

## House Republican Press Release

August 22, 2007  
Press Office: 860-240-8700

### Rep. Noujaim: \$2,500 Grant Okayed for Chase Elementary School



#### ***Grant for After School Program Will Pay for Two Laptop Computers; Technology and Science Software***

A \$2,500 state grant has been approved for the Chase Elementary School and will be used to purchase two laptop computers and related science and technology software for its after school program, state Representative Selim Noujaim said today.

“The students of Chase Elementary School are near and dear to my heart,” said Representative Noujaim, R-Waterbury. “Investing in the future of Waterbury’s children is one of my top priorities. This grant will provide the after school program with the equipment and educational materials it needs to help its students learn the skills they will need to become successful adults who are actively involved in our community.”

“The laptops and the science and technology software will be very helpful to our students,” said Principal Celia Picocchi. “Technology education is being emphasized throughout the school system to give our students the skills Connecticut companies are looking for in their employees. The laptops and the computer and science program will give our after school students the additional support they need to ensure they are well-grounded in those essential subjects when they graduate. With the fall semester almost upon us, this grant could not have come at a better time.”

The laptops and the ‘*FIRST LEGO League*’ software that will be acquired are intended to increase student technology competencies in accordance with state and local school district student technology standards; to improve students’ knowledge in science and technology; and to provide an experience that will capture young children’s inherent curiosity and direct it toward discovering the possibilities of improving the world around them through understanding, thought, planning and technology, Mrs. Picocchi said.

After school instructors will work with students in small groups at the computer to complete projects made possible with the laptops and the *FIRST LEGO* software and supplies. The project is expected to teach the benefits of teamwork, spark interest in science and technology, introduce basic design skills through a hands-on approach with the familiarity and fun of LEGO building, and provide a culture of sharing and learning from others, Mrs. Picocchi said.