

State	City/Town	School/ Library/ Other	Type of Institution	# of Games	Games Interested In	Need
California	Temple City	Oak Avenue Intermediate School	School		GIANT Word Winder, GIANT Math Winder	The school plans on using the GIANT games in its Media Center. The school has a predominately Asian population who need ways to practice their English Language development. This game would be a fun way for them to practice, recognize words and build vocabulary. The librarian envisions classes checking out the board for their ELD or Special Ed students, English classes and also using it for library sponsored events such as National Library Week or National Game week.
Illinois	Chicago	CPS-Cameron Elementary	CPS-School		GIANT Word Winder, GIANT Math Winder	"I think my students at Cameron Elementary School would greatly benefit from having a fun way to work with words and numbers. Many of these kids have not had enough exposure to print and text, so any activities to boost their word knowledge will be beneficial. The added bonus of incorporating teamwork and leadership skills will be promoted as well. The math tiles will be so great to reinforce creating number sentences and using mental math. I would store tiles safely in Room 310- third grade but would be sharing them with all the third grades, Rooms 312 and 311 as well. This would service around 90+ students a year."
Illinois	Chicago	Youth Guidance	Nonprofit Providing In-School based Programs.	11	GIANT Math Winder, Giant Word Winder	Youth Guidance works in Chicago's highest need areas, targeting school partnerships that demonstrate both student/community need and commitment from school and leadership. More than 86% of the students served by Youth Guidance are low-income as defined by eligibility for free or reduced lunch; in many school the percentage is as high as 98%. Youth Guidance empowers students to become successful socially, emotionally, and academically; and to prepare for life during and after high school.
Illinois	Eureka	Eureka Public Library	Library	2	GIANT Word Winder, Early Learner	The Eureka Public Library is working on more intergenerational activities, as well as continuing its programing for all school ages. We see this as a fun way to get, and keep, people involved with the library.
Illinois	Fairmont City	Fairmont City Library Center	Library		GIANT Word Winder, GIANT Math Winder, Early Learner, GIANT Word Winder-Spanish	The Village of Fairmont City has a population of 2,635. 71.4% of the community are immigrants of Hispanic heritage who speak Spanish as their first or only language. The majority of the Hispanic adults have migrated from Mexico with a 4th-6th grade reading level. The Village has few jobs and commerce, no elementary schools (the last one closed in 2009), no preschools or daycare centers, few recreational activities, and limited digital access. Although there are amenities and services in nearby communities, many residents cannot access them because of language barriers, documentation issues, or no / limited access to reliable transportation. The library center promotes literacy for all ages. A GIANT Word Winder game could easily supplement their ESL classes, children's story time, and/or afternoon teen gatherings improving and increasing vocabulary.
Indiana	Porter County	Porter County Public Library	Library	3	GIANT Word Winder, GIANT Math Winder, Early Learner	The library has an enthusiastic community ready to benefit from the GIANT Word Winder. There are 5 branches in the library's system (outside of Valparaiso) and they all want to share this game with all of Porter County to make Youth Services department as fun as possible for kids and teens.
Minnesota	Brooklyn Center	New Millenium Academy	School		GIANT Word Winder, GIANT Math Winder, Early Learner	New Millennium Academy is a school wide Title I program with approximately 85% ESL students, specifically serving the Hmong population. They have built their program over the past few years and have had great success with language acquisition, but always need more support tools as their student body has grown from 450 students in 2015 to over 700 in 2017. They use resources wisely and feel that this tool would be awesome for all of our students in multiple settings. The parent engagement program would be excited to offer this activity on their program nights.
			GAME TOTAL:	16		