

I. **CHESTER COUNTY COMMUNITY FOUNDATION
GRANT PROPOSAL SUMMARY SHEET**

One page only. This page will be shared electronically with Grant Panel Members & Fund Advisors.

Note: If Philanthropy Network's Common Grant Application is used, CCCF's **Summary Sheet MUST accompany application.**

To obtain an electronic version of this application, visit www.chescocf.org

Date

Contact Information

Organization Name: Academy in Manayunk DBA AIM Academy ED/CEO Name: Patricia M. Roberts

Address: 1200 River Road Conshohocken, PA 19428

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Phone: 215-483-2461

Board Chair Name: Matt Naylor

Website: www.aimpa.org

Board Chair Approval (check here)

Year Incorporated: 2006

Primary Contact: Joy Antonoplos

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Organization Information:

Field/s of Interest:

Arts, Culture & Humanities

Environment/Animal Welfare

Education

Health

Human Services

Religion

Mission:

The mission of AIM is to:

- Provide extraordinary educational opportunities to children with language-based learning disabilities such as dyslexia, dysgraphia, and dyscalculia, utilizing research-based intervention strategies and an arts-based learning environment that is college preparatory in scope and sequence.
- Develop a center for educational excellence and professional development to disseminate best practices to educators by providing access to the latest research-based curriculum, technology, and training.

Geographic Area Served (If not all of Chester County, specify primary Chester County regions served):

103 zip codes/53 school districts

Describe Population Served & Annual Number of People Served:

386 students in Greater Philadelphia region to include Chester Co. - 6%, Phila. Co. - 32%, Main Line-25%, Ambler/Ft. Washington/Willow Grove area - 12% Other 27% Lancaster, Reading, Pottstown, Easton, New Jersey - 4%

Annual Budget \$ 16,999,081
Staff

85 % of budget for program expenses
9 % of budget for administrative expenses
6 % of budget for fundraising expenses
100 % total

127 # of Full-Time Equivalent Paid

22 # of Board Volunteers

50 # of Active Non-Board Volunteers

10 # of Volunteer Hours

Top 3-5 funding sources:

Independence Blue Cross
Albert M. Greenfield Foundation
Emily Hall Tremaine Foundation
Kingsbury Family Fund
Individuals

Is this grant proposal for: Capacity Building ___ or General Operating ___X___

If Capacity Building Proposal, the focus is:

___Mission, Vision & Strategy ___Governance & Leadership ___Partnerships & Collaborations
___Fundraising, Development & Marketing ___Technology Other: _____

Grant Amount Requested from the Community Foundation: \$ 5,000

Proposal Summary:

Request for support of AIM Wolfpack Robotics Program, Sam's Place Bike Program and Sylvia's Dream STEAM Mobile Lab offering students critical learning and future ready skills for academic and workforce development success.

II. CHESTER COUNTY COMMUNITY FOUNDATION GRANT PROPOSAL NARRATIVE

Provide clear, concise information. 3 pages maximum.

1. Nonprofit's history, goals, key achievements & distinctiveness

AIM Academy and AIM Institute for Learning & Research co-founders Pat Roberts and Nancy Blair push the boundaries of conventional education for children with language-based learning differences. They met as mothers of daughters with learning differences over 20 years ago when their children were in first grade. Although their backgrounds were quite different, one an educator and one a nurse anesthetist, they had much in common. They both were on a journey to put together an educational solution that looked for evidence-based programs to ensure their daughters reached their full potential. **Status quo was not acceptable.** As parents of struggling readers and as professionals committed to following the research, the lingering question was always, **“Can this be better?”**

This was the impetus of AIM Academy in 2006. The vision was to create a model school whose curriculum was steeped in the research, where there was a bridge between the research and classroom practice, and where the learning environment was engaging and filled with educators who not only knew the research but knew how to translate the research to practice and bring out the strengths of each student. The goal was that AIM would serve as a “teaching school” in the model of “teaching hospitals” where the top researchers and practitioners could advance the field of education and literacy working side by side.

The vision has become a reality with the **IGNITE Center** at AIM. At the center, Implementing Global Neuroscience in Technology and Education (IGNITE), AIM partners with global researchers and invests in technology to bring evidence-based practices to scale. AIM's partnership with the **Haskins Global Literacy Hub** promises to accelerate the rate of research to practice in AIM's partner schools throughout the region and beyond. AIM Institute for Learning and Research has trained more than 8,000 educators in research and evidence based practices in the field of literacy. AIM's innovative technology platform, **AIM Pathways**, delivers highly interactive, comprehensive, evidence-based teacher and administrator training aligned to the IDA Knowledge and Practice Standards and the published State Standards in Education. Currently, more than 2000 educators are participating with the courses offered on the teaching platform. AIM deeply values its relationships and partners as we offer and share access to an annual Research to Practice Symposium, Access to the Expert webinars, Teachable Moments videos and resources that provide information for parents and teachers alike.

2. Funding request

- **Description of key initiatives**

Key initiatives at AIM include the AIM Wolfpack Robotics Program, Sam's Place Bike Program and Sylvia's Dream STEAM Mobile Lab offering students critical learning and future ready skills for academic and workforce development success.

AIM Wolfpack Robotics:

The AIM Robotics Program teaches students who learn differently using technology and robotics. AIM Robotics works with students at-risk, due to their learning differences, and teaches problem solving skills, teamwork, executive functioning, time management, collaboration and communications skills. These skills last a lifetime and positively affect students' academic and social development, self-esteem and well-being. AIM Robotics students also learn engineering,

design and STEAM (Science, Technology, Arts & Mathematics) principles that can lead to exciting career paths and lifelong passions. Program mentors leave a lasting impression on AIM students. In addition, students have the opportunity to travel, collaborate with and compete against students from local, regional and national schools. These experiences broaden AIM students' horizons and provide more positive and diverse life experiences.

Sam's Place Bike Program:

Sam's Place is a new on-site bike space at AIM Academy that will honor the memory of Samuel Ozer, an AIM Academy '20 graduate, tragically killed by traffic violence while riding his bicycle in 2020. The site (building completes construction in May 2021) will provide students with learning differences like Sam the passion and vocational skills needed to work in the bicycle and outdoor industry. Beginning in August 2021, students will engage in this new space with teachers, mentors, peers and industry professionals to tinker with bikes and learn about bike repair, ultimately earning a bicycle repair certificate. This project will help kids who learn differently develop a passion for cycling and equip them to develop FAST (future attitudes, skills, and technology) needed to go forth into the world as confident, prepared, and enthusiastic as Sam. In addition, cycling groups (NICA, Major Taylor, Outride schools) from around the region will connect in a common space to work, learn and ride. Sam's Place will also benefit students transitioning to high school from other Philadelphia OUTRIDE schools like Crefeld School, AMY at James Martin School and Gompers School. Students will learn entrepreneurship and business skills through bikes and bike repair. The biking facility will be utilized year-round to include during the school day, after-school and weekends. Plans are underway to have Sam's Place part of a summer bike camp offering.

Sylvia's STEAM Dream is a mobile lab where students in Philadelphia public schools with populations qualifying for free/reduced lunch can create, explore, tinker, and construct with tools and materials while being exposed to literature. AIM educators and students will serve as mentors providing hands-on STEAM activities. The lab will give all students the opportunities and access to tackle and solve real-world challenges while encouraging the innate desire to *create*. The goal is to create a collaboration with other schools to develop the next generation of critical thinkers and leaders through projects while building curiosity and confidence in STEAM literacy ultimately creating interest in healthcare careers. This project serves an underrepresented student population and creates an opportunity to demonstrate to AIM students a real-life example of how the Design Thinking Process can make a difference in solving 21st century problems. School partners include **Community Partnership School** and **St. James School** both serving the educational needs of children from underserved North Philadelphia neighborhoods characterized by high rates of poverty and low rates of graduation. Work has begun in Africa with the Global Community of Kenya at Grace Community Education Centre.

The lab provides literacy curriculum, lesson plans and extension activities across disciplines for an immersive student experience. Some educational modules include Building Bridges for Prosperity, 3D printing prosthetics for the underserved in global communities, and Wind/Solar/Water Power for clean energy/health. The lab allows the broader community to work with teachers and multi-aged students. By providing maker opportunities, we cultivate and grow educational differences and embrace a unique approach to learning by providing access and equity allowing a broader understanding and communication, increasing insight on how STEAM impacts

their life and others in thinking to invent or innovate. Outreach partnerships allow students to give back to their communities through STEAM projects.

- **Specific needs & issues to be addressed**

AIM Wolfpack Robotics, Sam's Place Bike Program and Sylvia's STEAM Dream Mobile Lab offers meaningful learning opportunities for students with learning differences and allows them to gain self-confidence, critical thinking, collaboration and communication skills. In addition, students give back to the community and gain future ready skills in STEM fields.

- **Why it is important to fund this now**

- The programming offered at AIM will give not only AIM students, but other students in underrepresented communities access to innovative design, machinery skills, and an introduction to robotics curriculum.
- The STEAM lessons will begin the process of leveling the disrupted learning due to COVID-19 "Slide" uncovering structural inequities and learning losses across all grade levels.
- Students will gain knowledge, digital skills, self-confidence and the ability to think critically with the lessons and activities presented in the mobile lab. Underrepresented students will gain a well-rounded and diverse set of skills and experiences to adapt and thrive in the future working environment and economy.
- An estimated 80% of the jobs available in the next decade will require math and science skills, as well as a sense of empathy, especially in healthcare. The fastest growing fields including healthcare require math/sciences skills. (NSF)
- Inadequate literacy development and poor academic outcomes are an educational crisis and result in poor health outcomes, reduced income and incarceration. Children living in poverty and/or with neurodevelopmental challenges are most at-risk and do not always receive the support they need.

- **How impact & results will be demonstrated**

Expected outcomes and measures of success will be student growth in STEAM areas and increased literacy foundations for students. Several times per year there will be time for reflection and feedback between school administrators, curriculum directors, teachers and AIM staff on the mobile lab experiences, robotics and bike program. Parent input and feedback from students will also be critical to the success of the program. Changes will be made based on student needs and staff reflections to ensure successful and useful lessons and activities.