

## **Grant Possibilities....**

### **Teaching Technology Grants**

[grants.hp.com](http://grants.hp.com)

The HP Technology for Teaching Grant Initiative is designed to support the innovative use of mobile technology in K-16 education, and to help identify K-12 public schools and two- and four-year colleges and universities that HP might support with future grants. Based on the outcomes of the projects funded through this initiative in 2006, HP may offer some grant recipients additional, higher-value grants in 2007. In 2006, HP will award over \$8 million in cash and equipment to schools in the U.S. and Puerto Rico through the HP Technology for Teaching Program, including reinvestment for projects previously funded.

### **Healthy Lifestyles**

[www.fourhcouncil.edu](http://www.fourhcouncil.edu)

To help communities create educational programs and public awareness that will confront the climbing trends of obesity, National 4-H Council with funding provided from Kraft Foods, Inc., and Cargill is offering approximately 24 local grants of \$7,000 to develop or expand innovative and fun programs that partner youth ages 5-12 with adults to reverse these trends. Applicants must have demonstrated interest and experience in dealing with the issues of obesity, fitness, nutrition, and healthy lifestyles.

### **Manufacturing Education**

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

The purpose of Manufacturing Camp grants is to provide a positive, hands-on experience so young people will consider manufacturing as a future career option. Grant funds may be used for the expenses related to curriculum development and instruction, as well as direct expenses such as housing, meals, transportation, and supplies. Types of skills supported by this grant include: bending, blanking, cutting, drawing, extruding, fastening, finishing, leveling, piercing, punching, roll forming, shearing, slitting, spinning, straightening, stamping, swaging, and welding.

### **Teacher of the Year**

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

The Wal-Mart Teacher of the Year program recognizes local teachers through the company's eleventh annual Teacher of the Year program. Winning teachers will receive \$1,000 educational grants from the Wal-Mart/SAM'S CLUB Foundation to

benefit their local school and an honorary Wal-Mart greeter's vest. Winning teachers also have the opportunity to apply for state and national Teacher of the Year honors. Increased this year, state winners will receive an additional \$10,000 educational grant.

### **Girls In Sports**

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

The purpose of the GoGirlGo! Ambassador Team Awards is to provide \$50,000 in total grants to teams that demonstrate leadership in their communities by inspiring girls to get involved in sports and physical activity. School, amateur, community, and/or nonprofit affiliated teams whose members are female, enrolled in 9th to 12th grade, at least 13 years old, and residents of the United States, its territories, or protectorates are eligible to apply. The program will award twenty \$2,500 grants.

### **Youth Leaders**

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

YouthActionNet will present awards to youth leaders and emerging projects that promote social change and connect youth with local communities. The program is open to all young people between the ages of 18 and 29. Individuals applying must have a leadership role in a youth-led initiative that works to create positive change in their community.

### **Children In Need**

[www.mattel.com](http://www.mattel.com)

Mattel, Inc. and the Mattel Children's Foundation is soliciting applications for funds from organizations working to benefit children in need. Applicant organizations must have a mission that focuses on direct service to children up to 12 years old. Priority will be given to organizations or programs that use creative and/or innovative methods to address a locally defined need directly impacting children in need and that align with Mattel's philanthropic priorities, which include learning, health, and girl empowerment.