



Logic Model

This logic model illustrates how effective implementation of AWE Learning workstations supports positive educational outcomes for students, educators, schools, and learning environments.



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 classrooms, media centers, computer labs, childcare centers, and other high-traffic learning environments.
- Educational content selected based on research-supported learning outcomes



ACTIVITIES

Children

- Explore interactive 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

Teachers / Educators

Provide differentiated learning by:

- Recommending age-appropriate content
- Integrating AWE into classroom instruction, learning centers, intervention groups, after-school programs, and independent learning activities.
- Monitoring usage statistics through the Customer Portal
- Reinforcing classroom instruction through differentiated and independent learning opportunities.

Families & Caregivers

- Encourage continued learning at home and beyond the classroom.
- Participate alongside children during educational activities
- Support classroom learning through continued exploration at home.
- 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, creative play, and problem-solving skills

Schools

- Increased student engagement
- Greater accessibility for diverse learners
- Increased instructional flexibility
- Access to student usage data
- Easy plug-and-play implementation with minimal setup
- Reduced teacher supervision during independent learning
- Greater classroom differentiation



INTERMEDIATE / LONG-TERM OUTCOMES

Children

- Increased academic achievement 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

Schools

- Support school literacy, STEM, and digital learning goals
- Provide equitable access to educational technology
- Expand differentiated and independent learning opportunities
- Strengthen instructional effectiveness and student outcomes
- Demonstrate measurable educational impact through usage statistics
- Increased student participation and sustained engagement with learning

Families & Caregivers

- Increased family engagement in learning
- Greater involvement in children's learning and academic success
- Continued learning beyond structured school programming
- Stronger partnerships between schools and families

