GRANTS PROJECT COORDINATION

PROJECT PROFILE
*Forms should be submitted to Mike Bejarano, School Operations **Executive Director Student Services**



Working title:	HUDBAY Fall 2018 School Grant Program for CDO Odyssey STEM Teams		
Target population: (Which schools, grades, staff, etc. are impacted?)	Odyssey teams grades 9 -12 for engineering parts to build solutions. Total students to use these supplies this year = 20 (vehicle, gadget and structure teams)		
General problem addressed by the project:	The grant is to support the STEM related work by CDO Odyssey Teams		
Project Synopsis: (Please also attach the proposal abstract or any additional clarifying information needed.)	Vehicles and gadget team - Purchase of 1 Tetrix Dual Control Robotics set and 1 expansion set. Structure Team - Purchase of Balsa wood for building and testing structural design ideas. Purchase of materials from Home Depot – all teams Team travel to World Finals competition		
Source and amount of funding requested:	HUDBAY (Rosemont Copper) Fall 2018 School Grant Program – Amount requested = \$5000.00 COST REIMBURSEMENT GRANT? YES NO		
Funding will pay for: (People, equipment, materials, training, services, supplies, etc.)	2 Tetrix Robotics sets Balsa wood Purchase of materials from Home Depot – all teams Team travel to World Finals competition to scholarship students in need		
District contribution(s):	0		
Potential partners & their contributions:	0		
Sustainability plan: (Explain how the project will be sustained without committing district funds)	The CDO Odyssey teams can use the robotics sets for several years in different combinations to enhance technical solutions. The balsa wood and other materials are consumables which will be used this season and potentially another season as we maintain a closet of junk and materials.		
Principal/Department Authorization:	Tara Bulleigh 10/18 Signature Name, printed Date		
Submitted by:	Signature Cymry DeBoucher Date Name, printed Date By signing this document, I acknowledge that purchases must follow the district's required bidding/purchasing process and will adhere to USFR* regulations and any other reporting requirements of the funder. All fixtures, equipment and instructional materials (or other improvements) received under this grant will become the property of the Amphitheater School District and not the applicant.		

Phone & Email:	696-5597	Date:	October 17,
			2018

 $[*]USFR = Uniform\ System\ of\ Financial\ Records\ required\ by\ ADE\ and\ the\ Auditor\ General's\ office\ for\ bookkeeping\ \&\ reporting\ methods\ on\ expenditures.$

From: Nancy Heiser [mailto:nancy.heiser@hudbayminerals.com]

Sent: Tuesday, October 16, 2018 10:38 AM
To: DeBoucher, Cymry <cdebouch@amphi.com>

Subject: Re: Hudbay School Grant

Cymry,

Please forgive my error in the body of my email asking for an invoice for \$2,500. My error, I did not change from a previous email. Just to be clear, your grant has been approved in the amount of \$1,700.

Very sincerely, Nancy

On Tue, Oct 16, 2018 at 10:32 AM Nancy Heiser < nancy.heiser@hudbayminerals.com > wrote: Good morning Cymry,

I am pleased to inform you that your Hudbay school grant application was chosen as a winner amongst a very difficult pool of applications. Our committee voted to award you \$1,700 for engineering equipment.

In order to process a payment we will need the following items:

- an invoice for \$2,500.00 addressed to Rosemont Copper Company: <u>5255 E. Williams Circle, Suite</u> <u>1065 | Tucson, AZ 85711</u>
- A W9 tax form from whom the invoice is from
- Please complete and return the attached ACH form as we deposit funds electronically

It is important that the invoice, W9 and ACH form are all titled exactly the same. We will get payment processed once we have all three items above.

Please let me know if you have any questions.

Very sincerely,

Nancy Heiser

Community Relations Coordinator

HIDBAY

Rosemont Copper Company 5255 East Williams Circle Suite 1065
Tucson, Arizona 85711
Tel (520) 495-3529
Cell (520) 965-9759
Hudbay.com

Odyssey of the Mind Grant Request

This grant requests \$5,000.00 for the Canyon del Oro HS Odyssey of the Mind Program.

Population served: High school students (grades 9-12) with interests in engineering, math and sciences.

Program name and project description: Odyssey of the Mind engages teams of students in solving complex long-term problems that include scientific thinking, research and development, engineering and math.

From the Odyssey of the Mind Association Website: "Odyssey of the Mind is an international creative problem-solving program. Participants build self-confidence, develop life skills, create new friendships, and are able to recognize and explore their true potential. Odyssey problems have challenged students to design mechanical dinosaurs, invent new factory machinery, build working vehicles Since 1978, OotM problems have challenged students to go beyond conventional thinking and incorporate creative problem solving in learning. Creative Problem Solving is a skill that needs to be nurtured and developed. While a conventional education is important, learning to solve problems creatively and confidently gives [students] an important edge in their education and career goals. There is creativity inside each of us and OotM teaches how to tap into it so it can be applied to real-world problems."

Grant Request Part A: Engineering Materials = \$ 1678.00 (plus taxes and shipping)

This year CDO will have 5 teams of students competing in the tournaments. To enhance and support our student teams as they learn engineering principles that can be applied to their selected problem, we would use a portion of the grant funds to purchase:

- 1. An introductory robotics set from Pitsco Tetrix = \$ 678.00
 - 1 Tetrix Prime Dual-Control Robotics set RS44322 499.00
 - 1 Tetrix Prime Expansion Set RS41549 179.00

The robotics kits will be shared by the vehicle design and the robotics design team which are solving the two problems below:

Problem #1 – Vehicles – The team will design a vehicle that they can assemble during the performance and ride on the vehicle where it will complete tasks using different components that function in different. Between attempts, the vehicle will be disassembled, put back into the suitcases, and taken to a different area where it will be reassembled and driven again.

Problem #2 – Robotics - Teams take a cue from nature in this problem where they create and build a team-made mechanical creature that hides in plain sight. The creature will change its appearance three times to avoid being detected by a Searcher Character trying to find it. The way the creature changes will be different each time! In the end the creature will surprise everyone by changing its appearance a final time and reveal its true self.

2. Balsa wood to bulld structures = \$500.00

Problem #4 – Structure Design - Teams must strategize risk for points and "toss" their structures in this year's problem. They will use a device to propel the structure in a carnival game. Once the structure has been successfully tossed, it will be tested for strength on the structure crusher.

3. Building materials from Home Depot, Ace, and Lowes = \$500.00

Each of the five teams will use this portion of the grant to purchase various building materials needed to develop their solution for scoring. Problems #3 and #5 use aspects of engineering within their solutions such as replicas of DaVinci's inventions and moving set pieces.

Grant Request Part B: Scholarships for students travel to competitions = \$3,300.00

5 CDO teams are expected to compete at the Odyssey World Finals in Michigan. The cost of this trip is partially supported by the Amphi District. The remaining funds needed are attained through fundraising and parent contributions. The remaining funds will support students who would be unable to attend World Finals due to cost.

Tracking Results • Describe how you will track the success of the funds used:

To date, our vehicle and gadget team successes have been accomplished with low tech inventive, yet primitive, solutions. Having access to servo motors, gears and other components including programmable driving systems will allow the students will be able to develop much more sophisticated solutions that will score significantly higher at the World Finals level. Therefore the results will be seen in the technical engineering scores for our teams.

Additionally we have increased the number of teams and students involved and so increased student involvement at World Finals should move from 3 teams last year to 5 teams this year.