

WMS EcoWildcats

Wickford Middle School, Rhode Island
Advisor: Shannon Donovan

Project Summary

The students of Wickford Middle School worked on many different projects promoting environmental awareness and the importance of our individual actions through creating books, video games, story maps, and presentations to teach the community how to take care of our environment.



Children's Book: The Littlest Ghost

Project Goals: To create a story that would inspire young children to take initiative to improve their world in a fun format.

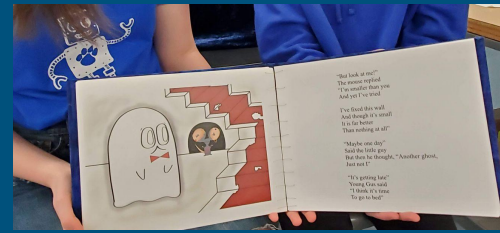
Activities: Designed, wrote, and illustrated story. Bound the book. Read to a group of elementary school students to get their feedback. Created a Read-aloud video to share with the larger community to inspire individual action particularly around litter clean up. We are still working on this to connect it to an effort from the Governor's wife and Blackstone Valley Tourism to get people to make a pledge not to litter and to clean up after themselves and others, just like Gus the Littlest Ghost.

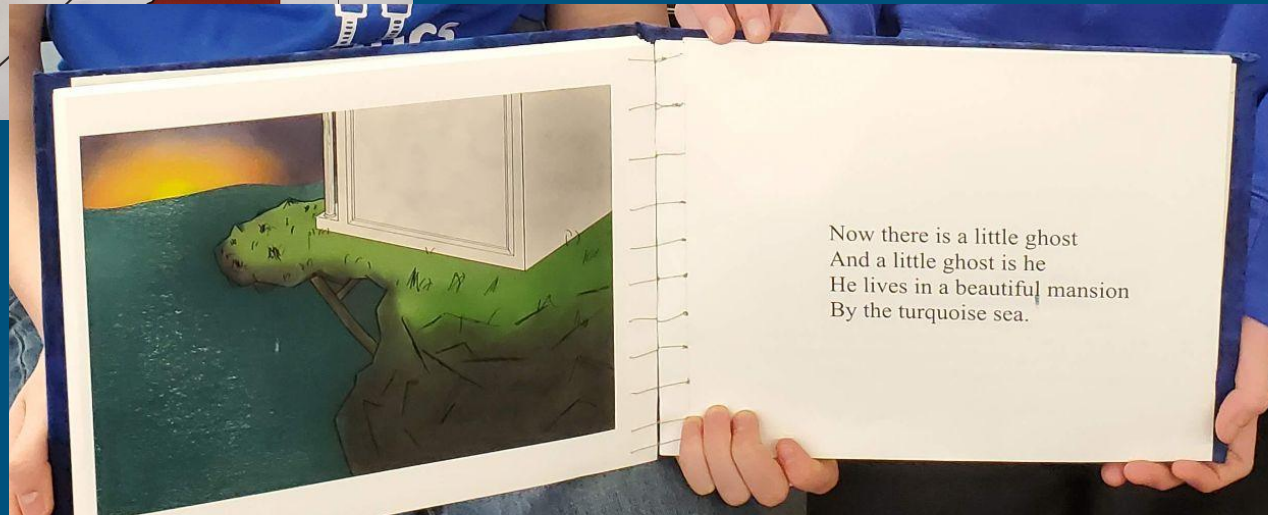
Energy Content of Project and Resources: The content was largely about taking action. At the end of the book, once readers are inspired to take action, we guide readers to the Energy Conservation Contract, to give them specific ways to take action in their own homes specifically related to their energy use. .

Student Leadership: Shea did most of the illustrations with assistance from Sydney. Johanna did the binding. Johanna, Sydney, and Shea write the script. Sydney and Carolina completed the project documentation. Johanna coordinated the school visit to two classes. Shea and Sydney performed in [the video](#), which Carolina edited with Camtasia. Johanna is creating a app to collect data about people's individual effort in litter cleanup .

Community Education and Involvement: We taught young children the importance of their personal choices and actions to help the environment, even if they feel too small to make a difference. We are still working on community engagement and hope that Gus will inspire many people to pick up trash and report it through our map tool.

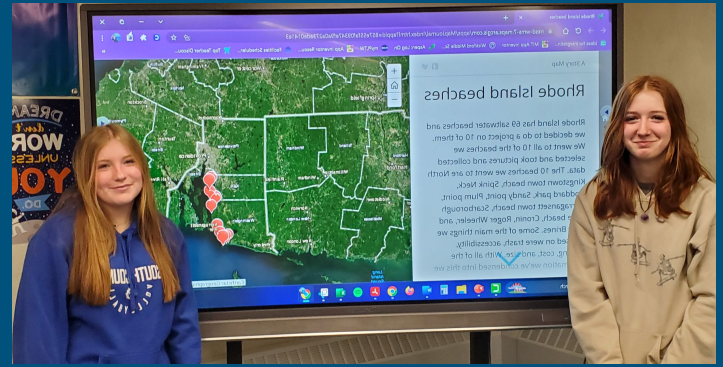
Evaluation Methods: It was difficult to get the kindergarten students to give us their feedback because they were very shy. One students said "Even though our actions are small they can make a big difference." The kindergarten teacher also gave positive feedback, that the book was very professional and she invited us back. This book also received first place in the RI TSA Competition!





Rhode Island Beaches

[Storymap link](#)



Project Goals: to provide easy to access information about the beaches cleanliness and accessibility.

Activities: background research about litter and pollution visited the beaches to collect data, learned how to create a story map made and presented to the class.

Energy Content of Project and Resources: We gave people information about not littering and how to keep our beaches clean. Reducing waste and recycling saves energy!

Student Leadership: Rylie-collected data from beaches Emma-presented We both did background research and built the map.

Community Education and Involvement: We informed people from Rhode Island about how to keep their home town beaches clean and giving them the best beaches to go to. This project is also being used in a community education campaign to provide environment stewardship and litter clean up.

Evaluation Methods: We got feedback from our classmates and made our story map on a public website to give people valuable information on Rhode Island beaches.

A Story Map

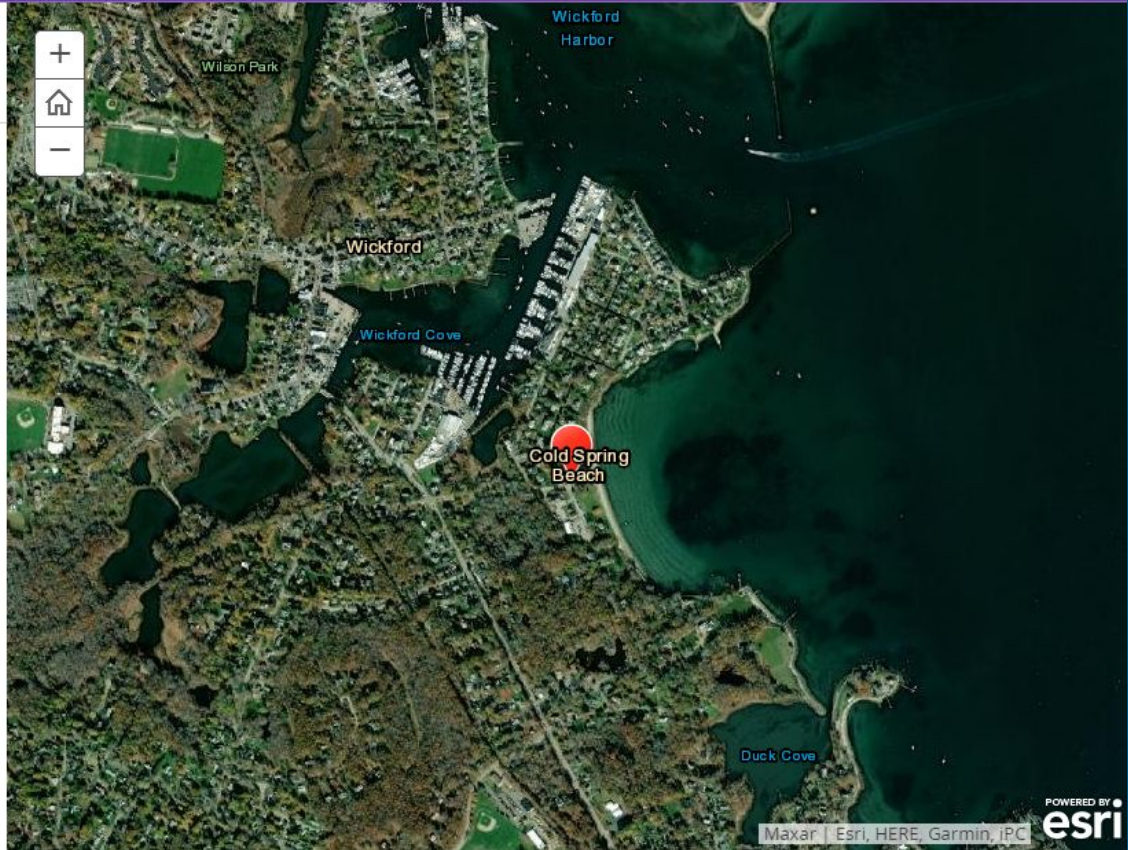


Rhode Island beaches

North Kingstown town beach



Overall North Kingstown Town Beach is a very clean Beach there is little trash and all the trash that is there is very small things. There are also many trash cans throughout the different spots on the beach to dispose of any trash. There is one bathroom and porta-



Rhode Island Solar Panel Companies

STORYMAP LINK

Project Goals: To teach the community about solar panels and their impact on society

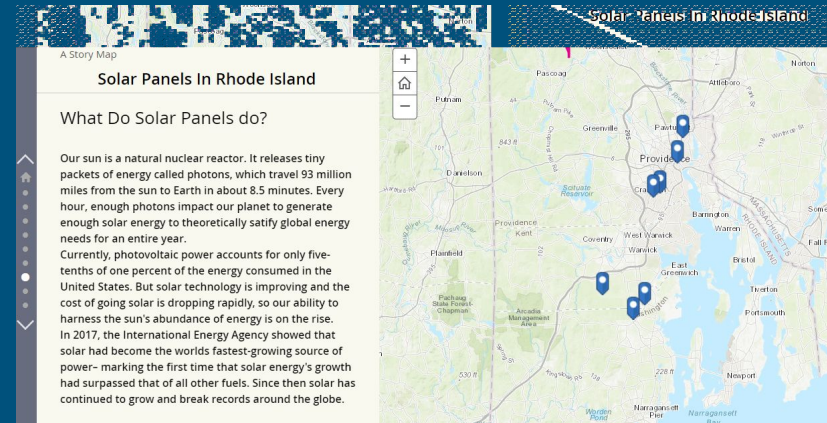
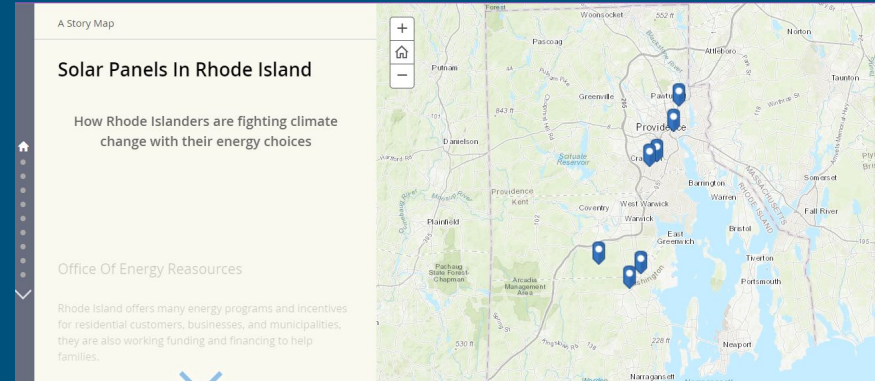
Activities: Researched Solar Panel companies, called the companies to get information, learned how to make maps and storymaps

Energy Content of Project and Resources: The content was largely to make the world a cleaner place, because when more fossil fuels are being used to make energy there is a lot of pollution going into the atmosphere. We looked at NEED guides for solar to get background information.

Student Leadership: Adelyn found $\frac{1}{3}$ of the information from the companies websites, Emma found most of the pictures and chose what companies to use, Aria called the companies and wrote most of the information of the story map

Community Education and Involvement: We informed people about their impact on our life by polluting the air and using up fossil fuels which are non reusable and take a long time to get more of.

Evaluation Methods: We got evaluation on our story map from most of our classmates and Shannon the middle school robotics teacher.



Carbon Footprint Video Game

Project Goals: To teach users about carbon footprints

Activities: background research on carbon footprint, learning how to code in Scratch

Energy Content of Project and Resources: to prevent using as much carbon footprint when using transportation and eating food

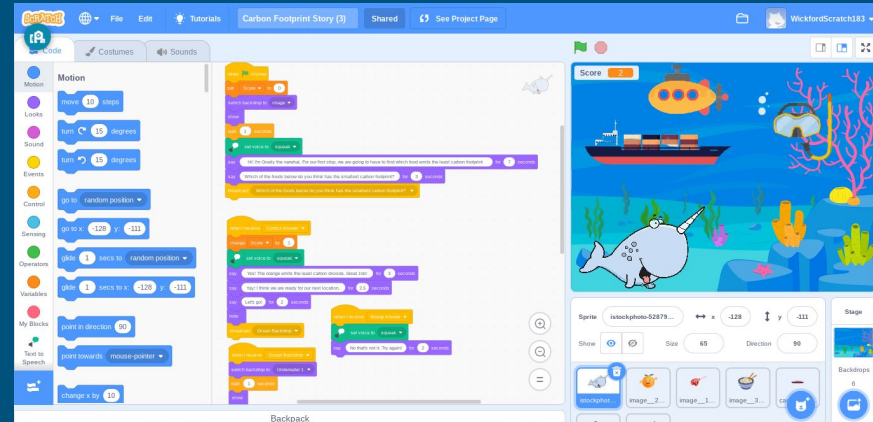
Student Leadership: Shea- drew the storyboard, and filled out background information, Michaela, Madi, June- coded

Community Education and Involvement: Send a message on Facebook to try out the game

Evaluation Methods: presented to peers and given feedback from peers

Play our game here:

<https://scratch.mit.edu/projects/794697187>





Carbon Footprint Story (3)

by WickfordScratch183



Score 0



Score

1

