

tiggly Education Grant 2016

OVERVIEW

On April 21st, 2016, the White House recognized Tiggly for its contribution in advancing early STEM learning and we made a commitment to take part in the national effort in promoting early learning STEM. As part of this commitment, we're launching our first annual Tiggly Education Grant to bring Tiggly to the hands of many of students nationwide.

Two schools will be selected to receive grants of up to \$2,000 each, to apply to the implementation of Tiggly in their school. The Tiggly Education Grant will be awarded to a Title I elementary school and a public, charter, or private elementary school.

ELIGIBILITY REQUIREMENTS

To be eligible for funding, you must be:

- A superintendent, principal, teacher, administrator, tech coordinator, or an educator working in a US school system
- Title I elementary school award: To be eligible for this award, you must be qualified as a Title I school with a percentage of students from low-income families of at least 40 percent
- General elementary school award: All public, charter, or private elementary schools with pre-k, K, or 1st grade levels are eligible

HOW TO APPLY & KEY DATES

You can apply here: www.tiggly.com/edugrant

Applications are due by 11:59 PM PST on **July 1st, 2016**

Winners will be announced **July 15, 2016**

AWARDS

Title I elementary school award: \$2000 worth of Tiggly Learning Systems. The awardee may choose to spend part of the funding towards purchasing 1 or 2 tablets.

General award: \$2000 worth of Tiggly Learning Systems.
Grant winners will choose from the following packages (each worth of \$150):



Tiggly Education

Background

Tiggly Learning Systems bring the fundamental tactile play with traditional manipulatives (shapes, counting rods, and letter blocks) into children's digital learning. Each Tiggly Learning System includes a set of connected manipulatives that children can hold in their hands and play with them directly on tablets. By combining the best elements of physical play with affordances of digital software, Tiggly provides an optimal learning and play experience for children in pre-k to 1st grade.

Physical manipulatives concretize abstract concepts and provide tactile learning experiences, while software can provide an engaging environment with guided activities, scaffolding, and feedback. Together, the combination of connected manipulatives and interactive apps creates a powerful learning environment for children that cannot be replicated with toys or apps alone – a learning environment optimal for early STEM learning, literacy, and digital storytelling.

Tiggly's presence in schools is growing rapidly and now includes more than 1,600 schools and over 100,000 students using Tiggly, due in part to teachers' desires to add a tactile dimension--one that aligns with early childhood curriculum--to their students' digital learning. Our learning systems have been used successfully in classrooms with students ages 2 years old to 9 years old, as well as Special Education.

Each Tiggly Education package includes 5 sets of Tiggly connected manipulatives, free download of accompanying apps, Teacher Handbook, 5 Student Activity Books, and 5 Student Thinker Journals.

Contact

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www.tiggly.com/education