

Frequently Asked Grant Questions

Below are sample grant questions and answers tailored to AWE Learning's LiteracyGO™ Tablet.

- **Tell us why you're doing this. How will this project impact the community?**
 - The goal of this project is to provide a safe and fun learning environment for young children who may or may not have access to digital learning tools at home. The LiteracyGO Tablet includes 18 educational titles, offering more than 300 learning activities for ages 2-5, with some content spanning up to age 8. The content covers all STREAM subject areas – Science, Technology Reading, Engineering, Arts, and Math.
 - The LiteracyGO Tablet is a fun and effective way to reinforce skills, introduce new content, and prepare them for entering the classroom. By exposing children to multi-curricular content beginning at a young age, it will foster the love of reading, math, science, and other curriculum areas that will stay with them for years to come.
 - Many early learners do not have access to technology at home. The LiteracyGO tablet provides these children with the opportunity to interact on a digital learning resource, while simultaneously interacting on the fun and engaging learning activities.
 - [For those libraries with other AWE Learning products] – The LiteracyGO Tablet is a great complement to the Early Literacy Station, providing 18 brand new engaging and educational titles.

- **What is STREAM? Why in the Library?**
 - STREAM is an acronym for Science, Technology, Reading, Engineering, Arts, and Math education. We focus on these areas together not only because the skills and knowledge in each discipline are essential for student success but also because these fields are deeply intertwined in the real world and in how students learn most effectively.
 - Everyday millions of kids are at the Library, reading books and using Technology such as AWE Learning's educational products. Resources like AWE Learning's products that are categorized by STREAM content make learning fun by offering activities that are engaging and interactive.
 - Libraries across the US are helping those in their community to build digital learning skills in order to be successful in our constantly developing, and technology savvy 21st Century.

- **What are the intended long-term results?**
 - We intend for this project to help early learners prepare to enter the classroom by practicing early literacy skills, and interacting on multi-curricular content. We believe these skills and exposure are fundamental to a child's success in school and life.
 - Many studies have shown that individuals that are not reading on grade level by 3rd grade are likely to fall behind and not meet their grade level peers. Therefore, our goal is to set young learners on the right path beginning at an early age.
 - We will introduce children to early literacy skills and other multi-curricular content through the use of fun, interactive technology in a low-stress environment. Our goal is to build a love of learning beginning at a young age.
 - The LiteracyGO Tablet offers a safe, non-web-based learning environment that allows children to explore the variety of STREAM-aligned content. By providing fun and safe learning activities at a young age, children will enter the school setting with increased confidence and focus.
 - All learning activities provide immediate feedback and positive reinforcement. This will help to reinforce concepts and skills, and build confident learners.

- **Who will this product benefit? And Why?**
 - Both Parents and Children. The parents will benefit because they will know that their child is learning critical literacy skills on a safe and non-web-based workstation. Additionally, the child will benefit because the engaging, fun and interactive educational content offered provides essential skills necessary for them to be a confident learner and succeed in the classroom.
 - The Library will expand their resources to meet the needs of their youngest visitors. This will build their presence in the community, and serve as the Community Learning Hub, providing resources to individuals of all ages. We acknowledge that not all individuals have access to technology at home. The LiteracyGO Tablet will provide early learners with the opportunity to interact on a digital learning tool that is fun, safe and full of educational content that is appropriate for their age group.

- **Why should this product be located in the library?**
 - A library is a low-stress atmosphere where children can learn and enjoy the LiteracyGO Tablet. It will help build the love of learning through a fun and engaging environment. It will help build the library as a community learning hub, providing resources for individuals of all ages.

- **How will results be measured and tracked?**
 - The LiteracyGO Tablet comes equipped with the ability to retrieve statistical reports with information about usage on the units. We will use these capabilities to understand how often the machines are being used as well as aggregate information about the skills attained by the users.
 - The library will be able to track circulation. We anticipate an increase in circulation to the Children's Section, as well as an increase in books checked out.

- **How does the LiteracyGO Tablet help kids learn who have special needs?**
 - The LiteracyGO Tablet is built on a ten inch tablet. As a touchscreen device, users can simply touch the screen and easily navigate the interface and learning activities.
 - The colors, animations, and sounds provided in the programs keep the child engaged with learning. Nearly all of the learning activities include oral instructions to help the user navigate the activities, and have more learning time. Furthermore, all learning activities provide immediate feedback, and positive reinforcement.

- **How does this benefit the library?**
 - The LiteracyGO Tablet is a turnkey solution. It comes ready to go out of the box and does not require staff or IT time to set up and/or maintain. There are no security issues as the tablets do not require an internet connection.
 - The tablets are ideal for building early learning skills and exploring all STREAM subject areas. They are a beneficial supplement to the library's weekly Story Time and a great complement to AWE Learning's Early Literacy Station workstation.
 - Automatic Utilization reports are available via the AWE Learning Customer Portal. AWE Learning has statistical data showing that millions of children have learned with AWE Learning products. To date, AWE Learning products have recorded more than 317 million hours of learning!
 - These educational tools bring more children and parents into the library where there is a safe learning environment, and increases circulation. Additionally, they help to market the library as the community learning hub by offering resources to individuals of all ages.