

Empowering Teachers Since 1985

The Idea EXPO Teacher Conference





LEAD A WORKSHOP EARN \$750 !

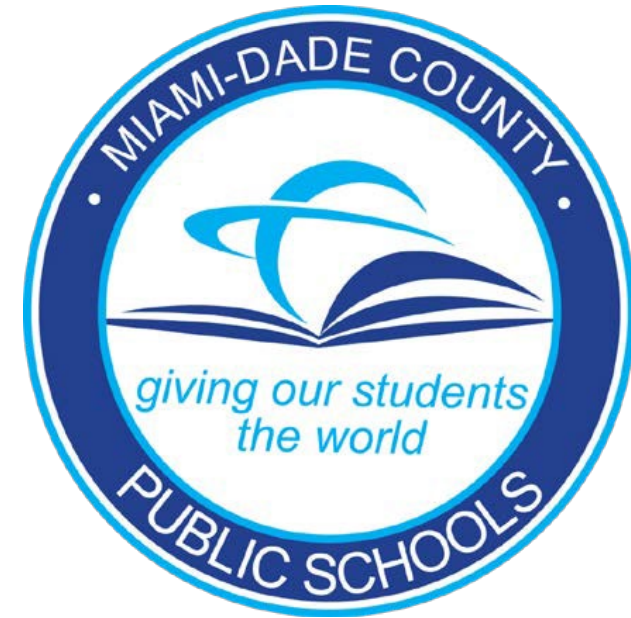
- This exciting day of professional learning features workshops for project-based , hands-on learning.
- Workshops are offered for every subject level and grade level.
- Workshops are led by M-DCPS educators, and are aligned with FL standards and pacing guides.
- If you are selected to lead a workshop, you earn \$750.
- Leading workshops at our Idea Expo gives you experience needed to lead workshops for other organizations and is a powerful addition to your resume!



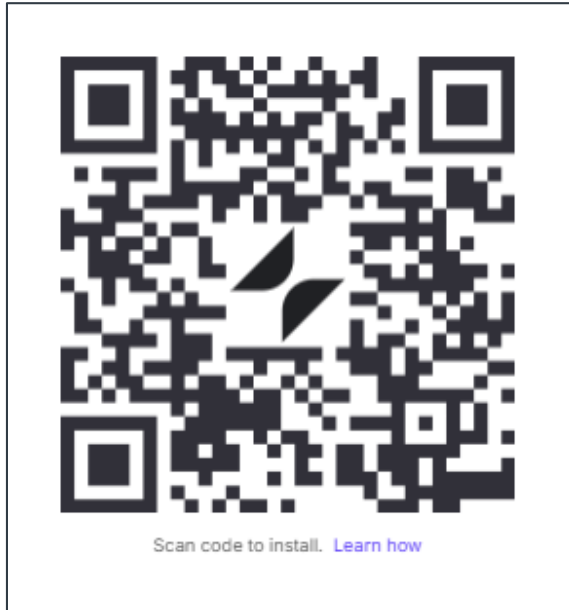
Eligibility

Who can apply to lead a workshop?

- All Miami-Dade County Public Schools educators working with students in any subject area.
- Applications accepted for Pre K-12 projects in all subject areas.



EXPO APP



<https://ed-fund-idea-expo.glide.page/>

Expo Catalogs



<https://www.educationfund.org/what-we-do/programs/impact-ii/ideas-with-impact-catalog-publications.html>

Before you begin, review our App and catalogs to follow our formats when writing your application.


This will give you context , and will increase your chances of being selected.

IDEA EXPO CATALOG & APP

If selected to lead a workshop, your project will be featured in the event App and will also be featured on our website.

Past Idea Expo catalogs are available on [**The Education Fund website**](#). You can find inspiration from past workshops we've featured.

[Schedule](#) > [Session B](#) > **Judith Philias**



K-12

Literacy Quest: Board Game Creations

Literacy Quest is an engaging board game that enhances students' literacy skills, aligning with educational standards. It promotes teamwork, a love for language arts, science, social studies, and self-awareness. Playable on a poster board or online, it's versatile for classroom use. Teachers can customize it, encouraging collaboration and communication. Additionally, it serves as a diagnostic tool, helping teachers assess literacy proficiency and inform instructional planning, making literacy learning an exciting adventure.

Room 109

Judith Philias
philias@dadeschools.net

[Call](#) [SMS](#) [Email](#)

SUBJECT AREA
English Language Arts

STUDENTS LEARN


- Vocabulary Acquisition: Expands students' vocabulary through engaging and interactive gameplay.
- Reading Comprehension: Enhances understanding and retention of reading materials by integrating fun challenges.
- Grammar Proficiency: Improves grammar skills through practical exercises and collaborative tasks.
- Critical Thinking Skills: Develops critical thinking and problem-solving abilities by presenting complex scenarios and questions.

TEACHERS LEARN

- Integrating Literacy Games into the Curriculum: Provides effective strategies for seamlessly incorporating literacy games into daily lesson plans.
- Adapting Gameplay to Different Proficiency Levels: Offers techniques for customizing gameplay to suit varying literacy skills among students.
- Using the Game as a Formative Assessment Tool: Presents methods for employing the game to assess students' literacy proficiency and progress quickly.
- Incorporating Peer Collaboration and Discussion: Suggests ideas for fostering peer collaboration and meaningful discussions during gameplay to enhance learning outcomes.

School **Ojus Elementary**

Link to Packet
[Open Packet](#)

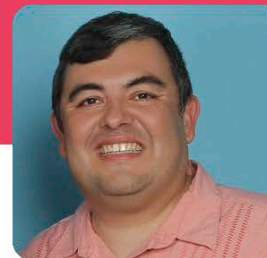


IDEA EXPO CATALOG & APP

Past Idea Expo catalogs are available on [The Education Fund website](https://www.theeducationfund.org). You can find inspiration from past workshops. These will also help you format your application.



FOR EXCELLENCE IN MIAMI-DADE PUBLIC SCHOOLS



Daniel Vinat

J.C. Bermudez Doral
Senior High School
dvinat@dadeschools.net

STANDARDS

- **ELA.10.V.1.1** Integrate academic vocabulary appropriate to grade level in speaking and writing.
- **SS.912.W.2.10** Describe the orders of medieval social hierarchy, the changing role of the Church, the emergence of feudalism, and the development of private property as a distinguishing feature of Western Civilization.
- **SS.912.W.2.17** Identify key figures, artistic, and intellectual achievements of the medieval period in Western Europe.
- **SS.912.W.2.15** Determine the factors that contributed to the growth of a modern economy.
- **SS.912.W.1.3** Interpret and evaluate primary and secondary sources.

ABOUT THE TEACHER

A Social Sciences teacher for 22 years, Daniel Vinat was a Central Region Finalist for the Francisco R. Walker Teacher of the Year in 2022-2023 and currently serves as president of the Miami-Dade Council for the Social Studies.

SOCIAL SCIENCES



Session C

Fun with Funko Pops

Explore historic and literary figures with 'Funko Pop' characters

Funko Pops, small figurines based on iconic figures from history, science, art, and literature come to life as students dive into the exciting world of Funko creation, crafting their own class-wide series on any historic period. They'll choose characters from 4 different classes of people from that time, design appearances, and add accessories, all while reviewing class material, honing research skills, collaborating, and unleashing their creativity. This dynamic project can feature any important figures, from historical heroes to literary legends, making learning both fun and impactful.

SELECT THIS WORKSHOP

CURRICULUM PACKET

APPROPRIATE FOR GRADE LEVELS 6-12

WHAT STUDENTS LEARN

- **Historic Character Research:** Students research assigned historic characters to deepen their understanding.
- **Using Template Worksheets:** Students utilize provided template worksheets to design their Funko Pop figures.
- **Accessory Drawing and Labeling:** Students creatively draw and label accessories, enhancing their character designs.
- **Group Design Projects:** Students collaborate in groups to design additional characters in the series, fostering teamwork and creativity.

WHAT TEACHERS LEARN

- **Incorporating Project-Based Learning:** Learn strategies to integrate project-based learning effectively into the classroom.
- **Scholarly Research in Projects:** Explore methods to incorporate scholarly research into project-based learning activities.
- **Content Review and Analysis:** Utilize project-based learning to review content and conduct thorough content analysis.
- **Planning Steps:** Outline the steps to create a class-wide Funko Pop series for any subject area.
- **Sample Projects:** Review samples of Funko Pop projects and discuss integration ideas with colleagues for existing lessons.

ALSO RELATES TO

- English Language Arts
- Visual Art
- Technology

SPONSORED BY



Curriculum Packet

- If selected to lead a workshop, you will be required to prepare a detailed curriculum plan for your project that other teachers can use to implement your ideas in their classrooms. A template is provided for you to follow.
- All Idea Expo curriculum packets are available on the [Education Fund website](#).
- We suggest you review past packets before you apply. These must be submitted by end of July.



CRICUT MAKER MAKES THE CLASS!

Disseminator: Daniella Parra
Aventura Waterways K-8 Center
School Mail Code:

For more information concerning Ideas with IMPACT opportunities including
Adapter and Disseminator grants, please contact:

Audrey Onyeike, Program Director
Ideas with IMPACT
The Education Fund
305-558-4544, EXT 113
Email: audrey@educationfund.org

Table of Contents

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Tips For Writing Successful Grant Applications

- Write in complete sentences (except budget).
- Write clearly and concisely with proper grammar.
- Write in same professional manner as you would a job application and cover letter.

DO NOT USE ALL CAPS!
(No screaming, please!)

INSPIRATION

Did your project impact any of the following?

- ✓ **Test Scores**
- ✓ **Attendance**
- ✓ **21st Century Skills**
- ✓ **Attitudes**

What lessons or projects have you done that had a significant impact on student academic achievement?

Think about a teaching unit, lesson, or idea that worked well for you and your students.

- Why did the lesson, unit, or idea stand out?
- What activities did students do throughout the project?
- How did it impact student learning or performance?
- What was the goal in the beginning and did the outcome match it?
- What made the project innovative?
- Did the students use critical thinking skills and creativity?

HOW TO FORMULATE IDEAS FOR WORKSHOPS

***HINT: YOU ALREADY
HAVE IDEAS!***

COST OF PROJECT

- Is it reasonable? Will teachers be able to easily find the resources to adapt the project in their own classrooms?
- Keep in mind, the purpose of our Idea Expo teacher conference is for teachers to share effective teaching strategies.
- We do not accept applications for projects that cost more than \$400.

- Teachers attending the Expo can apply for an *Adapter Grant* from the Ed Fund to implement your project with their students.
- The maximum amount of the grant is \$400. Please do not submit applications for projects that cost more the \$400!

STUDENT ACHIEVEMENT

- Does it challenge students?
- Does it motivate students?
- Creativity/Innovation:
 - Why should other teachers adapt this?
 - What makes it innovative?
- Meeting a special need:
 - Does the project address a critical need?
 - Does the project fulfill special areas of interest or innovation?

What are your
project's
contributions to
student
achievement?

PROJECT TITLES

FOR CLASSROOM GRANT PROJECTS AND CONFERENCE WORKSHOPS

The best titles are

✓ Short

✓ Creative

✓ Descriptive

- *The Art & Science of
Candle Making*

- *The Statistics of Mass
Shootings*

- **Alliterative**

Reading, Rhetoric, and Rhyme

- **Rhyme**

Excite and Entice

- **Acronym**

Future Entrepreneurs in Every Direction (FEED)

TIP: DO NOT GET STUCK ON TITLES !

CONTENT IS MORE IMPORTANT - COMPLETE APPLICATION THEN WORRY ABOUT TITLES.

USE AI TO HELP COME UP WITH CATCHY TITLES

The Application

Choose just ONE main subject area in which your project best fits. We list the workshops in the registration app with these categories.

Note: Robotics includes Coding.

If unsure, email us for help!

Select ONE main Subject Area *

- ☐ Classroom Management/Resiliency
- ☐ STEM
- ☐ STEAM
- ☐ English Language Arts
- ☐ Financial Literacy
- ☐ Health & Wellbeing
- ☐ Robotics
- ☐ Social Sciences
- ☐ Technology
- ☐ College & Career Readiness
- ☐ Holocaust Studies
- ☐ Music Education

The Application

If your project is interdisciplinary and can be adapted to another subject area, select here.

Examples include ELA projects that could be adjusted to be a Social Sciences History project.

If unsure, email us for help!

Select Project Secondary Subject Area(s), if applicable *

- ☐ None
- ☐ Classroom Management/Resiliency
- ☐ STEM
- ☐ STEAM
- ☐ English Language Arts
- ☐ Financial Literacy
- ☐ Health & Wellbeing
- ☐ Robotics
- ☐ Social Sciences
- ☐ Technology
- ☐ College & Career Readiness
- ☐ Holocaust Studies
- ☐ Music Education

The Application

Choose the Appropriate Grade Level(s). You do not get extra points for selecting more than one grade level, so please be honest and realistic. This information is used for how we list all the projects. If your project can be scaled up or down grade levels, include all.

Select the grade level(s) for which your project can be implemented. This does not impact the selection process so please be realistic about which grade levels are appropriate for your project. Please select no more than 2 options. *

- ☐ PreK-2
- ☐ K-5
- ☐ K-8
- ☐ 6-8
- ☐ 6-12
- ☐ 9-12
- ☐ K-12

The Application

Start with a one-sentence that clearly and succinctly describes the project. *

This sentence will be the "headline" of your page in catalog, if accepted.

AI can help formulate the one-sentence needed here.

SOCIAL SCIENCES

Session C




Fun with Funko Pops


Explore historic and literary figures with 'Funko Pop' characters

The Application

- Describe your project clearly and concisely.

SOCIAL SCIENCES





Session C

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AI can be very helpful for this section. After you've written your workshop project description, use AI to make it more clear, exciting and concise and in 120 words or less.

The Application

Elaborate with examples of what students do and learn with this project. Provide detailed examples of classroom activities. (Use bullet points). *

Describe what the students do in your project. We can help refine these if selected, but we need very clear bullet points on what the students DO.

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The Application

Using BULLET POINTS, list 5 things teachers will learn in your Expo workshop about how to teach your ideas to their students. What you do/demonstrate in your workshop? *

WHAT TEACHERS LEARN

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- **Sample Projects:** Review samples of Funko Pop projects and discuss integration ideas with colleagues for existing lessons.

Your answers to this question helps teachers decide if they want to take your workshop. We can help format, but you need to list interesting strategies or teaching techniques other teachers will learn from you in your workshop.

The Application

Overall Value: Write a few sentences that sell your project. Describe the project's best features, innovative aspects and contributions to student achievement (cognitive and affective). Explain why teachers would want to attend your workshop and adapt it for their students. *

Here, you can add more about your project. We incorporate all your answers into marketing your workshop, so it helps if you are very descriptive and clear about your project. Ask AI to make your description more exciting and marketable. It helps!



Format for Listing Standards

- Show the letters and numbers following by the first sentence only.
- LAFS.8.SL.1.1 Engage effectively in a range of collaborative discussions with diverse partners on grade 8 topics, texts, and issues.
- HE.8.C.2.1 Analyze the influence of family, peers, culture, media, technology, and other factors on health behaviors.
- SS.912.P.10.3 (Grade 9-12) Describe how bias and discrimination influence behavior.
- HE.912.C.2.4 (Grade 9-12) Evaluate the validity of ways in which media and technology influence perceptions of norms, beliefs, and behaviors.

FLORIDA
STANDARDS
ARE
REQUIRED!

<https://www.cpalms.org/>

<http://floridastandards.dadeschools.net/>

<http://www.iste.org/standards/iste-standards>

The Application

Describe your teaching experience; mention awards and/or grants.

Your answer does not impact judges' decision about your application. We have had first year teachers get approved! This is for us to promote YOU in our App and marketing tools – it's your chance to shine!

ABOUT THE TEACHER

Oscar Flores teaches Chemistry, AICE Marine Science, and AICE Environmental Management and is the Digital Innovation Leader on the PLST. He serves on the FTCE Chemistry 6-12 Review Committee and has led FTCE Biology & Chemistry Tutorials PD since 2022.

ABOUT THE TEACHER

Teresa Waters-Cain is inspired by her students and has an unwavering commitment to shaping the minds and hearts of future generations. To strengthen her impact beyond the classroom, she has established a community garden and hosted cooking classes with parents.

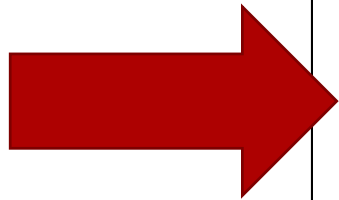
PHOTOS OF YOUR STUDENTS WORKING ON YOUR PROJECT

We always need photos of students to help with our marketing of the Idea Expo and for our fundraising efforts. Show students actively engaged. Not required, but greatly appreciated and helpful!




UPLOAD YOUR HEADSHOT

Please use your school ID headshot or a professional headshot if you have one. No full body shots, no selfies – you want to look professional on our platforms! Make sure your photo is not blurry and your background is solid.



[Schedule](#) > [Session B](#) > **Judith Philias**



K-12
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School **Ojus Elementary**

THE APPLICATION



DUE APRIL 30, 2025



Email me for more information or to schedule a Zoom meeting to discuss your ideas. We want you to win!

Audrey@educationfund.org