Chabot-Las Positas Association of Retired Employees CARE Fund Special Projects Grant Program 2015-2016 Application Form

Please mail completed form to: CARE Grants, c/o Bill Threlfall 11 Woodside Glen Court Oakland, CA 94602

Deadline: November 16, 2015 Award announcement: December 1, 2015

Applicant Information	
Name Erick O. Bell	Site: Chabot CPC District Office
Campus e-mail addressebell@laspositascollege.edu	Campus phone number 925-424-1233
Division or Department Business, Behavioral Science, and Athletics	(or home phone if no campus phone is available) Name of Mgr/Supervisor Dyan Miller, Dean of BBSA
Project Information	
Name of project Creative Accounting teaching m	nethods
Amount of grant requested (max: \$1,500) \$271.00	Expected completion date for project SPR 16
Who will be responsible for completion of the project?	
<u>Description</u> – Provide a brief overview of project plan:	
According to Joanne Fiora, Vice President of the Armengaging students is one of the greatest challeng will be used to purchase games and other teaching learning process.	es facing [accounting] teachers". The grant funds
Outcome – Clearly state the outcome to be attained by the properties of the properti	ng concepts discussed in class through interactive, interested in coming to class because they will find the be able to ask better questions because they will have the
<u>Budget</u> - Expenditures must conform to this budget. Total List each planned expenditure, showing: \$ amo Example: \$56 to AcroScientific for laser points.	ount, (to) payee, (for) description.
5 Monopoly Board Games (approximately \$20 each) - to teach 20- Pack of Hot Wheel toy cars (approximately \$20) - to teach Specific Identification") 3 Lego Sets (approximately \$8 each) - to teach "inventory cor 3 Memory Card Games (approximately \$15 each) - to teach "r	n "inventory costing methods - FIFO, LIFO, Average Cost, and mponents, raw materials, work-in-process, and finished goods"
4 packs of playing cards (approximately \$3 each) - to separate	
Benefits – Please briefly explain how the project will improve Describe what problem the project will solve, and According to the whitepaper, Using games to teach basics: Learning to love accounting: "Studies have shown the traditional teaching practices (Knowles, 1989). This attitude causes students to become passive receptors of king teaching approach can potentially be more successful if the focus is on actively engaging the student in the learning process. "Students learn best by doing because active learning situations provide apportunities for st	how long the benefits will last. Be Specific. Let students want to learn what is relevant to them, want to be involved in their learning, and naturally resist to widedge, and that passivity can dampen the motivation and curiosity of the students (Davis, 1993). Therefore, the ining process (Harris, 2000). The use of games is one method to increase student activity and involvement in the
It is no secret that accounting is not an "engaging" topic. Therefore, it is important that I have the resources to	
Students will have a better appreciation for the course subject, will have a better appreciation for the faculty's to outcomes will inevitably improve service to the colleges.	eaching methods, and will ultimately have a better understanding of the basic accounting concepts. These three
Agreements: I agree to complete the project as described a including a digital photograph to CARE. (due: June 20, 2016	above and then provide a one-paragraph outcome report or by the above completion date.)
I understand that grants will be payable to the College/District	ct and grant purchases will become CLPCCD property.
Applicant's Signature	Date 10/26/15
I agree to provide fiscal oversight: Mgr. / Supervisor's Signature	Date 10/20/15