

Educator Innovation Grant Program

In the City of Fishers 2024 Budget, the city proposed that \$500,000 be allocated to a grant program for educators within the HSE School District, to bring innovative learning to the classroom.

GRANT PURPOSE:

To empower educators with the resources to bring innovation to the classroom and inspire students to rethink learning.

Innovation in the classroom refers to students meeting an educational standard in a way not experienced before with a long-term aim of inspiring students to rethink learning.

GRANT & PROJECT CRITERIA:

- Fixed Price Awards (i.e., lump sum grant)
- Awards Available to Active Educators within the HSE School System
- Projects Should:
 - Be Approved by Individual School, Administration, IT, Facilities, and any other School Stakeholders
 - o Innovate Teacher Learning, to Enhance Student Learning
 - o Become Sustainable without Additional Funding Needed
 - o Have Ability to be Replicated within a Grade-Level or Discipline
 - o Have an Identifiable Long-Term Impact on Students within a Grade Level or Discipline

ELIGIBLE & INELIGIBLE PROJECTS:

- YES to Professional Development and Externship Opportunities for Educators*
- YES to Technologies to Improve or Expand Curriculum for Students and Reshape Learning
- YES to Project-Based Learning Opportunities In & Out of Classroom
- NO to Funding Existing Projects or Initiatives
- NO to Incentive Awards for Classrooms (i.e., pizza party, awards for milestones, etc.)
- NO to Classroom Consumables (i.e., school supplies, classroom supplies)
- NO to Classroom Libraries

*Assuming professional development or experience will directly translate to a specific classroom project or student learning experience

PROGRAM DETAILS:

- Rolling Applications (i.e. applications will be reviewed as they are submitted, throughout the year)
- No Funding Cap
- Grants to be Awarded by Selection Committee**

^{**}Selection committee comprised of educators, community entrepreneurs and HSE alumni