



# Title IV-A

## Examples of Allowable Activities

Well-Rounded Education (WRE)	Safe & Healthy Students (SHS)	Effective Use of Technology (EUT)
<p><b>Access &amp; Opportunity</b> A Student's Civil Right</p>	<p><b>Evidence-based Activities</b></p>	<p><b>Evidence-based Activities</b></p>
<ul style="list-style-type: none"> <li>• Arts Education (Music, Visual Arts, Theatre, Dance, Media Arts)</li> <li>• Advanced Learning (AP/IB/CIE, Dual Enrollment)</li> <li>• Character Education</li> <li>• Civics and Social Studies</li> <li>• Environmental Education</li> <li>• College and Career Counseling</li> <li>• Foreign Language</li> <li>• Gifted Education</li> <li>• Physical Education</li> <li>• Project and Field-based Learning</li> <li>• STEM / STEAM</li> <li>• And more!</li> </ul>	<ul style="list-style-type: none"> <li>• Bullying and Harassment Prevention</li> <li>• Campus Safety Dropout Prevention</li> <li>• Family and Community Engagement/Partnerships</li> <li>• Healthy, Active Lifestyle</li> <li>• Mental Health Services and Counseling</li> <li>• PBIS and Other Behavior Intervention Programs</li> <li>• Physical and Health Education</li> <li>• Positive Classroom Management</li> <li>• Suicide Prevention</li> <li>• Trauma-Informed Classroom Management</li> </ul>	<ul style="list-style-type: none"> <li>• Personalized PD using Technology</li> <li>• PD to Personalize Student Learning</li> <li>• Innovative Blended Learning Projects</li> <li>• PD to Support STEM, including Computer Science</li> <li>• Digital Learning Support for Rural or Remote Students</li> <li>• PD to Improve the Use of Educational Technology</li> <li>• Building Technological Support and Infrastructure*</li> </ul> <p style="text-align: right;">* May be subject to 15% Special Rule</p>