



Logic Model

This logic model illustrates how effective implementation of AWE Learning workstations supports positive educational outcomes for children, educators, libraries, and communities.



INPUT / RESOURCES

- Self-contained educational workstations for ages 2–12
- Internet-free, ad-free, secure learning environment that requires no logins or child data
- Hundreds of curated educational titles
- Literacy, STEM, coding, creativity, digital literacy, bilingual learning, and social-emotional learning content
- Child-friendly touchscreen, mouse, and color-coded keyboard
- Supports independent and guided learning
- Usage statistics and reporting through the Customer Portal
- Bilingual Spanish and French content available
- Accessible for high-traffic library, school, hospital, and childcare environments
- Educational content selected based on research-supported learning outcomes



ACTIVITIES

Children

- Explore educational games, puzzles, read-alongs, stories, and creative activities independently
- Practice literacy, math, science, coding, art, and problem-solving skills
- Develop digital literacy through touchscreen, mouse, and keyboard interaction
- Learn at their own pace through self-directed exploration
- Strengthen communication, creativity, and critical thinking through interactive educational experiences

Librarians / Educators

Provide differentiated learning by:

- Recommending age-appropriate content
- Incorporating AWE into storytimes, makerspaces, after-school programs, and classroom activities
- Monitoring usage statistics through the Customer Portal
- Connecting families with additional educational resources

Parents & Caregivers

- Encourage continued learning during library visits
- Participate alongside children during educational activities
- Discover new learning interests together
- Reinforce literacy and STEM concepts introduced through AWE



SHORT-TERM / INTERMEDIATE OUTCOMES

Children

- Increased curiosity and engagement
- Greater confidence using educational technology and learning independently
- Exposure to literacy, STEM, coding, creativity, and multilingual learning
- Fun, meaningful educational experiences
- Development of digital navigation skills using touchscreen, mouse, and keyboard
- Strengthened critical thinking and problem-solving skills

Libraries

- Increased educational engagement
- Enhanced youth programming opportunities
- Greater accessibility for diverse learners
- Increased family participation
- Access to workstation usage data
- Easy plug-and-play implementation with minimal setup
- Supporting independent learning while reducing staff supervision requirements



INTERMEDIATE / LONG-TERM OUTCOMES

Children

- Increased literacy and school readiness
- Improved future readiness skills, such as digital literacy and technology confidence
- Stronger computational thinking and STEM skills
- Expanded vocabulary and language development
- Increased creativity and curiosity
- Development of executive functioning and problem-solving abilities
- Improved confidence through self-paced learning
- Improved fine motor skills and hand-eye coordination through mouse and keyboard use

Libraries

- Support community early literacy goals
- Provide equitable access to educational technology
- Expand learning opportunities beyond traditional programming
- Strengthen community engagement
- Demonstrate measurable educational impact through usage statistics
- Repeat library visits and ongoing family engagement

Families

- Increased family engagement in learning
- Greater awareness of library educational resources
- Continued learning beyond structured school programming
- Stronger connections between libraries and caregivers

