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# Technology Funding Alert!

A publication of the Alameda County Office of Education, Grants Resource Center expressly prepared in Partnership with California Technology Assistance Project (CTAP) Region IV, Bonnie Marks, Director • 510-670-4168

## AFTER You Get the Grant—Building on Your Success

Grantees, once they have been awarded a grant, often get busy with implementation and miss important opportunities to leverage their new grants to help them get additional funding. As school districts are moving forward with successful EETT grants (both formula and competitive), School Renovation Technology Grants, and grants from private sources, they need to be thinking about how to build on their success. One of the first steps involves the community—take time to make them aware of your new grant and feature information about plans for the use of technology. The next step involves the funder—for private sources of funding, begin building a relationship, communicate regularly, provide photos and stories for their annual report, and invite them to host an exhibit of student work. For public sources, send a letter from the district to local state legislators, thanking them for their support of education and inviting them to visit a school to see the technology in use. As part of your data collection, keep track of the project's successes, and publish a report to the community. Include community members in a celebration of the project's successes. Then, when you are ready to apply for the next grant, you'll have a foundation in place to build on, and support that will propel you forward.

## GRANTS

### NASDAQ Educational Foundation

The Foundation is particularly interested in funding projects or programs that engage in, and promote innovative thinking and learning about the role of capital formation and financial markets in a free enterprise system—"Financial Markets Literacy." The Foundation seeks proposals that advance its mission of financial markets literacy through educational projects or programs, and curriculum development, among others. The foundation values proposals that utilize technologies effectively; are creative and innovative in their approach; can serve as a model for others; demonstrate global vision; serve low-income, minority, and disadvantaged communities; and create or maintain strategic partnerships.

**Contact**—For more information about the NASDAQ Educational Foundation, e-mail [foundation@nasdaq.com](mailto:foundation@nasdaq.com) or call 800-842-0356.

**Web Site**—[www.nasdaq.com/services/education\\_initiatives.stm](http://www.nasdaq.com/services/education_initiatives.stm)

**Deadline**—June 25, 2003, September 24, 2003

**Eligibility**—Educational institutions and academic professionals

**Awards**—There is no set minimum or maximum grant amount. The board will consider whether the amount requested is commensurate with the activities proposed.

### E\*TRADE Grant Program

The goal of this program is to use the Internet to break down barriers. Grants support

educational programs of all levels, from early childhood development to grades K-12, as well as continuing education programs that increase job preparedness and person development. Adult and youth literacy programs also receive support.

**Contact**—Please direct questions to [communityrelations@etrade.com](mailto:communityrelations@etrade.com).

**Web Site**—[https://us.etrade.com/e/t/home/aboutus?gxml=hpb\\_grant\\_guide.html](https://us.etrade.com/e/t/home/aboutus?gxml=hpb_grant_guide.html)

**Deadline**—June 30, 2003, September 30, 2003

**Eligibility**—PreK-12 schools in the San Francisco Bay Area

**Awards**—Grants range from \$250-\$5,000.

### The Nature of Learning Start-up Grants

The Nature of Learning is the National Wildlife Refuge System's new community-based environmental education initiative that seeks to: 1) use National Wildlife Refuges and other natural areas as outdoor classrooms to promote a greater understanding of local conservation issues; 2) encourage an interdisciplinary approach to learning that seeks to enhance student academic achievement; 3) utilize field experiences and student-led stewardship projects to connect classroom lessons to real world issues; and 4) involve a partnership among local schools, community groups, natural resource professionals and local businesses. Environmental education projects involving creative uses of technology will be considered as long as it involves a U.S. Fish and Wildlife Service Program. Check the web site for program office locations by clicking on offices at the top and then click on field stations by state.

**Contact**—For additional information, please contact Deborah McCrensky at [deborah\\_mccrensky@fws.gov](mailto:deborah_mccrensky@fws.gov) or Halle Enyedy at [hennyedy@keystone.org](mailto:hennyedy@keystone.org).

**Web Site**—[www.nfwf.org/programs/tmol.htm](http://www.nfwf.org/programs/tmol.htm)

**Deadline**—June 30, 2003

**Eligibility**—Schools or non-profit organizations, including "Friends" groups, Cooperative and Interpretive Associations, and Audubon Chapters. Programs must involve a partnership among a local school(s), community group (e.g., Refuge Support Group), and National Wildlife Refuge; a letter of support from the Refuge Manager is strongly encouraged.

**Awards**—Grants range from \$1,000-\$5,000.

### Teaching American History Grant Program

Sponsored by the U.S. Dept. of Education, Office of Innovation & Improvement, this grant is designed to support projects to raise student achievement by improving teachers' knowledge, understanding, and appreciation of traditional American history. Grant awards assist local educational agencies (LEAs), in partnership with entities that have extensive content expertise, to develop, document, evaluate, and disseminate innovative, cohesive models of professional development.

**Contact**—Christine Miller, 202-260-8766 or [teachingamericanhistory@ed.gov](mailto:teachingamericanhistory@ed.gov)

**Web Site**—[www.ed.gov/legislation/FedRegister/announcements/2003-2/050603b.html](http://www.ed.gov/legislation/FedRegister/announcements/2003-2/050603b.html)

**Deadline**—June 6, 2003 (Intent to Apply Email); July 7, 2003 (Application)

**Eligibility**—School districts, charter schools, county offices of education, regional education programs in partnership with institutions of higher education, nonprofit history or humanities organizations, and libraries and museums

**Awards**—100-125 awards from \$99,350,000 in available funds, with grants ranging from \$350,000-\$1,000,000 for a three-year project period for LEAs with enrollments less than 300,000 students; \$500,000-\$2,000,000 for LEAs with enrollments above 300,000 students.

### Reach-A-Star Foundation Grants

The foundation awards grants in three categories: 1) *K-8 Educational Project Grants* are designed to provide diverse and cross-disciplinary learning opportunities in the areas of general development, environmental awareness, arts and culture, business and economics and civic functions; 2) *Teachers' Professional Development*

Grants that offer professional development programs targeting teachers and educators of K-8th grade children; and 3) *Educational Mini-Grants* to teachers and educators for a specific event or small project. Projects involving creative uses of technology will be considered.

**Contact**—Questions may be directed to 1-866-373-STAR (7827), info@reachastar.org, or P.O. Box 5753, Berkeley, CA 94705.

**Web Site**—www.reachastar.org

**Deadline**—September 1, 2003 (Project and Professional Development Grants) Ongoing (Mini-Grants)

**Eligibility**—K-8 public or private teachers/schools and educational nonprofit agencies located in the counties of Alameda, Contra Costa, Marin, San Francisco, and San Mateo.

**Awards**—Project Grants up to \$5,000 each, Professional Development Grants up to \$2,000 each, and Mini-Grants up to \$500 each

### Minigrants to Libraries

The Ezra Jack Keats Foundation offers minigrants to school and public libraries for programs that encourage literacy and creativity in children. Programs relating to the work of Ezra Jack Keats are welcome, but not required. *Before applying, the foundation suggests that interested applicants first read the "Ideas for Minigrants" page on the web site.*

**Contact**—Please direct questions in writing to Ezra Jack Keats Minigrants, 450 14 Street, Brooklyn, NY 11215-5702

**Web Site**—www.ezra-jack-keats.org/programs/minigrants.htm

**Deadline**—September 15, 2003

**Eligibility**—Schools and public libraries

**Awards**—\$350 minigrants

### 2003 Kids In Need Teacher Grants

Sponsored by The SHOPA Foundation for Educational Excellence, Kids In Need Teacher Grants provide K-12 educators with funding to help them realize their dreams of providing innovative learning opportunities for their students. *Application form will be available in the summer of 2003.*

**Contact**—Questions? Email (preferred) pennyh@shopa.org or call 800-854-7467

**Web Site**—www.shopa.org/shopa\_foundation/teacher\_programs.php

**Deadline**—September 30, 2003

**Eligibility**—K-12 certified teachers

**Awards**—Grants range from \$100-\$500

### Toshiba America Foundation

#### K-6th Grade Program

#### 7th-12th Grade Program

Sponsored by the Toshiba America Foundation, these two grant programs support projects designed by classroom teachers to improve science and mathematics education. *Before submitting a proposal, teachers are encouraged to contact the Foundation.*

**Contact**—To receive a paper copy of the application or for assistance, please call 212-596-0616 or 212-596-0667. Questions regarding the K-6th Grade Program and

the 7th-12th Grade Program, please contact 212-596-0620 or foundation@tai.toshiba.com.

**Web Site**—www.toshiba.com/taf/

**Deadline**—October 1, 2003 (K-6th Grade Program); Ongoing (7th-12th Grade Program grants less than \$5,000), August 1, 2003 (7th-12th Grade Program grants over \$5,000)

**Eligibility**—Public or private K-12th grade teachers may apply as individuals or in groups

**Awards**—Up to 75 grants of up to \$1,000 each will be awarded for the K-6th Grade Program. For the 7th-12th Grade Program, an unspecified number of grants will be awarded in the two categories: grants less than \$5,000 and grants over \$5,000.

### Verizon Foundation

The foundation is interested in funding innovative projects/programs with technology elements in literacy, community technology development and workforce development. *The foundation only accepts proposals online.*

**Contact**—To find the local foundation representative in your area, please click on the link "In Your Community" at their web site and enter your zip code.

**Web Site**—http://foundation.verizon.com

**Deadline**—January 1, 2003–November 30, 2003

**Eligibility**—Public K-12 schools registered with the National Center for Education Statistics or nonprofit agencies

**Awards**—Cash grants, eSolutions, Verizon Volunteers, and In-Kind Donation programs are available.

## PRODUCT DONATIONS

### LeapFrog SchoolHouse Matching Grant Program

The LeapFrog SchoolHouse™ Matching Grant program is designed to recognize outstanding teaching and instructional creativity in preschools, elementary schools, and libraries through creative uses of LeapFrog SchoolHouse's technology-based programs. *Applications can be downloaded from the web site on July 1, 2003. Interested educators can also register for the Grant Mailing List to receive an emailed application once the cycle opens.*

**Contact**—Please direct questions to Grants Department, 1-888-432-5374, ext. 5112 or by email to:

Grants@LeapFrogSchoolHouse.com.

**Web Site**—www.leapfrogschoolhouse.com/funding/Matching\_grant\_program.asp

**Deadline**—July 31, 2003

**Eligibility**—PreK-8th grade teachers and librarians

**Awards**—Matching grant of \$500. Applicants must match the grant by at least \$500, which will be applied towards a minimum purchase of \$1,000 of LeapFrog SchoolHouse products.

### MadPlayer Grant Program

Sponsored by MadWaves USA, Inc., this grant program is designed to inspire and empower students through involvement with music via an intuitive and interactive music tool—the MadPlayer™. The MadPlayer gives students the ability to be their own music producer and composer, and also offers educators the ability to teach students music editing skills. The MadPlayer package comes with proprietary MadWare™ software, which allows students to upload and download their songs onto a PC or Mac, change the music format to MP3, WMA, MIDI or WAV files, and to edit their songs note by note using common MIDI music editing software. To apply for this grant, applicants must submit a lesson plan for using the MadPlayer as an instructional or inspirational tool. *Before submitting a lesson plan, teachers are encouraged to contact MadWaves for further information.*

**Contact**—Kim Nguyen, 650-357-0505, kim@madwaves.com

**Web Site**—http://education.madplayer.com

**Deadline**—August 31, 2003

**Eligibility**—K-12 public and private schools

**Awards**—MadWaves will grant awards worth 70-100% of the suggested list price of MadPlayers (\$249) to first-, second-, and third-place prizewinners. The number of MadPlayers awarded will depend on how many are requested in the lesson plans. First-place prize is 100% of suggested list price; second-place prize is 85% of suggested list price; and third-place prize is 70% of suggested list price of MadPlayers.

## AWARDS

### Apple iLife Educator Awards

The Apple iLife Educator Awards program is designed to honor teachers who have been using Apple's iLife applications (digital music, photography, moviemaking and DVD creation software) to enliven lessons, meet instructional standards, and guide students toward a more productive future. Teachers are asked to send in innovative, curriculum-based iLife projects and lesson plans for a chance to win technology prizes for themselves and their schools. *Download the entry packet from the web site.*

**Contact**—Please direct questions by email to ilifeawards@apple.com.

**Web Site**—www.apple.com/education/ilifeawards/

**Deadline**—June 13, 2003

**Eligibility**—K-12 district or school-level educators

**Awards**—One first-place prizewinner will receive a Mobile Digital Media Studio (see website for a list of technology equipment included) for their school and an Apple PowerBook, a digital video camera and digital still camera for the teacher; one second-place prizewinner will receive an Apple PowerBook, a digital video camera and digital still camera; and 5 third-place prizewinners will receive a 10GB iPod.