

**Fossil Ridge Intermediate School
2016-2017 School Land Trust Proposal**

2015-2016 Estimated Carry Over= \$4,000.00
2016-2017 Estimated Funding= \$60,737.00
2016-2017 Estimated Total Available Funds= \$64,737.00
2016-2017 Estimated Spending= \$64,000.00
2016-2017 Estimated Carry Over= \$737.00

Goal #1--Fund additional Periods by hiring an Intern/Teacher to increase learning opportunities for students by reducing class size, in Core Subjects (LA, Science, Math).

--\$8,000 Salaries & Benefits

Goal #2 --Funding to hire one part-time **Science Teacher** to reduce class size in Science. This funding will allow for 3 additional Science Periods.

--\$20,000 Salaries & Benefits

Goal #3--Fund two part-time **Excel Aides** (17.5 hours/week each) to provide support for struggling students. One Aide will be used to provide support during the morning and one Aide will be used to provide support during the afternoon, thereby allowing students access to EXCEL throughout the school day.

--\$15,000 Salaries & Benefits

Goal #4--Funding for Faculty Member(s) to provide **Technology Support** to computer labs, classroom technology, and oversee the Fossil Ridge school website

--\$5,000 Salary & Benefits

Goal #5--Update **Technology** at Fossil Ridge...Including but not limited to LCD Projectors, Computer Lab Printers, Chromebooks, Chromebook Carts, Software, and Technology Support Materials.

--\$10,000 Technology

Goal #6--Provide supplies and materials for **REACH Time** Interventions and Extensions (Lego League, computer software, Minecraft license, Play-Away Readers, Guest Speakers, Life Skills and REACH Classroom Materials).

--\$5,000 Supplies

Goal #7--Provide opportunities for students to participate in **Field Trip Activities** by funding Transportation, Related Fees, and Substitute costs.

--\$3,000 Field Trips

Goal #8--Provide **Professional Learning** opportunities to faculty members to enhance student learning and instructional practice to ensure high levels of learning for all students.

--\$4,500 Professional Development