Frequently Asked Grant Questions

Below are sample grant questions and answers tailored to AWE Learning's AfterSchool Edge™.

- ➢ **Tell us why you're doing this. How will this project impact the community?**
    - o 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 a computer at home. The AfterSchool Edge currently have over 70 localized, gold-standard software titles with more than 4,000 learning activities for elementary school grade children, ages 6 to 12. Available as both an All-In-One 20-inch workstation, and a tablet device, this locked down solution, denies student access to outside websites and programs.
    - o The AfterSchool Edge covers the 7 curriculum areas: Reading, Words & Phonics; Math & Problem-Solving; Science & Nature; Social Studies & Geography; Computer Skills; Research; Music & Art. All of the content is aligned to STEM/STREAM and correlated to both state and academic standards
    - o The AfterSchool Edge provides only positive reinforcement; it is a fun and effective way to teach children and assist with remediation, enrichment, and skill reinforcement. It provides additional academic assistance outside of the school day and is a great resource for homework help.

- ➢ **What is STEM? Why in the Library?**
    - o STEM is an acronym for Science, Technology, Engineering 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.
    - o 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 workstations that are aligned with STEM and STREAM, make learning fun.
    - o ELF™ Child-Safe Browser, AWE Learning's secure web browser, brings 100+ safe web sites that are also aligned to STEM. Websites include Smithsonian, Lego Creative, Math Playground, Mensa for Kids, and more!
    - o Libraries across the US are helping to build these skills for the 21st Century.

- ➢ **What are the intended long-term results?**
    - o We intend for this project to help upper elementary school aged children attain additional practice in STREAM content to reinforce skills taught in school. Additional practice in these core curriculum areas will allow the student to become more self-confident on these topics. We believe these skills 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.
    - o We will give students an opportunity to use fun, interactive, and engaging technology that will provide them with academic enrichment in a low-stress environment outside of the school classroom, ultimately extending their amount of educational time per day.
    - o The AfterSchool Edge offers a safe, non-web-based learning environment that allows children to focus on their individual needs, not their grade level. Unlike one-dimensional Web-based resources, AWE Learning's workstations regroup learning materials across inter-related disciplines such as Literacy, Reading, Writing, Mathematics, Science, Social Studies, Art, and Music, and Computer Skills. By using prescriptive, collaborative, and explorative learning methods, AWE Learning's workstations deliver measurable academic gains, engagement, autonomy, focus, and increased confidence.

- ➢ **Who will this product benefit? Why?**
    - o Library staff, parents and children. The library staff and parents will benefit because they will know that the children are 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 to succeed in school and in life.

➢ **Why should this product be located in the library?**
  o A library is a low-stress atmosphere where children can learn and enjoy the AfterSchool Edge. It will help build the love of learning through a fun and engaging environment. It will also extend learning time outside of the school day.

➢ **How will results be measured and tracked?**
  o The AfterSchool Edge workstations come equipped with a great deal of statistical reporting capacity. 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 then be able to plan other activities around what the children have learned, as well as their interests.
  o The workstations track student's activities to provide consistent reports to librarians. The combination of engagement and genuine learning creates a unique learning opportunity for our children and supports the work of our staff. The safety of a closed system where all learning material is preloaded on the workstations offers a trusted learning environment for both patrons and librarians. The workstations are available on an All-In-One ASUS 20" touch-screen computer, tablet device or tower and monitor. All of these hardware options are ideal for both individual and collaborative learning opportunities with minimal space requirements.

➢ **How does the AfterSchool Edge help kids learn who have special needs?**
  o The AfterSchool Edge comes in various models: 20 inch All-in-One touchscreen desktop, mobile tablet, or tower and monitor desktop. Each option provides ideal opportunities for individual and/or collaboration on the activities.
  o If a child has an issue with maneuvering either the keyboard or mouse he/she can just touch the screen. Knowing that all individuals learn differently, these workstations are intended for all learning styles: visual, kinesthetic, tactile, and auditory learners.
  o Programs can be customized within the administrative control panel, on the workstation, in order to deliver a prescriptive learning environment that's specific to a patron's needs.
  o The colors, images, sounds, and animations provided in the programs keep the child engaged with learning.

➢ **How does this benefit the library?**
  o AWE Learning computers are a turnkey solution. They come ready to go out of the box and do not require staff or IT time to set up and/or maintain. There are no security issues as the workstations do not require an internet connection.
  o The workstations are ideal for special programming; i.e. Math Mondays, Music Wednesdays, and Science Fridays.
  o 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's educational tools with more than 255 million hours of usage. Each library can track what programs are used, and the amount of time spent on the workstation by their patrons.
  o These digital resources bring more children and parents into the library where there is a safe learning environment, and increase circulation.