

## 2016 Digital Literacy Grants

The Digital Literacy project aims to provide funding to public, academic, college, tribal and school libraries to implement pilot projects that support Digital Literacy projects in the community.

**Total Requested:** \$69,454

**Total Awarded:** \$69,454

**Organization:** Asotin County Library **Award:** \$7,500.00

**Title:** Asotin County Digital Literacy Project 2016

**Abstract:** Asotin County Library will be holding a variety of classes to promote digital literacy, including Microsoft Office Specialist classes, Make Your Own Game – Coding with FLATVERSE camps, Basic Computing I & II, Web Development and Blogging. This award will cover the teaching of some of these classes as well as publicity.

**Organization:** Kalispel Tribe **Award:** \$6,725.00

**Title:** Kalispel Career Center

**Abstract:** The Tribal Library, using a Pend Oreille County fiber connection, will establish the Kalispel Career Center and provide training and digital access for users for skill & aptitude assessments, job searches, resume writing, life skills training, employment application assistance and on-the-job training. The target audience is youth and adults living on or near the Kalispel Indian Reservation located in Usk, WA.

**Organization:** King County Library System **Award:** \$7,500.00

**Title:** IdeaX 3D Printing

**Abstract:** IdeaX 3D Printing is one of five modules in the broader IdeaX initiative, a 2016 pilot program of the King County Library System (KCLS). IdeaX specifically targets underserved children, teens, and their families who lack sufficient access to contemporary technology and digital literacy instruction, building confidence and creativity and reducing barriers to information. The program engages participants in an informal, out-of-school curriculum and provides opportunities to learn and apply skills necessary to robotics, electronics, game design, 3D printing, and digital media, primarily through mobile outreach programs delivered at a variety of community sites in underserved areas.

**Organization:** Nine Mile Falls School District **Award:** \$5,825.00

**Title:** Making Connections: Expanding and Engaging with our World

**Abstract:** This project aims to address obstacles our rural community faces to successful digital interaction with educational and career development institutions - both locally and those of the broader world community. Grant activities will familiarize participants with the digital access sources which can most effectively and directly benefit individual socioeconomic well-being. Project outcomes are specifically focused on increasing access to educational /employment opportunities. The target audience will be an investment in our future leaders – 8th – 12th grade students, in addition to an “open door” invitation extended to all area residents to join us as we increase collective digital access, proficiency and confidence.

## 2016 Digital Literacy Grants

**Organization:** North Central Regional Library

**Award:** \$4,508.00

**Title:** Build it NOW!

**Abstract:** The North Central Regional Library's Build it NOW! project will provide programs for teens to learn about building and coding laptops. NCRL will promote learning by offering teen patrons an opportunity to gain digital literacy skills in these hands-on programs.

In order to address the gap between the needs of employers and the workforce skills available, NCRL began focusing on STEM education in 2014 in our rural communities. NCRL will incorporate building and coding laptops into their current Make it NOW! STEM programs for teens. NCRL's goal is to support the development of skills to enhance employability in a digital and evolving world.

**Organization:** North Thurston Public Schools

**Award:** \$7,498.58

**Title:** Tinkering Towards Greatness

**Abstract:** The digital literacy skills of our students living below the poverty-line is less than those of the general population, even when technological access is present. Those students and their families are our target. This project's approach is 2 prong: a weekly student after-school program, and a monthly family technology night to strengthen the Digital Literacy skills of both groups. This year, we piloted a family night to find the best way to increase technological learning. This grant will expand the scope of family night and include a standards-based after-school program. Our partners are: Comcast, WSECU and TESC.

**Organization:** Quilcene School District #48

**Award:** \$7,402.51

**Title:** Digital Citizenship: Raising the Bar on Your Digital Literacy

**Abstract:** We are a K-12 school in a small rural community and we want to empower our students, teachers, parents and community to improve their digital literacy through responsible digital citizenship. We will offer training to students, teachers, parents and community members on using diverse technologies to retrieve quality information. We will also provide an overview of what digital citizenship is and highlight resources for parents and teachers to use in and out of class.

**Organization:** Tumwater School District

**Award:** \$7,500.00

**Title:** WeDo Lego

**Abstract:** Bring abstract concepts to life with WeDo Lego kits to provide a fun, hands-on approach that engages students, encourages collaboration and self-guided learning by giving students the tools they need to overcome and solve problems, and practice communication skills. The WeDo curriculum will be integrated into library and technology curriculum and across subject areas to provide students with real life foundation skills in coding, problem solving and collaboration.

## 2016 Digital Literacy Grants

**Organization:** Washington State School for the Blind **Award:** \$7,495.00

**Title:** BVideo 4k: Our Vision through Tech

**Abstract:** The Washington State School for the Blind provides specialized quality educational services to visually impaired and blind youth ages birth-21 within the state of Washington.

Currently, our Blind/Low Vision (BVI) students do not have access to video creation or editing software. We will purchase video editing equipment that allows BVI youth the same opportunities as their sighted peers. We will use our assistive technology with the new equipment to provide the BVI students with the same opportunities as their sighted peers to create and edit digital videos.

**Organization:** Whitman County Library **Award:** \$7,500.00

**Title:** Coding Camps

**Abstract:** Whitman County Library "Coding Camps" will teach rural secondary students basic programming concepts better preparing our isolated, underserved and often low-income teens for educational and career opportunities.

Our rural students have less exposure to "coding" than youth in communities with greater school resources, science clubs or youth centers. Local school administrators express that lack of funding, equipment and trained staff adversely impacts student access. Recognizing "coding" as the skill of the future, Whitman County Library is responding directly to this need by providing direct instruction to students in the school setting and to all youth in our library facilities.