

Grants benefit teachers, schools — and especially students



Reicher Catholic High School's makerspace — a modern-day shop class — features technological tools purchased with a grant from the *Advancing Our Mission Endowment*.

Thanks to a grant from the *Advancing Our Mission Endowment*, Brian Atteberry has transformed his classroom at Reicher Catholic High School into a makerspace.

"These grants make a teacher's vision possible," said Brian, the Waco school's director of technology, who used his nearly \$3,000 grant for a 3D printer, a computer numerical control router and a vinyl cutter.

Now when his students design projects using sophisticated computer programs, they no longer remain digital. "They just start designing and creating and innovating," he said. "The engineering design process just comes to life."

A key component of educational excellence lies in equipping the Diocese of Austin's 22 Catholic schools with the tools needed to supplement and enhance their teaching. The *Advancing Our Mission Endowment* provides teachers and schools with grants to upgrade technology, giving a comprehensive educational experience to the diocese's more than 5,000 students.

Encountering Christ will direct \$1 million in campaign gifts to the *Advancing Our Mission Endowment*. An investment of this level ensures grants may be disseminated from this endowment for many years to come.

For the 2018-19 school year, the diocese received 49 applications for *Advancing Our Mission* grants and awarded 34 grants ranging from \$150 to \$3,000.

“Our teachers appreciate the opportunity to apply for grants that enable them to provide their students with access to new programs,” said Rob Whitworth, associate superintendent of the Diocese of Austin Catholic Schools. “Some of these are programs that are simply purchased and implemented while others are the brainchild of the teacher.”

Brian’s long-term goal is to engage students beyond his classroom and create interest in STEM subjects and careers. “I would love to see all kids in there, just to experience creating something on the computer, then creating a physical object,” he said.