



## **Pre-Work:**

**Executive Summary FICTIONAL Examples for Comparison and Review**

February 17, 2022

### **Nonprofit Training Grant Application Workshop**

A well-written Executive Summary will go far to help grant reviewers understand your Initiative. When you are actually writing your grant proposal, the information you include should roll-up nicely from the detailed answers you give to all other application questions. For this exercise, we have written two versions of an Executive Summary for your evaluation. Please use the actual instructions from the grant included below and apply the SRQ5Q on the accompanying sheet to decide which of the two examples would provide a reviewer with the better answer.

#### **Executive Summary WORD LIMIT 300**

**Purpose:** The Executive Summary should provide a clear overview of the initiative, including what the \$1XX, XXX Impact100 SRQ grant will fund, what the Initiative's IMPACT will be, and how it will be sustained. From this summary, the reader should gain a solid understanding of the initiative and the importance of funding it. If you are one of the finalists, this Executive Summary will be shared with our entire membership and the community as a high-level overview of the initiative and its impact.

The Executive Summary should be concise and relevant to the initiative. Applicants should NOT summarize the organization's past accomplishments in this section. By reading the content of the initiative's Executive Summary our members should be able to answer our 5 Key Questions.

## Executive Summary FICTIONAL Examples for Comparison and Review

### Example 1

Many years of the Lego Group which was founded in 1932 by Ole Kirk Kristiansen, children still like to play with Legos. The name 'LEGO' is an abbreviation of the two Danish words "leg godt", meaning, "Play well". In 2022 we still think that children should play well and engage in what we like to call unintentional learning while they are doing so. Lego® Learning was founded in 2010 by Clarence Tabor and Lillian Downing as a 501c3 nonprofit. Now, years later, we are still carrying on our mission to support STEAM learning with Legos. The literature says that children learn better when they are having fun. We have served up fun for hundreds of children over the past 12 years. We will use the \$100,000 Impact100 SRQ grant to fund the expansion of our program so that we can serve under-resourced children. The census data says that there 14% of the population in Sarasota County is under 18 and 18% in Manatee County. Eight percent of people in both counties don't have computers. Also census estimates say about 10% of the total population in both counties lives in poverty. The impact will be that we will be able to serve more underserved children, which is important if children are going to be engineers. We don't let the children take the Legos home so we will have the Legos for years to come. We will also will be able to train high school students who need service hours to be Lego Learning trainers and they can train others too so we can keep the program going. Then the volunteers and the students will have fun while playing well and unintentionally learning and this will shape their STEAM skills for years to come.

### Example 2

Engineering and computer science — two of the most lucrative Science, Technology, Engineering, Arts, and Math (STEAM) fields — remain heavily male dominated. Only 21% of engineering majors and 19% of computer science majors are women. A 2019 study published by the American Association of University Women reports that girls who are engaged in STEAM classes that promote active, hands-on learning and emphasize ways STEAM is collaborative and community-oriented are more likely to gain greater confidence to succeed in STEAM subjects. For the past 12 years, LEGO® Learning, whose mission it is to support STEAM learning with Legos, proposes to use the \$100, XXX Impact100 SRQ grant to create middle school STEAM clubs for 1,250 girls from 10 contracted, underperforming middle schools in Sarasota and Manatee Counties. Club participants, regardless of their learning level, will learn to work together to solve complex, community-oriented problems; such that no fewer than 1,000 of them will demonstrate increased confidence, interest, and readiness for pursuing engineering and computer science. Leveraging the framework of our successful boys' program, we will partner with the Society of Women Engineers of Southwest Florida's (SWESF) *Aspire to Inspire* program to provide club training sessions, project coaching, and the *Show Us How It's Done* Exhibition and Presentation. Impact100 SRQ funds will cover facility rental fees for equipment storage, train the trainer, and the first year's exhibition and presentation space; background checks and stipends for trainers; snacks for participants; and a 30 hour/week project coordinator. LEGO® will provide Prime Education Kits for training and all LEGO® components requested by the teams for their projects. SWESF will provide the trainers and manage the exhibition. LEGO® Learning will manage all

other aspects of the program. By the end of year two, each year's Exhibition and Presentation sponsorship funds will cover program-operating costs in their entirety.