



ESA Foundation Challenge Grant Application

The ESA Foundation is dedicated to supporting positive programs and opportunities that make a difference in the quality of life, health and welfare of America's youth. The Foundation seeks to harness the collective power of the interactive entertainment industry to create positive social impact in our communities.

The ESA Foundation is offering a new grant award opportunity to schools in the United States that best demonstrate the ability to innovatively incorporate computer and video games into their curriculum. All schools wanting to utilize computers and video games to strengthen their current curricular offerings or create new learning experiences for their students are encouraged to apply. Winners will be chosen based on the following guidelines and awarded funding to implement their project in the classroom, grade, school or district in the following school year.

I. For eligibility, all proposals must:

- ❖ Be submitted by a teacher, administrator or other educator in the K-12 range;
- ❖ Must include the attached document (attachment B) of support from a supervisor (i.e., principal, superintendent etc);
- ❖ Be implemented in public, private, parochial, charter, magnet or other accredited non-profit schools in the United States; and
- ❖ Follow the Grant Application Format outlined in attachment A.

II. How to Apply for Funding

Completed applications should be uploaded [here](#) by **April 18, 2014**.

III. Notification

You will receive notice via email, phone or fax:

- ❖ Upon receipt of your application within **five** business days
- ❖ On the status of your application by May

Please do not call to inquire about your status. We will contact you if additional information is necessary.

IV. Reports

The ESA Foundation requires a minimum of two status reports (interim and final) per year once your grant has been approved. Report due dates will be outlined in a “letter of agreement” from the Foundation upon notification of approval. Reports must include:

- ❖ Narrative account of what was accomplished, including a description of progress made toward achieving the goals of the grant;
- ❖ Obstacles and unexpected results;
- ❖ Detailed line item financial accounting of how the grant funds were spent;
- ❖ Statistical support as to effectiveness of program;
- ❖ Next steps and expected outcomes;
- ❖ Curriculum materials suitable for publishing on a website as a resource for other educators at the end of the project; and
- ❖ Other information as specified by the ESA Foundation.

Future requests for funding are not automatically granted, and reports are an important factor in future funding decisions.

Grant Application Format

I. Cover – Please use Attachment A

II. Proposal Summary - one page maximum

Briefly explain your project, what outcomes you hope to achieve and how you will spend the funds. Please follow and label each section below as outlined when submitting your proposal.

III. Narrative - five pages maximum

A. Background – please describe the educational focus in the classroom, grade, school or district in which the project will be implemented, addressing each of the following:

- ❖ The population that you serve including geographic location, socio-economic status, race, ethnicity, gender, sexual orientation, age, physical ability and language (where applicable);
- ❖ Current programs and notable accomplishments. Please emphasize recent achievements (the last three years); and
- ❖ Specializations (if applicable).

B. Funding request – please describe the project for which you are seeking funding, including:

- ❖ A statement of its primary purpose and how the computer and/or video game(s) will address specific learning objectives or challenges facing educators;
- ❖ How an existing computer and/or video game will be originally incorporated into traditional instruction (e.g., *Rollercoaster Tycoon* in Physics classes, *Age of Empires* in History courses);
- ❖ How the population you serve will benefit from the project;
- ❖ How the project strengthens your current curricular offerings or creates new learning experiences;
- ❖ How the funds will be used and the number of students and teachers expected to participate in the first year as well as further impact in subsequent years; and
- ❖ Other benefits, if applicable.

***Please note that an application for general funding of technology or computer programs or classes will NOT be considered.**

C. Project Execution

- ❖ Scope of project: one class, grade, multiple grades, school district. etc.
- ❖ Support / acknowledgement from a supervisor (i.e., principal, superintendent) must be include (please see attachment B);
- ❖ Strategies that you will employ to implement your project;
- ❖ Execution timeline;
- ❖ Training / professional development requirements and strategy;
- ❖ Hardware and/or software (new and existing) requirements; and

- ❖ The proposed staffing pattern for the project (i.e., new hires, percentage of existing staff).

D. Evaluation – please explain how you will measure the effectiveness of your activities.

- ❖ Describe your criteria for a successful program and the results you expect to have achieved by the end of the funding period. Include samples of any measuring instruments you will be using to track results.
- ❖ Identify clear goals and metrics to be used in determining success as well as the evaluation methods to be used to demonstrate whether or not these objectives are met.
- ❖ Will the project or the effects of the project will be integrated and sustained beyond the life of the grant.

E. Attachments– please include and label the following **index** of attachments:

- ❖ Financial information (please provide dates each document covers) – this should reflect actual expenditures and funds received during your most recent fiscal year;
- ❖ Operating Expense budget – for the current and most recent fiscal year;
- ❖ List of the foundations, corporations and other sources you are soliciting for funding of this project, if applicable;
- ❖ List of all sources and amounts of income for the project, actual and prospective;
- ❖ Budget for the proposed project;
- ❖ No more than three recent articles about or evaluations of your classroom, school or district, if available; and
- ❖ Sample lessons or materials.

~ End ~



Challenge Grant Application Cover

Profile

School Name(s): _____

District Number/Name: _____

Grade Span _____

Total number of students _____

Total number of teachers _____

Student/Teacher ratio: _____

% of ELL/LEP students: _____

% of students with IEPs: _____

% of free & reduced lunch students: _____

Address: _____

City, State & Zip: _____

Website: _____

Telephone/ Fax: _____

Program Information

Grant Request: _____

Total Budget: _____

Program Name: _____

Program Dates: _____

Ages/Grade(s) Targeted: _____

Financial Information

Total Revenue: _____

Total Expenditures: _____

Expenditures per student: _____

Average teacher salary: _____
Technology expenditures
per student: _____

Primary Contact Information

Name: _____

Title: _____

Direct Telephone: _____

Email: _____

Signature: _____ Date: _____

ESA Foundation Challenge Grant Letter of Support

Please note if the primary contact (person preparing and submitting this grant proposal) is not a principal or superintendent; the following letter must accompany your grant proposal.

Project Name: _____

School: _____

I, _____ (name of principal or superintendent), have read and understand the attached proposal prepared by _____ (name of primary contact) and confirm that it has my support and cooperation for execution should a grant be awarded by the ESA Foundation.

Name

Signature

Title

Date

Phone number

E-mail address