

Victoria College Foundation
2016 Faculty & Staff Grant Recipients

- Marketing and Communications - \$1,755.96 to purchase iPads to collect real-time information from students (prospective and current) to enhance their learning experience.
- Academic Foundations - \$1,342.24 for the purchase of a tablet to be utilized by instructors to build lessons and videos aiding students in the classroom and café.
- Geology - \$1,756.51 to purchase a Stream Table – enables students to view geologic processes.
- Financial Aid - \$600 to purchase a Surface Pro tablet to assist students in learning to maneuver the VC Pirate Portal for scholarship, student loan and financial aid information.
- Workforce and Continuing Education - \$1,125 for the purchase of a permanent cover for the truck driving training site.
- VC Club Sports - \$369.99 to purchase sports equipment for the growing Quidditch (a new sports competition) program.
- LVN Nursing Program – \$600 to purchased ATI (Assessment Technology Institute) TEAS (Texas of Essential Academic Skills) Study Guides. These will assist potential students to prepare for the required entrance test (ATI TEAS) prior to entering the LVN nursing program.
- EMS Program - \$4,350 – Purchase a Resusci QCPR training manikin with accessories for the Emergency Medical Services lab. This is a life support manikin that will be used for patient assessment and scenario skills lab for students in the college's EMS program.
- Industrial Fans - \$960 – To buy four industrial fans to place in the Sports Center's aerobic and weight rooms.
- Mathematics - \$2,214 – To acquire a vertical sliding whiteboard in a former lab room that was converted to classroom space.
- Business Management - \$250 – Purchase technology equipment to include a webcam and accessories for the recording of face to face lectures that will be used for on-line and hybrid class students. This will show students how to see problem solving skills, along with the verbal explanation.
- VC-ADN Program - \$4,653 – Acquire software, Shadow Health, to integrate a technology-based learning program that gives students the opportunity to interview, examine, document and learn in a virtual patient environment.