

2015 Digital Literacy Grants

The Digital Literacy grant cycle is a Washington State Library program supporting public, academic (two-year, four-year college and university), tribal, and school libraries to implement projects that support Digital Literacy projects in the community. These projects should foment the ability to use information and communication technologies to find, understand, evaluate, create, and communicate digital information, an ability that requires both cognitive and technical skills. Projects should focus on providing skills and resources needed within a community and by patrons. Digital Literacy grant applicants are urged to utilize project partners.

Total Requested: \$73,361.96

Total Awarded: \$72,881.96

Organization: Asotin County Library

Award: \$7,500.00

Title: Back by Popular Demand: Job & Career Catalyst Center

Abstract: This project is to continue operation of our Job and Career Catalyst Center. This was started with funds from 2014 Digital Literacy. Its success (65 users, 26 interviewees, 21 jobs obtained) indicates it should be maintained four days a week instead of the two we are committed to presently. We are also developing a task force to work in conjunction with our other partners to address digital literacy needs.

Organization: Ellensburg Public Library

Award: \$7,500.00

Title: Financial Digital Literacy Skills Training

Abstract: the library intends to teach digital literacy skills workshops in the areas of personal business and finance. The library will offer access and support to learn various online financial services and how to obtain relevant information while conducting safe transactions. The library will partner with others from private and public sectors and target seniors and people living in poverty.

Organization: Garfield (Seattle Public Schools)

Award: \$7,500.00

Title: Digital Dimensions – 3D at Garfield Library

Abstract: The library will establish an accessible 3D printer in the school library in order to expand the ability of the students and staff to interact with emerging and innovative inventions integrated with STEAM concepts. They plan to leverage an ongoing Creative Advantage grant that partners with EMP to bring arts education to 13 schools. With the guidance of caring and accomplished professional instructors, students will use these tools as a part of the equation of lifelong learning: to be motivated and flexible in pursuing personal dreams and success --- to arrive at a self-sustaining future as an educated and informed citizen.

Organization: Garry (Spokane Public Schools)

Award: \$6,483.21

Title: From Consumption to Creation

Abstract: The library plans to implement a program that moves students beyond consuming content to creating products using digital literacy strategies and tablets. These lessons and workshops will provide Garry Middle School's 590 Title 1 students with an understanding of the devices (iPads, iPad minis and Surface RTs) along with the the necessary training to move from simply consuming information to evaluating information. We hope to empower students to be creators of their own learning artifacts.

Organization: Lakeside (Nine Mile Falls School District)

Award: \$7,075.00

Title: Hybrid Libraries of the Future

Abstract: we intend to hold digital literacy workshops for secondary school students, their parents, and community members. We will partner with the middle school, Gonzaga, Whitworth, a local credit union, and Spokane workforce development.

Organization: Nooksack Indian Tribe

Award: \$7,500.00

Title: Nooksack Teen Multi Media Technology Project

Abstract: The library will host a multimedia technology project for tribal teens. They will create films from videotaping various cultural events under the guidance of the tribal cultural committee for use in schools and libraries implementing the 1495 Indian Education Curriculum. In addition to modern tech skills, advanced communication skills and multimedia skills, this project will connect teens to their cultural heritage and provide a digitized account of current and past Nooksack culture.

Organization: Pierce County Library System

Award: \$7,500.00

Title: Microsoft IT Academy Open Labs 2.0

Abstract: Pierce Co Library System intends to continue providing staffing for Microsoft IT Academy Open Classroom Labs where transitioning service members with moderate computer and technology skills can take online classes and conclude their certification. The labs will be located at our partner sites: Workforce Central at Joint Base Lewis-McCord and RallyPoint/6.

Organization: Seattle World (Seattle Public Schools)

Award: \$7,303.75

Title: I train, I teach, We connect

Abstract: This project will foster digital literacy skills training for teen English language learners. We plan to coordinate training through our existing school partners who provide three days of after school tutoring and Saturday classes. The grant will also enable the school to provide new devices in the library.

Organization: Wenatchee Valley College

Award: \$7,020.00

Title: Transitional Studies Digital Literacy Standards & Curriculum Conversion

Abstract: This grant project is to improve digital literacy skills and the quality of pre-college online instruction for the adult learners of our college's service district with. Funds will be used to construct a standards-based digital literacy curriculum that prepares adults for success in college and careers, and to convert the proposed digital literacy curriculum to an internet-accessible format that can be delivered to rural areas; This will address the specific digital literacy needs of underserved populations in our district, to include those below the poverty line, ESL learners, immigrants, and tribal and rural adult learners. The John A Brown Library will partner with the Wenatchee Valley College Adult Basic Skills program and the Business Computer Technology department.

Organization: Whitman County Rural Library District

Award: \$7,500.00

Title: Coding Camps

Abstract: the library will provide hands on 'Coding Camps' for underserved rural teens. The library will partner with 8 local high schools, a local programming expert and Palouse Area Robotics Team (PART) to provide beginning coding classes. During camp, teens will have access to tools such as the Arduino electronics platform and will develop an array of interactive coding projects like LED light sequencing and simple robotics.