

RUNNING HEAD: CRESTVIEW GRANT

Crestview Elementary Gaming Center

Grant Proposal

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LIBS 674: Library Management & Leadership

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Title: Board Games for Belonging: Crestview's New Gaming Center

Library: Crestview Elementary School library

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Library Programming Budget:

Proposal Description:

Crestview's school library is located in central Henrico County and serves approximately 325 students, their teachers, and their families. Our school's mission is to celebrate the leadership within each student, while our values include equity and community. The current student population is majority minority with one quarter of students identifying as Hispanic, 13% identifying as Black, and nearly 6% identifying as Asian, as well as students who identify as two or more races (Virginia Department of Education, n.d.). A little less than half of the student population identifies as white. Additionally, Crestview has a large population of English Language Learners (13.5%) and students with disabilities (17.4%). A little over half of the population is identified as economically disadvantaged.

Crestview Elementary is committed to ensuring that every student has a sense of belonging and value when they enter the doors. In service of this goal, we are opening a gaming center in the school library, which will feature small group space, flexible seating, and a board game collection. Games will be available for use in the library, but also for checkout by both school staff and students. Additionally, the library will host gaming clubs for K-2 and 3-5 students twice monthly. Students will be recommended for participation based on their

interests and support needs, with a special focus on students who may be struggling with forming friendships, a sense of belonging, or a sense of accomplishment and pride in themselves and their academic work.

Why gaming? Crestview students will “Think, Create, Share, and Grow” by building social-emotional skills and peer relationships through gaming (Henrico County Schools Public Libraries, n.d., section 1). Gaming offers a shared activity with multiple entry points for diverse learners to participate, build friendships, and develop confidence, allowing for each and every one of our learners to find success. Indeed, games “can provide a more collaborative, engaging classroom experience—especially for students who may struggle to focus or find their niche in learning” (Nguyen, 2021, para 4). The use of games can even increase motivation to engage in academic content that students are otherwise disinterested in (Syawaluddin et al, 2020). This engagement is more crucial than ever, as we work to support students through their pandemic learning loss without becoming drill-and-kill or too focused on standardized testing. Students need connection to meaningful activities, such as gaming. This is even more true in communities like ours, where many students struggle to find their place academically and socially, whether due to language barrier, disability, or other reasons.

The new games collection also will support equity in access for all of our learners, as many of our students may not have access to board games at home. Given the number of skills that board games can develop, this lack of access would create an opportunity gap -- a gap that we are determined as a school to close. This is one of the reasons that the library’s new game collection would be both a tool for school use and for student checkout. It will ensure the

gaming center meets the needs of our community for rich, creative play outside of the school environment.

Crestview Elementary currently does not have a game collection or library of things with STEAM manipulatives or materials. The funds from this grant would be used to purchase our initial collection, ensuring that it serves all of our students -- our youngest students, our English language learners students, and our students with disabilities across grade levels. Crestview Elementary School does not receive an annual budget for programming or purchase of items that would include board games, only for print and digital book collections, book repair, and similar office supplies. The library does receive a small amount of support from the Crestview PTA, but this funding is being used to purchase shelving as there is currently no additional shelving available for this new collection. They are also committed to purchasing protective materials to support longevity over time. The money used to purchase protective materials will be turned into a small fund to support replacement of board games as needed, sustaining our game collection for future students. The school community has committed to supplement the games purchased with this grant with donations of games. Even old games may include replacement pieces that can be stored for the future.

Itemized List of Items

EARLY CHILDHOOD GAMES (2)			
Both of these games target very early academics (letter recognition, number recognition, and early counting) within a fun, multiplayer framework that is accessible for our preschool and kindergarten students. Pop & Learn! will be familiar to anyone who has played Trouble, an annual favorite among young children.			
Pop & Learn! Letters & Numbers Game (Lakeshore)	1	29.99	
Hi Ho Cherry-O	1	12.99	\$42.98
LANGUAGE & LITERACY GAMES (6)			
The first three games allow students to play with letters and words in a game-based environment, with different levels to accommodate the full range of our PK-5 school. The last three games encourage students to build their conversational skills and their understanding of categories, semantics, and figurative language as they ask questions, create responses, and work to persuade others that they deserve the win. These literacy games have also been included in service of the school's goal of increasing the number of students reading on grade level each year.			
Sequence Letters	1	12.97	
Scrabble Jr.	1	14.99	
Scrabble	1	17.99	
Hedbanz	1	12.97	
Apples to Apples Jr	1	11.99	
What Do You Meme? Family Edition	1	19.99	\$90.90
MATH GAMES (6)			
Students will explore numbers, number sequences, patterns, mental math, and solving equations while engaging in friendly competition. Sequence for Kids is built for our younger primary students, while older students can balance mathematical equations in 'Smath (a Scrabble-like game).			
Sequence For Kids	1	15.01	
Monopoly Jr	1	15.76	
Sequence Classic	1	17.97	
Adsumudi	1	17.99	
'Smath (Lakeshore)	1	19.99	
Rummikub	1	11.04	\$97.76

LOGIC / STRATEGY GAMES (6)			
Students will have to use reasoning and decision-making skills as they navigate towards a solution. There may also be opportunities for negotiation, compromise, and persuasion in these strategy games, as well as visual-spatial skills in Battleship & Blokus.			
Risk Jr	1	11.87	
Clue Jr.	1	14.88	
Catan Jr	1	17.99	
Battleship	1	16.99	
Blokus	1	24.99	
Ticket to Ride: First Journey	1	22.39	\$109.11
STEAM GAMES (4)			
This set of four games target science, geometry, and engineering through hands-on materials and visual-spatial challenges. These games are essential for ensuring our game collection includes our students with various disabilities or who may be reluctant to participate in more traditional board games. Several of these games can also be played as a single player, thus including students who prefer to play independently.			
Roller Coaster Challenge Game	1	32.99	
Laser Maze	1	31.08	
Mouse Trap	1	24.99	
Gravity Maze	1	21.99	\$111.05
CLASSIC GAMES (4)			
These classic games have been shown to boost attention regulation, turn-taking, and other executive functioning skills. Chutes & Ladders encourages game play by the early primary grades, while Yahtzee targets subitizing, probability, and strategizing for older students.			
Chutes & Ladders	1	12.99	
Life Jr.	1	12.71	
Sorry	1	9.89	
Yahtzee	1	8.49	\$44.08
GAME COLLECTION (28 GAMES)	28		\$495.88

Reference List

- Henrico County Public School Libraries. (n.d.). *Home*. HCPS Libraries: Growing lifelong readers, transforming learning. Retrieved Saturday, February 20, 2021.
<http://blogs.henrico.k12.va.us/hcpslibraries>
- Nguyen, H.P. (2021, March 26). How to use gameplay to enhance classroom learning. Edutopia.
<https://www.edutopia.org/article/how-use-gameplay-enhance-classroom-learning>
- Syawaluddin, A., Afriani Rachman, S., & Khaerunnisa. (2020). Developing Snake Ladder Game Learning Media to Increase Students' Interest and Learning Outcomes on Social Studies in Elementary School. *Simulation & Gaming*, 51(4), 432-442.
- Virginia Department of Education (n.d.). Crestview Elementary School Quality Profile. Retrieved from <https://schoolquality.virginia.gov/schools/crestview-elementary>.