



# The Recognizer ULTRA Federal Funding Justifications

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## Title 1:

1. Reward each individual student's effort and recognize their particular achievements by creating *individual and personalized Awards* (plaques, magnets, sticker badges, etc.) to recognize, promote, and track positive progress. Create and provide these personalized awards *instantly*, allowing teachers to maximize the positive impact of these awards by providing them while the desired behavior is still fresh in the students' minds! Schools can even increase *parent involvement* by recognizing parents and volunteers with custom awards! **These applications apply to Title 1 Part A and Title 1 Part F.**
2. Title 1 promotes the use of "kinesthetic manipulatives" to provide hands-on learning. *The Recognizer* helps students to recognize, identify, and apply core concepts by allowing teachers to create their own pertinent manipulatives for key areas such as reading, math, science, ELL, and Special Ed programs, and promoting hands-on learning activities. **These applications apply to Title 1 Part A and Title 1 Part F.**
3. Allow students to showcase to everyone what they have learned and accomplished by creating self-adhesive sticker "badges" that they can wear throughout the school day, as well as home to their parents! *Recognizer* stickers are so durable that even when they are removed from the student's clothing, they can then be placed in a scrapbook as a permanent keepsake! **This application applies to Title 1 Part A.**
4. Create study tools that promote and reinforce key concepts (such as the recognition and learning of letters, numbers, math symbols, and names) by creating cutout shapes and pertinent flash cards for core subjects. Create cutouts and *desk labels* of each student's name, which fosters the recognition of each student's own name, as well as the recognition of letter sequencing and the mastering of words on sight! **This applies to Title 1 Part A and Title 1 Part B.**
5. Provide one-of-a-kind visual classrooms and concrete manipulatives, as well as individualized instruction materials for ELL and Special Ed programs. Create *instant* cutouts and flashcards of any and all commonly-used words, as well as words of difficulty to individual students, and tailored to each student. Present content visually, rather than just orally. Create your own Word Walls, including the use of SADIE Methodology techniques, to further supplement and enhance the specific needs of an individual class or student(s). **These applications apply to Title 1 Part B, Title 1 Part C, and Title 1 Part D.**
6. Promote letter and word recognition by cutting out or printing students' names, thus aiding letter recognition and mastery of words on sight. Reinforce number concepts with cutouts and stickers of numbers and their values, as well as "matching games." Plus, track students' progress by creating custom displays with *Recognizer* lettering, and create custom materials to reinforce key concepts at home. **All of these applications apply to Title 1 Part A.**

## Title IIa (Developing High Quality Principals and Teachers):

Title II increases the academic achievement of all students by helping to improve teacher and principal quality. *The Recognizer* gives Educators alternative methods to engage students, such as custom awards recognizing individual students, groups, and/or classes.

## Title III (English Language Acquisition):

Use *The Recognizer* to ensure English learners (EL's) and immigrant students attain English language proficiency and meet state standards by creating a welcoming environment for limited-English-speaking students and parents; through bilingual cutout words and bulletin boards; through multi-lingual classroom visuals and signage; and through bilingual awards for both students and parents.

## Title IV Part A (Safe & Drug-Free Schools):

Use *The Recognizer* to create awareness of your school's policies and programs, through creation of "Drug Free!" stickers and awards.

## Title IV Part B (21st Century Learning Centers):

Interact and communicate with students, parents, and the community-at-large with custom awards, bulletin boards, bumper stickers, window decals, yard signs, magnets, etc. Use of these items creates an *ongoing and self-sustaining* endeavor.

## Character Education:

Instill and promote positive character development, through the use of large, custom *Wall Words* (Respect, Honesty, etc.) and *instant*, customized awards and wearable stickers whenever a student is "caught" doing something good, or helping others!

## Carl Perkins Funding:

Start a student-based enterprise, creating and marketing window decals, trophies, awards, bumper stickers, signage and more. Students learn graphic design skills, marketing and advertising skills, personal selling skills, production, accounting skills, and so much more. These school-based enterprises promote school spirit, and allow the school to take funds that it would have otherwise spent with a sign shop or outside vendor, and instead keep it entirely within the school by purchasing these personalized items from the school-based enterprise. A fringe benefit is that the students actually enjoy making these items with the *Recognizer ULTRA*!