

TEF Great Idea Grant Final Report

All Thompson Education Foundation (TEF) grant recipients must submit a final report to TEF by **May 31, 2026**. The final report is required. If you do not submit a final report for this grant by the due date, you will not be allowed to apply for future TEF grants.

Name: Mallory Clasquin

School: New Vision Charter School

Project Name: Exploring Amusement Parks

Award Amount: \$3,000.00

Objective of project as stated in the grant application:

Gifted and Talented students in grades 2nd-8th will be learning about amusement parks in deep and complex ways. As they learn, students will design, build, test, and iterate on miniature amusement-park rides (roller coasters, ferris wheels, spinning rides, etc.). Students will explore science and math concepts in a project-based collaborative environment. This connects core STEM concepts (gravity, energy, force, friction, speed, simple machines, ratios/scaling, measurement, and data analysis) with engineering design, collaboration, communication, historical context, and creativity. It supports curriculum extension for GT learners by emphasizing problem-solving, systems thinking, learning from failure, and open-ended design challenges.

1. Describe how you implemented your project.

First, all students began exploring how amusement parks have changed over time during the Depth and Complexity framework. Grade-level appropriate reading passages were studied to gather information. Then, students analyzed the mechanics for pop up books in order to make their own pop up page describing how various aspects of amusement parks have changed over time. Next, students began to explore amusement parks through creating rides with different STEM materials. 3rd grade worked with magnetiles to build a simulated water slide, 4th grade worked with KNEX to build a 6ft tall ferris wheel, 5th grade modeled their own roller coaster with micro KNEX, 6th grade used Rollercoaster Engineering kits to design a gravity driven roller coaster from scratch, 7th grade used consumable materials to create and imagine rides of the future, and 8th grade became park engineers to create a cohesive park design incorporating all other grades' ride designs as well as their own.

2. Please provide the results of your project. This information needs to correlate to the "measurements" provided on your original grant application. If you changed your measurements of success, please detail the reason for the change with your results.

Students presented their projects at a Showcase event for families. Completed projects, displays, ideas, stories, and reflections were on display for viewing. Students took pride in showing their hard work and final projects, speaking in detail about the process and

what they learned. Parents enjoyed the final products and hearing about how productive struggle played a vital role in their students' learning - not only about amusement park science and history, but about themselves as people and their ability to work through frustrations and failure.

3. Did anything surprise you or your students during the implementation of your project?

The timeline of different projects surprised me. Some activities, like creating pop-up style pages depicting how amusement parks have changed over time, took much longer than I expected. This was a good opportunity for me to learn more about construction based problem solving skills of different grade levels. While other projects, like the KNEW Ferris Wheel build with 4th grade took less time than I anticipated. 4th graders really took to learning about and creating assembly lines, which sped up their build significantly.

4. Please provide a copy of the final budget for the grant (you may attach a separate sheet of paper).

ITEM	COST
Thames & Kosmos Roller Coaster Engineering classroom bundle	399.95
HobbyLobby: foam core board, air dry clay, plexiglass, hot glue guns, hot glue, duct tape, styrofoam spheres	171.82
Walmart: rules, scissors, masking tape, balloons, arch, balloon letters (for amusement park name sign)	156.83
Chompsaws (3)	672.30
KNEX 3-in1 Classic Amusement Park Building Set (3)	119.97
Anabalulu magnetic building tiles (3)	107.97
PicassoTiles, magnetic marble run set (3)	119.97
Eitech metal ferris wheel powered set	249.99
KNEX 6ft Ferris Wheel	400.18
KNEX, micro Typhoon Frenzy Coaster (3)	160.50
Cardboard, Uline	76.50

Mini trifold, 40 pack (2)	79.98
Colored cardstock, 480 sheets	33.99
Magnetic Block Cubes, 128 pieces (2)	95.96
Twist `n Snap Building toys (2)	35.98
Composition ½ sized notebooks, 100 pack	56.99
#2 pencils, 240	21.99
Washable school gluesticks, 60 pack	17.54
Crayola Supertips set	14.97
Small paint brush set	4.99
TOTAL COST	2,998.37

5. Do you feel the project can be easily replicated in additional classrooms in Thompson School District, and, if so, is there any advice you can share?

These projects are absolutely replicable in other classrooms with the materials provided! Students were highly engaged and grew in their ability to handle failure or group pressures through exploring amusement parks. Each material was appropriately delegated to different grade levels. My advice would be to plan for more time than you think and have regular engineering design meetings - at the beginning of class to introduce topics and concepts and again at the end of class to discuss building results, failures and learnings.

Optional:

6. Comments for the grant committee or TEF board.

Thank you so very much for giving us the opportunity to explore such a fun topic in a new, different, and hands-on way. Students came to school excited for class and ready to engage each and every day.





- 0 Lower a Loudspeaker volume. No one is making.
- 1 Sign Talk: Whispering only. 1 person can hear you.
- 2 Low Flow: Only work, only work, only work.
- 3 Normal conversation.
- 4 Loud Crowd: Preserving voice. Everyone can hear you.
- 5 Out of Control: Programmers voice. Power and pride.



NEBULA

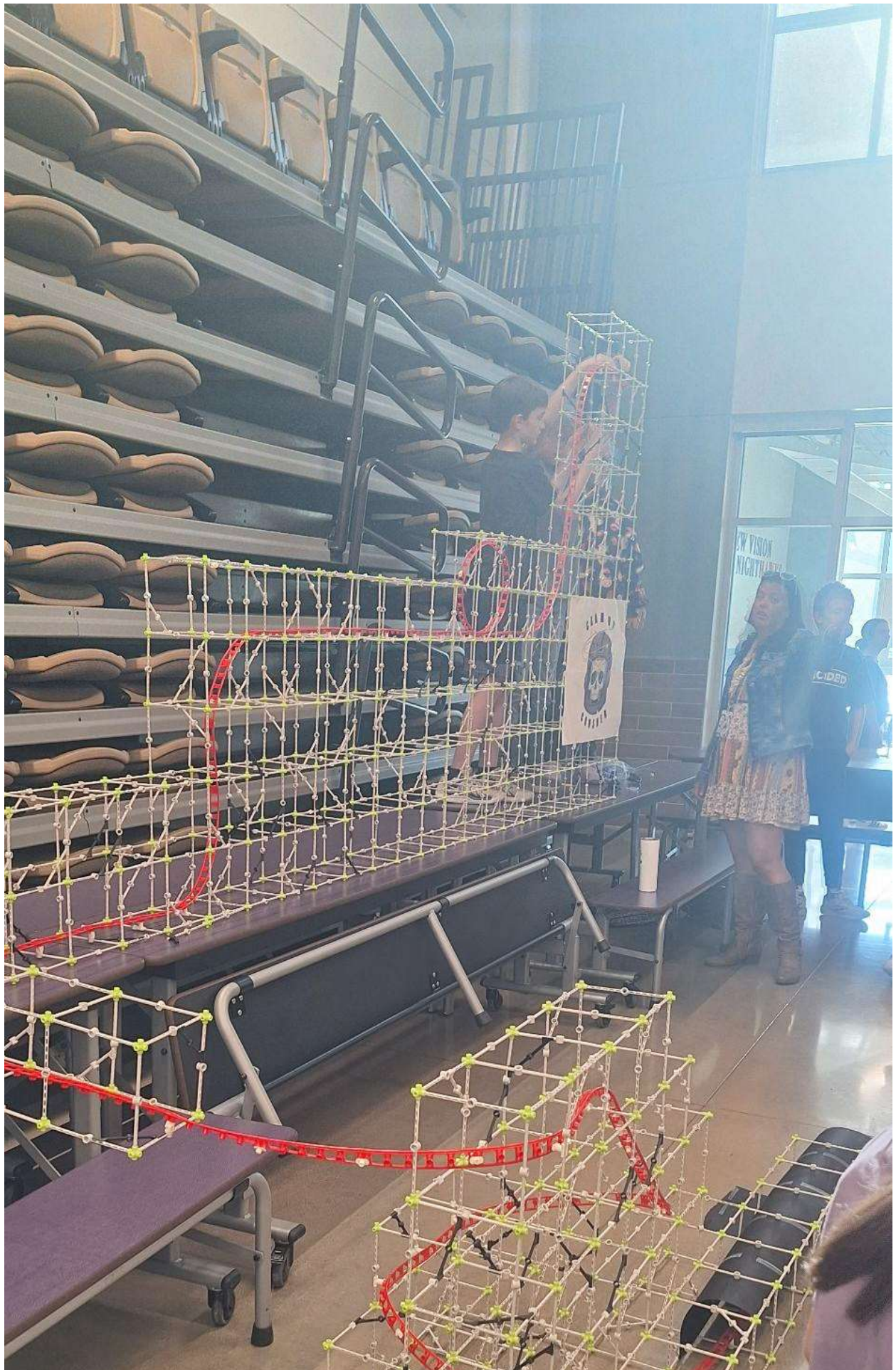




Library User Team
Sally Thomas, Anna Williams, Paul Williams

For the last few years, we have been working on a project to improve the library's services. We have been working with the community to identify the needs of our users and to develop solutions to meet those needs. We have been successful in many ways, but we still have a long way to go. We are currently working on a new project to improve the library's website. We want to make it easier for our users to find the information they need and to use the services we offer. We are also working on a new project to improve the library's physical space. We want to make it more comfortable and more accessible for our users. We are excited about these projects and we hope that you will be able to help us in some way. If you have any ideas or suggestions, please contact us at [email address]. We would love to hear from you.







ΡΣΠΤΞΩ

1 Milk per Student

ORB 171
DV 3

the rainforest

Count Mascha's
Lama Roup
Dedlan Coxon

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