

**City of Seattle**

**BILL WRIGHT TECHNOLOGY MATCHING FUND**

**2009 Application Guidelines & Resources**

**Application deadline: March 9, 2009**



City of Seattle  
Community  
Technology  
Program

**[www.seattle.gov/tech](http://www.seattle.gov/tech)**  
**Greg Nickels, Mayor**

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## **Background**

This program is administered by Community Technology Program of the City of Seattle Department of Information Technology and is funded with cable franchise fees. The Technology Matching Fund was established in 1997 to ensure public access to the Internet, computers and information technology, and to help support the community's efforts to close the information technology literacy gap. The fund also supports the use of these tools to address community issues and to increase access to government. The fund provides money on a reimbursement basis to Seattle neighborhood groups and organizations for resident-driven projects.

In 2004 the City named the Technology Matching Fund in memory of Bill Wright, a Central District community leader who embodied the program's goal of creating digital opportunity for all and using technology tools to build strong neighborhoods

## **Program Goals**

The fund supports projects that reach technology underserved communities, thereby increasing “digital inclusion.” The city’s goals are to:

- Increase technology literacy;
- Increase access to computers, the Internet and other information technology; and
- Increase residents’ use of technology for community problem solving, civic engagement and community building.

See Appendix A for more information on the goal related to community problem solving, civic engagement and community building. See Appendix B for more information on digital inclusion and who is technology underserved.

## **Funds Available**

The fund has one application cycle per year. The city will award grants of up to \$20,000 from a total fund of \$250,000 in 2009. Grants are awarded for distinct projects that can be completed within one year. You will be required to match the value of the city’s money with cash, time or other contributions. Your match must be equal to or greater than the amount you are requesting from the fund. See Appendices D and E for more information on the match.

## **Eligibility Requirements**

The following groups are eligible to apply for Technology Matching Funds:

- 501 (c) 3 nonprofit organizations located in Seattle serving Seattle residents;
- Nonprofits who are not 501 (c) 3 designated, but who have a fiscal agent;
- Ad hoc groups of residents who form organizations to work on a specific projects;
- Community councils, neighborhood associations, or groups of businesses that draw their memberships from commonly recognized geographic neighborhoods in Seattle; and
- Community-based organizations with a majority of its members residing or operating in Seattle and who seek to improve the quality of life for a particular community in Seattle.

Applicant groups must have a non-discrimination membership policy and actively seek the involvement of community members and/or business proprietors.

The following groups are not eligible to apply directly:

- Public schools. See Appendix H for more information on school-based projects.
- Individuals or single businesses;
- Religious organizations, government agencies, political groups, district councils, universities, hospitals, newspapers, and City departments;
- State, local and national foundations;
- Fraternal organizations; and
- Organizations not located in or serving Seattle residents.

Non-eligible groups may participate as partners or contribute match to the projects of eligible applicants.

The following kinds of projects are not eligible for TMF funding:

- Projects that duplicate an existing private or public program;
- Projects that conflict with existing City policy. For more information on the City's Charter, Municipal Code and legislation visit <http://www.seattle.gov/html/citizen/cityfacts.htm>.; and
- Civic engagement projects that seek only to increase lobbying for a particular position.

## **Application Scoring**

A committee made up of Seattle residents from the city's Citizens Telecommunications and Technology Advisory Board (CTTAB) (<http://seattle.gov/cttab/>), will review your application. Your proposal will be rated based on a set of six (6) criteria. Your application will be given points for how well it meets each of these criteria. The range of possible points is indicated for each. The maximum possible rating is 100.

1. Meets Program Goals (0-20 points)

Your project helps technology underserved communities to increase technology literacy, increase technology access, and/or increase residents' use of technology for community problem solving, civic engagement and community building

2. Budget (0-20 points)

Your budget is realistic and well planned. The numbers add up correctly. Your cost estimates are researched and reflect market prices. The budget narrative clearly explains your proposed expenses. You identify how you will meet the minimum match requirement. You show that you have the resources to implement the project successfully. You use the Excel spreadsheet budget template.

3. Project Clarity (0-20 points)

You list no more than 3-5 well defined project goals. You show that the project activities are well planned and ready to implement. You complete the activities and outcomes chart. You are clear about what technology will be used for this project and that it is appropriate to the goal(s) of the project. You have a clear plan for supporting technology, recruiting participants, marketing products and/or services, and increasing community support. You include a detailed project timeline. If your project will continue beyond the length of the grant, you demonstrate that you have the capacity to ensure its long term success.

4. Community Participation (0-15 points)

Your proposed activities use volunteers and/or partnerships to leverage community resources, increase the project's impact and effectiveness, and provide necessary expertise. You document community support for the project and involve the target community in planning the project. The project provides opportunities for community involvement.

5. Community Benefit (0-15 points)

Your project addresses a recognized community need with a viable, creative solution. Your project expands and/or strengthens your organization's program capacities beyond the term of the project. Your project will result in a product, service or benefit that has lasting positive community impact.

6. Evaluation (0-10 points)

You have a well-defined evaluation plan to document the implementation and impact of your project.

## Completing Your Application

Your application package should include the Application Form, the Budget Spreadsheet and attachments, if applicable.

You may include other materials to help reviewers better understand your proposal and strengthen your application. Some examples of useful attachments are:

- Community support letters;
- Volunteer pledge sheets;
- Current program schedule of classes;
- List of existing equipment;
- Cost quotes on hardware, software or other items showing budget research; and
- Brochures, flyers or other promotional materials.

Application forms are available at [www.seattle.gov/tech/tmf](http://www.seattle.gov/tech/tmf). You may add space as necessary to complete the questions on the forms. All applications must be received by **Monday, March 9<sup>th</sup>, 2009 at 5:00 P.M.**

You can submit your application by email or in a hard copy format. We request that you please email as much of your application as possible. Deliver your application to:

Delia Burke, Technology Matching Fund Manager  
City of Seattle, Department of Information Technology  
700 5<sup>th</sup> Avenue, Suite 2700  
P.O. Box 94709  
Seattle, WA 98124-4709  
[communitytechnology@seattle.gov](mailto:communitytechnology@seattle.gov)  
206-233-2751

You can also submit your application to a Neighborhood Service Center. For a list of Neighborhood Service Centers near you, visit [www.seattle.gov/neighborhoods/nsc](http://www.seattle.gov/neighborhoods/nsc).

All applications must be easy to photocopy. Do not staple or bind hard copy applications.

## Application Assistance

Community Technology staff is available to help in the following ways:

### Proposal Review.

If you would like the Community Technology staff to review your proposal prior to the application deadline, please call Delia Burke at (206) 233-2751 or email [delia.burke@seattle.gov](mailto:delia.burke@seattle.gov) to schedule an appointment. We will provide feedback on ways

to strengthen your proposal. The deadline for reviewing your proposal is **Wednesday, February 25th, 2009.**

Questions?

If you have questions about the grant program or would like to discuss your project idea, please contact Delia Burke at (206) 233-2751, delia.burke@seattle.gov or other Community Technology Program staff. There is no deadline for this help.

**Granting Timeline**

Following are key dates for the 2009 Technology Matching Fund.

Pre-application review deadline.	February 25 <sup>th</sup> , 2009
Application deadline.	March 9 <sup>th</sup> , 2009
Award notification. All applicants will be notified of award decisions. Some groups may need to meet certain conditions identified by the City before receiving funding.	Late April 2009
City Council approval.	June 2009
Contracting. Successful applicants will sign a contract with the City to receive funds for their project. The City will reimburse grantees for expenses incurred only after the contract is signed. You are not allowed to spend project funds before the contract is signed.	July-August 2009
Project implementation. Projects must be completed within one year by June 2009.	July 2009 – June 2010

**Appendix A: Community Problem Solving, Civic Engagement and Community Building**

The city encourages projects that apply information technology to solving community problems, encouraging civic engagement and supporting community building. We look for projects that will engage individuals not usually involved in the civic process. The

goal is to integrate technology tools into community building and civic engagement activities, which may result in a mix of online and in-person activities.

These projects should ultimately result in:

- 1) Increased awareness of community issues; and
- 2) Increased community participation in problem solving.
- 3) Increased interaction with government.

Here are links to some community problem solving, civic engagement and community building examples. You are not limited to these types of projects:

- Puget Sound Off ([www.pugetsoundoff.org](http://www.pugetsoundoff.org))
- International District Housing Alliance Youth and Seniors project
  - Video at <http://www.seattlechannel.org/videos/video.asp?ID=3315>
  - Pdf presentation at <http://seattle.gov/tech/IDHACommunityPerspective2-23-05.pdf>
- America Speaks (<http://www.americaspeaks.org>).
- E-democracy ([www.e-democracy.org](http://www.e-democracy.org));
- Bridging the Gap between Citizens and Local Government with Information Technology ([www.ncl.org/npp/technology/index.html](http://www.ncl.org/npp/technology/index.html))

For example, your project could expand the use of Internet tools (such as email lists, web forums, collaboration tools) or use in-person technology (such as mobile polling, photo or video, mapping devices). Your project is likely to include marketing and training activities to encourage participation.

This is a relatively new area for many community groups, so we invite you to contact us to discuss your ideas.

## **Appendix B: Digital Inclusion**

The Technology Matching Fund supports digital inclusion projects that reach technology underserved communities so that all residents have the technology skills necessary to fully participate in our 21<sup>st</sup> Century economy.

Communities Connect Network provides a definition of digital inclusion at <http://communitiesconnect.wikispaces.com/What+Digital+Inclusion+Includes>.

Seattle is home to a thriving high tech sector. Despite this, many residents are excluded from fully participating in our digital economy. This negatively impacts their ability to find jobs, succeed in education, and access vital services and information. Common factors for this digital divide are age, income, education and disability/accessibility. Here are links to research on the digital divide and who is technology underserved:

[City of Seattle IT Indicators](http://www.seattle.gov/tech/indicators)  
([www.seattle.gov/tech/indicators](http://www.seattle.gov/tech/indicators))

The City of Seattle conducted research in 2000 and 2004 looking at technology access and use in our community.

Pew Internet and American Life project

([www.pewinternet.org](http://www.pewinternet.org))

Pew is a non-profit research center studying the social effects of the Internet on Americans.

Children's Partnership

([www.childrenpartnership.org](http://www.childrenpartnership.org))

Children's Partnership has conducted research and analysis focused on extending the benefits of technology to all children and their families. They also explore the need for providing relevant online content.

University of Washington

(<http://communitiesconnect.wikispaces.com/UWRResearch>)

A 2007 study of Community Technology in Washington State.

## **Appendix C: Eligible Project Expenses**

The Technology Matching Fund will consider most project-related expenses. See Appendix J for technology recommendations and sources of discounted or donated hardware and software. Here are examples of items typically covered by the fund:

- Computer workstations and printers.
- Network routers and wifi access points.
- Software.
- Cameras and multimedia tools.
- Assistive and adaptive equipment.
- Handheld devices.
- Insurance specific to the project.
- Staff costs.
- Outside instructors or technical support.
- Outside evaluators.
- Printing and marketing costs.
- Project supplies.
- Fiscal agency fees.
- Stipends for project-related work.

The Technology Matching Fund will not pay for:

- Technology given to individuals for use in their homes.
- Technology used by staff only.
- General operational expenses not related to your project.

- Expenses made before the project contract is signed.
- Food, beverages and/or catering services.

Make sure all budget items are reasonable and justifiable.

## Appendix D: Community Match Requirements

You must provide a \$1 to \$1 match for your project. However, this doesn't need to be in cash. For example, if you request a \$5,000 grant, you must prove that your organization can come up with a matching contribution valued at \$5,000 or more. The match can be in a different category than the money you are requesting. For example, a \$5,000 grant to buy equipment can be matched with \$3,000 in volunteer training time and \$2,000 in donated software.

Your total match package can include items from any combination of the following categories:

### In-kind Match:

- Application preparation expenses up to \$150 (10 hour x \$15 per hour) in value;
- Volunteer labor valued at \$15 per hour.
- Professional services valued at the “reasonable and customary rate”;
- Materials or supplies such as computers, furniture, software, or paper;
- Additional cost of utilities for the space for your project; and
- Staff time dedicated to the project, but not paid for by TMF funds.

### Cash Match:

- Money that you have collected and approved for use on your project;
- Money that you will raise during the course of your project by fundraising;
- Grants received from other foundations for your project.

### Match Restrictions

- Your match must be appropriate to the goals of your project.
- You must obtain your match during the life of the project. Match obtained before an award is made or after the contract has ended is not allowed. Exception is made for design work that was necessary to complete the proposal.
- Your entire match cannot come from a single institution, e.g. the school district or a governmental agency. We recommend that a minimum of 25% of your match come from the community you are serving.
- The following sources are NOT eligible as match:

- Grant funding from other City of Seattle programs;
- Staff time paid by other city departments;
- Assistance from city staff to prepare your proposal;
- Costs associated with an ongoing existing program;
- Your time spent preparing your proposal in excess of 10 hours (\$150 maximum); and
- If you are paying someone with funds from the Technology Matching Fund, you cannot count any extra time or volunteer time that they spend on the project as a part of your match.

## **Appendix E: Documenting your Match**

We encourage you to consider including additional materials in your application package, to prove that your cash match, in-kind materials, and/or volunteer time is secured. These may include:

- Pledge letters or emails from individuals and organizations promising to donate time, materials or money to the project;
- A written fundraising plan to secure additional project funds;
- Copies of bank statements or checks;
- Grant award letters; and
- Invoices for items secured for the project.

## **Appendix F: Completing the Budget**

You must submit a detailed budget on how you will spend the funds on your project and where you will find matching contributions. Please read Appendix C for a list of eligible project expenses. See Appendix D for more information on the Match requirements.

Please use the TMF Budget template available at [www.seattle.gov/tech/tmf](http://www.seattle.gov/tech/tmf). Following is a list of definitions for terms used in the spreadsheet:

- **City Funds** – This is the amount you are requesting from the Technology Matching Fund. The maximum request is \$20,000.
- **In-kind or Cash Match** – This is the amount that you are contributing to the project in-kind or cash match.
- **Volunteer Match** – The amount of volunteer time to be contributed to the project
- **Sources Not Counted as Match** – These are resources allocated for your project that cannot be counted in your match, such as funding from other City departments.
- **Total** – This is the total value of your project (City funds + all match)

You must also explain your budget items in the 17.B. Budget Narrative section of the application. Include a short description of each budget item so that it is clear to the review committee how you intend to spend the funds. Your budget estimates must be realistic, well researched and reflect market prices. **If your budget includes personnel, you must note the rate and number of hours you used in your calculation.**

Here are some examples of budget narrative statements:

- Funds will be used to pay for 25% of the salary for a work study lab assistant for 6 months (10 hrs/week x \$13/hour x 24 weeks )
- Supplies and materials include inkjet paper (\$35 per ream x 6 reams) and miscellaneous supplies such as printer toner, markers, poster paper and poster boards
- Outreach will be conducted by the Youth and Elder program participants. They will distribute flyers (12 youths x \$15/hr x 10 hours, 7 elders x \$15/hr x 10 hours)
- 4 copies of Rosetta Stone software (\$290 per copy)

## Appendix G: Project Activities and Outcomes

Here are some examples to guide you in completing the activities and outcomes chart.

<b>Activity</b>	<b>Target Audience</b>	<b>#'s served</b>	<b>Tech Skills Taught</b>	<b>Life Skills Taught</b>	<b>Outcomes for organization and/or participants</b>
Provide 20 hours of basic computer training	Formerly homeless youths ages 12-17	35	Basic computer (Word, Excel) Powerpoint Internet Search, Email	Job Search, Employment skills	Increased self confidence, Better able to find jobs, Increased knowledge of resume writing and use of online job boards
Blind individuals create own radio show	Disabled youth	12	Assistive technologies, audio editing	Storytelling, personal expression	Increased connection and reduced isolation, Proficiency in audio editing technology
Conduct asset and deficiency mapping in the International District and present findings	Asian seniors, teens	20	Digital cameras, PDAs, Database tracking, Powerpoint	Civic engagement, Presentation and communication skills,	Increased the dialog between the community and policymakers, Improved neighborhood

to City Council					conditions
Conduct 10 ESL training classes	East African Immigrants	15	Basic computer and Internet skills, use of online ESL instruction	Basic literacy, Learn to check the status of their citizenship applications	Increased education and survival skills, Attained basic computer proficiency levels

## Appendix H: School-based Projects

Applications for school-based projects must come from a Parent-Teacher-Student Association (PTSA) or other community organization. The school itself is not permitted to apply directly to the fund. The fund will support after school or evening-based programs. Funds may not be used for in-school projects that do not engage the larger community in a meaningful way.

Strong school-based project proposals should:

- Describe how community members in addition to students, parents, and teachers of the school, have been involved in planning the project and how they will be actively involved in project implementation;
- Explain how community members will benefit from the completed project;
- Include a letter of approval from the school principal.

Examples of school-based projects include evening lab house or a family community email project.

## Appendix I: Fiscal Agency

Your organization may act as its own fiscal agent or use another organization to manage the pass through of grant funds. An individual can serve as your fiscal agent, if he or she obtains a tax identification number and complies with IRS rules. Fiscal agency fees are eligible project costs or can be applied to your match contribution.

## Appendix J: Purchasing Technology

When purchasing computers, consider the following recommendations from nonprofit technology assistance providers, [www.npowerseattle.org](http://www.npowerseattle.org) and [www.techsoup.org](http://www.techsoup.org):

- Purchased computers should be bought from a name brand vendor that offers a 3 year warranty and onsite support service.
- You should get bids from 3 companies, with a goal of working towards a single vendor over time.
- Computers should be scheduled for replacement every 3-4 years.
- Review CompuMentor's Healthy and Secure Computing Workbook for minimum configuration standards for new and donated equipment ([www.compumentor.org/hsc](http://www.compumentor.org/hsc))
- The use of antivirus and public computing protection will save maintenance costs.

Your organization may qualify for the following low or no cost options for hardware and software and other resources:

Low or no cost hardware, software and other services:

- Tech Soup  
([www.techsoup.org/](http://www.techsoup.org/))  
TechSoup provides nonprofits with discounted technology products from vendors such as Cisco, Groundspring, Microsoft, and Symantec. All products are available for low administrative fees that include shipping, handling, and customer support.
- Gifts in Kind, International  
([www.giftsinkind.org](http://www.giftsinkind.org))  
Gifts in Kind provides discounted products nonprofits, including hardware, software, house wares, clothing, office equipment and supplies, and more.
- City of Seattle  
([www.seattle.gov/tech](http://www.seattle.gov/tech))  
The City provides free high speed Internet service to qualified nonprofits, free website hosting and free list services.

Sources for Recycled Computers:

- Interconnection  
([www.interconnection.org](http://www.interconnection.org))  
Interconnection Computer Reuse and Learning Center provides refurbished computers and computer equipment to nonprofits at a reduced cost.
- Wilderness Technology Alliance  
([www.wildtech.org](http://www.wildtech.org))  
The WTA collects computers from corporations and refurbishes them using volunteers, students, and staff. They then distribute them to schools and individuals throughout the Puget Sound Area.
- SCN Computer Giveaway  
(<http://www.scn.org/scna/pcdonate.html>)

Seattle Community Network donates free computers to nonprofits and community agencies.

- City of Seattle Surplus Computers  
([http://seattle.gov/tech/free\\_stuff/npo\\_giveaway.htm](http://seattle.gov/tech/free_stuff/npo_giveaway.htm))  
The City offers free surplus computers to Seattle based nonprofit human service agencies and schools that serve Seattle residents.

## **Appendix K: Disabilities**

We encourage organizations to actively work to make programs and services inclusive. All projects must demonstrate a good faith effort to comply with the ADA of 1991. This Act extends civil rights protection to persons with disabilities.

More information about how technology is helping people with disabilities and examples of model programs are available at the Alliance for Technology Access ([www.ataccess.org](http://www.ataccess.org))

## **Appendix L: Ten Tips for Writing a Strong Proposal**

1. Keep it simple. It's better to do a small project successfully than a large scale project that's difficult to execute.
2. Don't Reinvent the Wheel. We can help identify a center near you or a program with a similar focus. We encourage you to visit other centers to learn from their experience.
3. Assume the reader knows nothing about your project.
4. Understand the selection criteria -- this is how your proposal will be judged.
5. Describe your project in a clear and concise way. Don't be vague in your descriptions.
6. Check the math on your budget. Double check that all the columns add up and the numbers are accurate. Make sure that the budget items are reasonable and justifiable.
7. Have concrete measurable goals for your project.
8. Great projects begin with solid plans. You may want to apply for a planning grant if your project is a new effort.

9. Nail the details. The more your proposal provides details about your project the better. You will impress the interviewers with your preparation. Conversely, don't try to fudge the details. If you don't have details, be clear about your plan for filling them in.
10. Make the proposal compelling and readable. Use your grammar and spell checker to ensure that the proposal reads well.

## **Appendix M: What does it take to run a Community Tech Center?**

If your project involves planning for a sustainable community technology center, consider each of the following and how you will include them in your work plan and budget:

- Programs (workshops, classes and/or open lab time to meet project goals)
- Staff (paid and/or volunteers for program coordination, training, etc.)
- Facilities (space, electricity, air conditioning, security)
- Furnishings (desks, lights)
- Hardware (equipment)
- Software (computer programs appropriate to your needs)
- Networking (i.e., for sharing printers)
- Internet (connection and services)
- Technical support (Who will provide ongoing equipment maintenance?)
- Marketing (for classes and volunteers)
- Fundraising (How are you going to continue your program?)
- Oversight and management (Who will make decisions & ensure completion?)
- Community involvement (advisory committee and ongoing participation)

More information and planning tools are available  
[www.seattle.gov/tech/ctc/running\\_ctc.htm](http://www.seattle.gov/tech/ctc/running_ctc.htm).

## **Appendix N: Technology Planning**

A technology plan is an important step to effectively using technology in your organization. The technology planning process will help minimize technology-related crises, use staff time efficiently, and avoid wasting money on equipment.

### Npower Seattle

([www.npowerseattle.org](http://www.npowerseattle.org))

Npower offers consulting services and TechAtlas, an online tool to help nonprofits create a customized technology plan with recommendations for implementation.

### Techsoup.org

(<http://www.techsoup.org/howto/articles/techplan/index.cfm>)

Techsoup offers a collection of articles with useful information on creating a technology plan for your organization.

## **Appendix O: Community Technology Resources**

### Communities Connect

(<http://www.communitiesconnect.org/> <http://communitiesconnect.wikispaces.com/>)

Communities Connect is a Statewide Network focused on supporting and advancing community development in Washington State through the use of community technology.

### Techmap Directory

([www.seattle.gov/tech/techmap](http://www.seattle.gov/tech/techmap))

The Techmap Directory is an online guide to Puget Sound area low or no cost computer access and training locations.

### One Northwest

([www.onenw.org](http://www.onenw.org))

One Northwest provides technology assistance and resources for environmental organizations in the Northwest.

### Telecentre.org

([www.telecentre.org](http://www.telecentre.org))

Telecentre.org is an international initiative connecting telecentres, networks, innovators, and other interested groups who believe that information and communications technology, used locally, strengthens individuals and the communities where they live.

## **Appendix P: Other Funding Opportunities**

### City of Seattle

([www.seattle.gov/goto/grants](http://www.seattle.gov/goto/grants))

Many departments in the City of Seattle provide grants throughout the year.

### City of Seattle Neighborhood Matching Funds

([www.seattle.gov/neighborhoods/nmf](http://www.seattle.gov/neighborhoods/nmf))

The Department of Neighborhoods provides funds throughout the year for a broad array of neighborhood-initiated improvement, organizing or planning projects from the following programs:

- Small and Simple Fund;
- Large Project Fund; and
- Neighborhood Outreach and Development Fund.

### Seattle Foundation Community Grantmaking Fund

([www.seattlefoundation.org](http://www.seattlefoundation.org))

The Seattle Foundation provides funds to all types of organizations that contribute to a healthier community for all King County residents.

### Seattle Public Library - Foundation Center

The Seattle Public Library downtown houses the Foundation Center's core collection of reference works on grant seeking and grant writing. They also have staff trained to assist grantseekers.

## **Appendix Q: 2008 Grant Recipients**

### **Center Park Resident Council**

Bridging the Gap

Experts from the STAR Center at Center Park will provide basic assistive technology (AT) training to seven other community technology centers, enabling them to increase computer access for individuals with disabilities.

Award: \$12,750

### **East African Arts and Cultural Association**

Multimedia Resources & Training Institute

East African youth ages 13-22 will learn multimedia video production skills and produce their own television programs using new equipment.

Award: \$15,000

### **East African Community Services**

Moving Beyond the Basics: Basic Computer Literacy to Employment Access

East African immigrants and refugees will strengthen their job seeking skills through a computer-based Employment Access Program using a new curriculum along with tutors and case management.

Award: \$10,140

### **Eritrean Community**

Eritrean Community Technology Learning Center

Eritrean immigrants and refugees will learn basic computer and Internet skills and utilize Geez language software and web-based resources. The grant will enable upgrades to computer workstations.

Award: \$15,000

### **Jefferson Terrace Computer Lab**

Jefferson Terrace Cyber Learning Project

Low-income residents will learn basic and intermediate computer and digital photography skills with the help of interpreters for limited English-speaking residents.

Award: \$8,300

**Lao Community Service Office**

## Lao Community Computer Access Project

Lao immigrants and refugees will learn basic technology skills and how to access the Internet and use online resources through one-on-one technology training. Outdated computers will be replaced.

Award: \$4,690

**Neighborhood House**

## Bilingual Online Job Seekers Handbook

Bilingual handbooks in Amharic, Chinese, Oromo, Somali and Vietnamese will be developed and distributed to help limited English speakers apply for jobs online at major employers websites. This is a partnership with Asian Counseling & Referral Service.

Award: \$14,500

**Northaven Retirement and Assisted Living**

## Northaven Resident Computer Lab

Outdated computers and other equipment will be replaced so that low-income seniors in HUD subsidized housing gain increased access to Internet resources.

Award: \$5,000

**Reel Grrls**

## Reel Grrls Media Lab

Girls ages 13 to 19 will attend hands-on video and television production classes to create RG-TV, a series of television episodes to air on SCAN TV. Funds will be used for training and new production equipment.

Award: \$12,995

**Seattle Hip Hop Youth Council**

## Media Masters Young Producers Project

African-American youth in Central and Southeast Seattle will learn to create media using new digital arts, audio and video technologies in collaboration with artists and professionals.

Award: \$15,000

**Somali Community Services of Seattle**

## Bilingual Job and Independent Readiness Computer Class

Somali parents will gain job readiness and computer skills training in a state-of-the-art computer lab. Aging computers will be replaced with new equipment.

Award: \$14,000

**UW Women's Center**

## Revitalizing the UW Women's Center Community Technology

The computer lab will be upgraded to provide technology literacy classes to youth, victims of violence, re-entry students, and immigrants and refugees.

Award: \$13,580

**Wing Luke Asian Museum**

Building Tech Skills through Oral History

An audio oral history gathering lab will be developed to enable local Asian and Pacific Americans to preserve stories important to their heritage and legacy and to build technology awareness and skills.

Award: \$8,765

**Youth In Focus**

Digital Photography Lab Improvement Project

Disadvantaged youth will attend 4 introductory and 4 advanced digital photography classes. Students work will be displayed in shows and travelling exhibits. Grant funds will purchase digital editing hardware.

Award: \$13,000

**Youth Media Institute**

Youth Out Loud - New Voters Workshop

High school students will attend a series of workshops for the 2008 election year that will focus on engaging young people in the voting process by using new media technologies. City funds will be used for production equipment, software, marketing and technical support.

Award: \$12,280