Ingenium - Extended/Expanded

Ingenium

Helping Montana Youth Get Their Game On

Non-Profit

Cascade County Montana



Program Description:

Starting in 2011 Ingenium has been working with schools in Great Falls Montana to offer afterschool programs for over 3,000 youth, with a focus on social-emotional learning and addressing barriers caused by economic and geographic status.

President Josh Hughes uses his dedication to computer gaming and programming to positively impact the youth in his community. Ingenium has a goal of connecting math and literacy content learned in school directly to future careers by leveraging a student's passion for gaming and computer science. Additionally, the program aims to increase students' confidence in their math and literacy skills by building their real-world knowledge on the topics. Ingenium also ensures that there is a positive mental connection with the local Native American culture by giving students blankets from the Blackfeet reservation.



Students participating in Ingenium programs have reported a 22% increase in math and literacy skills with a better understanding of future career options. With the addition of ESSER ELO funding the program has been able to support the reported student success by employing dedicated staff and benefits.

Photos provided by Ingenium program include students learning programing skills, developing games, meeting with career professionals, and experience local culture heritage through handmade blankets.



Program Focus Math

ELO Application History Afterschool 2022 – Summer 2024

Total ESSER ELO Funding \$86,256.00

ELO Use of Funds Staffing-*Paraprofessionals*

Partnerships
Great Fall Public SchoolsProgramming
Recreation Center-

Participants K-5th: 550

Staffing

6th-8th: 1515 9th-12th: 1050

6 hours weekly average participation

55% low-income students



Ingenium



Starting in 2011, Ingenium has been working with schools in Great Falls Montana to offer programs for over 3,000 youth. Ingenium teaches students math and literacy skills through the development of computer games connecting STEAM education to real-world careers. With a focus on social-emotional learning and addressing barriers caused by economic and geographic status.

For program details please click the link below:

ELO Application History Afterschool 2022-Summer 2024

Total ESSER ELO Funding \$86,256.00

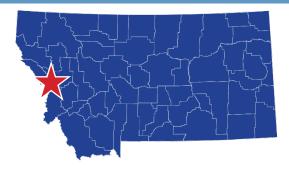
Average participation 6 hours per week

Target Range – Outdoor Learning

Target Range K-8 Elementary

Superintendent- Heather Davis Schmidt

Missoula Montana



Program Description:

Boosted by community engagement in student learning in all settings, the Target Range K-8 school generated smiles and brain cell activity as students decided what their new outdoor learning space would look like.



ESSER funding, designed to

assist schools in meeting challenges resulting from the pandemic, was used to help hire design staff who worked alongside the school and community in designing the structures. The outdoor learning space project started with the focus of all students. The Foundation, parents, staff, and community concept of the playground contained an inclusive play system integrating accessible surfaces and equipment that appeal to students of all abilities. The cost was high, but the community came together through

several fund-raising efforts including a jogathon. ESSER funding, which is designed to assist schools in meeting academic and social-emotional needs impacted by the pandemic, was used to complete the project this past year.



Photos provided by Target Range K-8 Elementary include students and staff playing on the newly built outdoor learning space.

ESSER Application History ESSER II & III

ESSER Funding

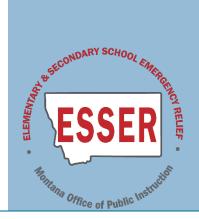
Standard Oper-Pupil: \$11k One-Time Per-Pupil: \$2k

Additional Funding Partnerships

Community Fundraising
Jessica Pyetter (District Business
Clerk) Notes that almost 100% of
the student body participated in
the fundraising campaign.

Program Focus

Outdoor Learning Space



Target Range – Outdoor Learning



Boosted by community engagement in student learning in all settings, the Target Range K-8 school generated smiles and brain cell activity as students decided what their new outdoor learning space would look like. The cost was high, but the community came together through several fundraising efforts including a jogathon. ESSER funding, which is designed to assist schools in meeting

academic and social-emotional needs impacted by the pandemic, was used to complete the project this past year.

ESSER Application History ESSER II & III

ESSER Funding

Standard Oper-Pupil: \$11k One-Time Per-Pupil: \$2k

Program Focus

Outdoor Learning Space

Hamilton Players-Extended Expanded Learning

Hamilton Players

Non-Profit

Hamilton, Ravalli County Montana



Program Description:

"Hamilton Players' mission is to put the spotlight on education, inspiration, and community through the performing arts."- Denise Rose Through partnerships with the Hamilton School District and Heartism Community Center Hamilton Players has been able to provide youth in



Hamilton Montana with opportunities to apply their skills, learn, improve, and contribute to their community in a safe comfortable environment since 2001. With the support of ESSER ELO funding, Hamilton Players has achieved several measurable education goals that support Montana youth development. With a focus on reading education to address learning loss, Hamilton Players provided students with learning-based activities like script reading and self-confidence through performance.

Photos provided by Hamilton Players include students learning and performing on stage.



"Hamilton Players' educational philosophy is that participation in the theater arts changes people – both those who participate and those who view it. Reading, learning, and living another person's life onstage is a powerful foundation for self-confidence, self-esteem, responsibility, empathy, and the ability to recognize and appreciate the beauty in experiences outside our own personal opportunities." -Denise Rose

Program FocusReading

ELO Application History Summer 2023

Total ELO Funding \$25,000

Partnerships

Community Center- Staffing Public School- Staffing Foundations- Financing Arts Grant- Financing

Participants

- 50 students
- 40 hours weekly average participation
- 60% low-income students



Hamilton Players



With the support of ESSER ELO funding, Hamilton Players has achieved several measurable education goals that support Montana youth development. With a focus on reading education to address learning loss, Hamilton Players provided students with learning-based activities like script reading and self-confidence through performance.

ELO Application History Summer 2023

Total ELO Funding \$25,000

Program FocusReading