences for Students and Teachers (ITEST)**– To increase interest in Information Technology (IT) through the creation of effective student education programs in both school and non-school contexts, but also maintain interest through supportive activities that include parental involvement, career exploration, externships, research, and multi-year programs.  
<http://nsf.gov/pubs/2007/nsf07514/nsf07514.htm>

**New York Life Foundation Nurturing the Children Program**– The Foundation's primary focus is on this initiative, which supports mentoring, tutoring, after school, and educational enhancement programs, and safe places to learn and grow.

<http://www.newyorklife.com/foundation>

**Target Corporation Local Giving Program**– Field trip grants and other opportunities.

<http://sites.target.com/site/en/corporate/page.jsp?contentId=PRD03-001814>

**Time Warner Foundation Program**– The Foundation, which is focused on developing the next generation of leaders, primarily supports after school and other youth programs which involve hands-on learning, leadership development, decision-making opportunities and skill building. The Foundation's core program areas are after school grants, creative and media arts grants, summer grant initiative, public awareness projects, and improving leadership in public schools.

[http://www.timewarner.com/corp/citizenship/community/community\\_more/index.html](http://www.timewarner.com/corp/citizenship/community/community_more/index.html)

## Funding

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The following grants were found in this search engine:

<http://www.edweek.org/ew/section/grants/index.html>

**High School Physics Teacher Grant**– It is the goal of the AAPT to encourage high school teachers to experiment and improve on their teaching practices.

The grant(s) are given each year to teachers whose proposal meets the goal of the grant. That is, the procedure should result in better teaching practice, student understanding and interest, and/or increased enrollment. Also, the proposal should contain some innovative ideas. For example, the proposal may use a new teaching method or an adaptation of an existing idea.

<http://www.aapt.org/Grants/hsgrant.cfm>

**Tommy Hilfiger Corporate Foundation Grants**– Sizable grants for larger programs.

<http://usa.tommy.com/opencms/opencms/companyinfo/foundation/aboutthefoundation.html>

## Other Tools

<http://www.project2061.org/tools/benchol/bolintro.htm>

Benchmarks for Science Literacy! This document describes the specific learning goals that make up the K–2, 3–5, 6–8, 9–12 coherent set of learning goals that help students progress toward scientific literacy, which encompasses mathematical literacy. The specificity and coherence of the Benchmarks goals help clarify Maine's Learning Results as well as identify important learning goals essential to mathematical literacy that are not in the Maine Learning Results.

We cannot possibly list all the grants in this guide, but there are several search engines if the grants listed won't meet your needs. Here are some that weren't previously listed:

Subscription site, but it offers a free trial–

[http://schoolfundingcenter.info/\(pc2mtn55grm1freejmlztl24\)/index.aspx](http://schoolfundingcenter.info/(pc2mtn55grm1freejmlztl24)/index.aspx)

<http://www.nsf.gov/funding/>

Maine based charity–

<http://www.librafoundation.org/>

*Remember, earlier listed search data bases may yield more results as well!*

<http://www.stemedcoalition.org/> This organization is a conglomeration of over 40 groups of professionals from all sectors of the technological workforce. Resources include literature about science and math education on a state and national level, reports from many sectors of the technological workforce, and updates on legislation for technology, math and science in schools.