SANTA ANA
PUBLIC SCHOOLS FOUNDATION

2024
Spark Grant Recipients

- Jesus Silva
- Maria Gaytan-Sarinana
- Jose Gutierrez
- Heather LaBare
- Michelle Leon
- Randy Perez
- Steven Ramirez
- Jessica Serna-Bates
- Melissa Torres

The Santa Ana Public Schools Foundation Spark Grant is pleased to announce the recipients of the Spark Grant award.

These teachers will receive virtual reality headsets to create immersive and engaging learning experiences for their students.

2024 Spark Grant Recipients

Elementary Team Grant

Discovery Lab VR

Monroe Elementary

Mr. Silva – Future Ready Coach,

Ms.Ramirez 3rd, Ms. Bautista 3rd,

Ms. Sanchez 4th, Ms. Yost 5th,

Ms.Hernandez 5th

The virtual reality headsets will be used to immerse students in interactive and engaging educational content, fostering a deeper understanding of complex concepts and enhancing critical skills.

2024 Spark Grant Recipients

Heather LaBare

Saddleback High School

Enhancing Learning in the International Baccalaureate Middle Years Program and Diploma Program Through Virtual Reality

These headsets will serve as powerful tools to enrich and extend the curriculum, fostering a deeper understanding of complex concepts and promoting critical thinking skills among our students.

2024 Spark Grant Recipients

Jessica Serna

Advanced Learning Academy

Time-Travel Designers: Building Ancient Rome's Virtual Reality Museums Together!

Students will create a virtual reality museum filled with facts and artifacts from ancient Rome that they learned about in their research. After making their virtual reality space, learners will use virtual goggles to view and review each other’s virtual spaces.

2024 Spark Grant Recipients

Maria Gaytan, 6th grade

Madison Elementary

Learning through the Eyes of Ancient Civilizations

Learning activities focused on exploring:
Ancient Egypt - Exploring Egyptian tombs through the eyes of an archaeologist
Rome : Discovering ancient Ruins such as colosseum, volcanic eruptions and causes for the fall of Pompeii and Ancient Rome.
China: Conducting an expedition to the discovery of the Terracotta soldiers /army.

2024 Spark Grant Recipients

Jose Gutierrez, grade 6-8

Romero Cruz

Design & Modeling in the Virtual World

Students will design their model using TinkerCad design software and export their design onto a VR design application. This will allow students to be able to design a 3D model and virtually test it prior to 3d printing it. Students become innovators, creators, and testers of their own inventions.

2024 Spark Grant Recipients

Melissa Torres, grade 6-8

Willard Intermediate

SPED on the MOVE

This grant will give access to special education students for virtual reality opportunities in career development. Students will be able to have real world experience in a safe setting. Students can take a virtual walk in the park and recognize safety and community signs. Students can also work at a virtual pizza parlor for occupational and vocational skill development.

2024 Spark Grant Recipients

Michelle Leon, 7th grade/science

Villa Fundamental Intermediate

Enhancing Science Learning through Virtual Reality

-3D Simulations: Complex scientific processes, such as cellular respiration, chemical reactions, and geological phenomena, can be visualized in 3D, providing a hands-on experience without the limitations of traditional classroom resources.

-Science Exploration: Students will embark on virtual field trips to ecosystems, historical landmarks, and scientific research facilities, allowing them to observe phenomena and conduct virtual experiments.

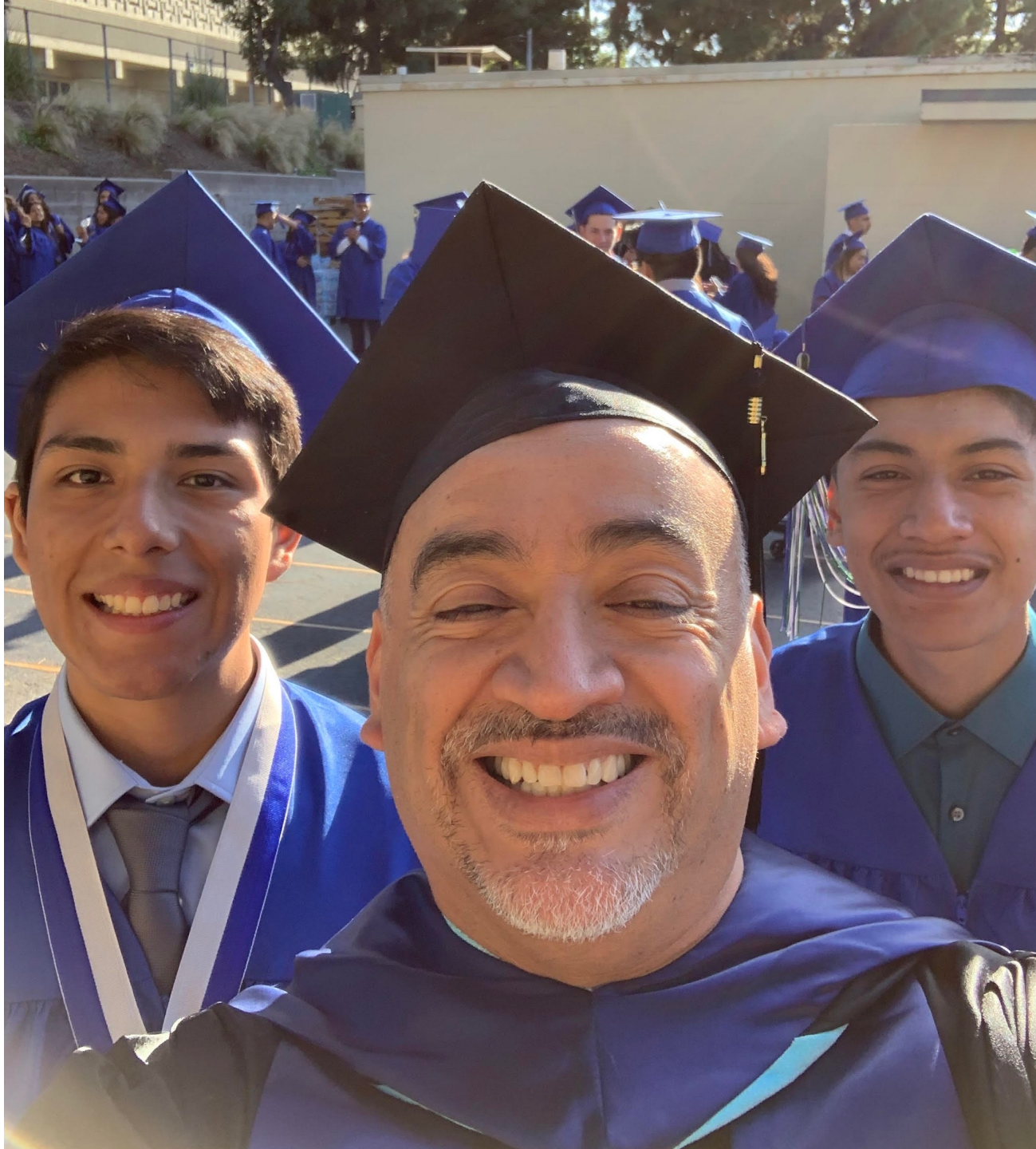
2024 Spark Grant Recipients

Steven Ramirez

Century CTE/VAPA

Virtual Graphic Design

Using graphic design programs compatible with VR, students will enter virtual design studios to collaborate on projects. VR will be used for design challenges where students solve problems in a simulated environment. VR will also be used as a platform for creating immersive portfolios. Students can showcase their graphic design projects in a virtual space, providing a unique and engaging way for potential employers or clients to experience their work.



2024 Spark Grant Recipients

Randy Perez, IB Science 8-10

Saddleback High School

IB Science

Headsets would be used for classroom instruction and projects for better understanding and comprehension of science concepts. It would also allow for virtual visits to scientific locations and events that occur throughout the year. For example, the Body Works exhibit allows for up close, real human anatomy. This gives the students the opportunity to expand their minds and possibly give interest to a career in medical or science.