

DonorsChoose

1. Teachers ask.

Proposal with specific items for innovative classroom project.

2. Donors choose.

Crowdfunding for projects.

3. Students learn.

Teachers receive & use items, and send donor thanks.

The screenshot shows a project page on DonorsChoose. At the top, the navigation bar includes the DonorsChoose logo, a search bar with the text 'Find a classroom to support', and links for 'About us' and 'Help'. The user 'Heidi Gilman' is logged in. The main heading is 'Dragons & Dreams: Igniting Imagination In Our D&D Club'. Below this is a request for help: 'Help me give my students the materials to support students' journey into the realms of imagination and strategic thinking by donating to our Dungeons & Dragons club, where they learn teamwork, creativity, social, and problem-solving skills.' A progress bar shows '2 DONORS' and '\$338 STILL NEEDED' with an expiration date of 'May 03'. A blue button says 'Give to this classroom'. A badge indicates 'All donations currently doubled! You can complete this project for \$169. 2X'. Below the progress bar is a 'Following' section for 'Mr. Stalker', a teacher in Charlottesville, VA, who is teaching Grades 9-12 Center I. It notes that 'More than a third of students from low-income households' are in the project and that '2 donors have given to this project.' A 'Give this project a boost!' section offers social sharing options for Facebook, Email, and Nextdoor, along with a 'Copy link' button. The 'My Project' section describes the club as a blend of fantasy and learning, catering to students' talents in cybersecurity, communications, and video game design. It emphasizes that the club is a multifaceted learning experience that complements academic and personal growth. A final note states: 'These resources are not just tools for play but catalysts for educational growth, blending academic learning with imaginative play.'

www.donorschoose.org/engageacps