Thank you, EITC Supporters!

Your generous support made these grant projects possible in 2024-25 & beyond!

Monitoring Young Hearts: Enhancing Student Wellness integrates heart rate watches into 6th grade PE and Science classes at Sandy Run Middle School to promote physical health, personalized fitness, and real-time data analysis. The technology enhances student motivation, engagement, and understanding of how the body systems work together by providing measurable fitness goals and supporting both physical and academic growth.

First Robotics Challenge Set gives students hands-on experience with engineering concepts like mechanical advantage, levers, and structural design. These lessons will carry over into the Introduction to Architecture and Engineering classes, where students will design and 3D print custom parts to support the robotics team. This real-world application strengthens problem-solving skills and deepens STEM learning across disciplines.

STEM at the Elementary Level links STEM tools to storybooks, creating a fun, multi-sensory learning experience that fosters curiosity, language development, and early exposure to STEM concepts. This approach enhances critical thinking and problem-solving skills while supporting educational standards in both literacy and STEM. By making learning engaging and accessible, this project build a strong foundation for future academic and real-world success.

Empowering Authentic Learning: Integrating Graphic Design and Product Customization Technology into Business Classes uses new tools to enhance project-based learning (PBL) in UDHS Business classes, including Marketing and Entrepreneurship. With access to industry-standard technology, students are now able to create custom merchandise and promotional materials, deepening authentic learning experiences.

Gizmos Interactive STEM & Science software provides STEM simulations to enhance student engagement and understanding of key science concepts. Aligned with Pennsylvania STEELS Standards, Gizmos offers over 550 simulations and STEM case studies that promote critical thinking, differentiation, and equity, especially in scenarios difficult to replicate in the classroom. With proven benefits from a recent trial, the goal is to integrate Gizmos more broadly across SRMS science classrooms in the 2025-2026 school year.

Make Wonder for Dash & Dot Robots enhances students' coding experience by offering differentiated, cross-curricular lessons that integrate math, reading, science, and more. It helps students build real-world skills, promotes problem-solving through instant feedback with robots, and increases engagement by linking coding to core academic subjects.

To Launch in Fall 2025:

Extending Building Thinking Classrooms will benefit elementary students by promoting active, collaborative learning that enhances critical thinking, engagement, and social-emotional development. In math, BTC shifts the focus from rote memorization to problem-solving and reasoning, helping students build deeper conceptual understanding through discussion and exploration. The tools support long-term impact by fostering autonomy, inclusivity, and a growth mindset across grade levels.

Technological Design Process - CO2 Dragster will provide 8th grade students with a hands-on, immersive experience that combines engineering design, physics, and technology. By designing in AutoCAD and manufacturing their own drag racing cars, students build real-world skills in problem-solving, collaboration, and craftsmanship while applying concepts like Newton's laws and aerodynamics. The new racetrack will restore excitement to the culminating drag race, ensure accurate performance measurement, and sustain this engaging, cross-curricular project for years to come.

We're grateful for the difference you made for Upper Dublin students!