# Application Summary: 2026 - 3323 - Community Impact Grant - Community Programs and Projects

**Application ID**

2026 - 3323 - Community Impact Grant - Community Programs and Projects

## Applicant Information

**Organization Information**

BrainSTEM Alliance Ltd.
The Redpoll Centre at Shell Place, 1 C.A. Knight Way
Fort McMurray, AB, T9H 5C5

**Primary Contact**

D'Andre Wilson-Ihejirika

, ,

Phone: s.20(1) [redacted]
Email: dwilson@brainstemalliance.com

**Is the organization a registered non-profit?**

> Applicants must be a registered non-profit organization or a community group in partnership with a registered non-profit organization. If you have any questions regarding grant eligibility, please contact cip@rmwb.ca to book a pre-application meeting.

Yes

**Has the organization operated within the Regional Municipality of Wood Buffalo for at least one year?**

> Applicants must have resided or operated within the Regional Municipality of Wood Buffalo for at least one year prior to applying. If you have any questions regarding grant eligibility, please contact cip@rmwb.ca to book a pre-application meeting.

Yes

**In the last year, have there been any significant changes to your organization or program?**

No

**What is your organization's Mission Statement?**

Our mission at BrainSTEM Alliance is to collaborate with community partners across Canada to create accessible programming that fosters awareness, increases engagement, and inspires the use of STEM in our daily lives.

**Brief Summary of the Proposed Program(s) and/or Project(s).**

BrainSTEM Alliance seeks funding to support programs aligned with our three core initiatives: SETT Up for Success, Full STEAM Ahead, and STEMtrepreneur. Recently streamlined as part of our strategic planning, these initiatives engage under-represented youth, foster creativity, and promote innovation. Our goal is to create an inclusive, engaging environment for children, teenagers, and families while inspiring long-term interest in STEM fields.

The proposed programs are grouped under the following initiatives:

1. SETT Up for Success
Objective: Introduce under-represented youth, like girls and BIPOC youth, to career opportunities in Science, Engineering, Technology, and Trades (SETT).
Program: Careers in STEM Conference: A hybrid (virtual and in-person) series of panel discussions with women in STEM.

2. Full STEAM Ahead
Objective: Spark creativity by exploring the intersection of Science, Technology, Engineering, Arts, and Math (STEAM).
Programs:
a. STEAM Tea Party: Combines STEAM concepts in an interactive, creative setting.
b. Makerspace: A collaborative space where participants can experiment and innovate with STEM tools.
c. READesign: Encourages creativity through reading, connecting literacy with STEM concepts.

3. STEMtrepreneur
Objective: Inspire entrepreneurial skills by applying STEM knowledge to real-world challenges.
Programs:
a. Community Code Day: Teaches coding and collaborative problem-solving.
b. Launch Wood Buffalo: Supports local entrepreneurs, turning ideas into businesses.

**Please note any restrictions on participating in your organization's programs, projects, services or events.**

There are no restrictions for participation in our programs or services. While many of our programs are primarily targeted toward children and youth, we also offer programming that is inclusive of all age groups, ensuring opportunities for broader community engagement.

**Minimum number of board members according to the organization's bylaws:**

3

**Please list your current Board of Directors in the table:**

## Board of Directors

| Name | Board Position | Years on Board |
|---|---|---|
| D'Andre Wilson-Ihejirika | President | 11 |
| Chelsey Goodwin | Vice President | 5 |
| Patrick Mutwale | Director, Strategic Partnerships | 3 |
| Tan Madhavan | Director, Marketing and Communications | 3 |
| Bobbi Eegunnike | Secretary | 2 |
| Abi Tanda | Director at large | 1 |
| Adel Abaji | Director at large | 1 |
| Tasneem Rahim | Treasurer | 1 |

**Do one or more board representatives or program staff have lived experience or expertise reflective of the demographics your organization serves?**

Yes

**If Yes; please briefly explain the lived experience or expertise.**

Our programming primarily serves girls, women, racialized groups and underserved communities. All of our board members either belong to these demographic groups and have direct lived experiences that align with the communities we serve, ensuring that their insights and expertise reflect the needs of our target audience.

## Program/Projects Details

**Are you applying for more than one program or project?**

> If you are unsure, please contact CIP@rmwb.ca for clarification.

Yes

## Program/Projects

**Step 1:** Click on the button below to enter the name of your program(s) or project(s).

**Step 2:** Click on the Save Draft button at the bottom of the screen.

**Step 3: Click on the "Program/Project Details" button below to complete the details of each Program/Project. Please be sure to submit the current program/project information form before moving onto the next project information form.**

**Program/Project: Careers in STEM Conference Status: Completed**

**Program/Project: STEAM Tea Party Status: Completed**

**Program/Project: Makerspace Status: Completed**

**Program/Project: READesign Status: Completed**

**Program/Project: Community Code Day Status: Completed**

**Program/Project: Launch Wood Buffalo Status: Completed**

## Finances

### Organization's most recent Fiscal Year End date

> Please click Save Draft to update the following two questions with this date.

12/31/2024

### Unrestricted Net Assets

> Unrestricted Net Assets (accumulated net assets/surplus that the organization has not set aside for a particular purpose or earmarked by a donor for a specific program or project) from your Financial Statements ending: 12/31/2024

$86,524.00

### Total Operating Expenses

> Total Expenses from your Financial Statements Ending: 12/31/2024

$139,224.00

**What efforts have been made in the past fiscal year to increase the financial support for your organization?**

In the past fiscal year, BrainSTEM Alliance has taken intentional steps to diversify and strengthen financial support for our programs. We secured sponsorship from the Government of Alberta ($39,000), increased our corporate sponsorship from partners like TD Insurance, and leveraged over $120,000 in in-kind contributions, including professional facilitation, coordination, and venue support.

Each program budget demonstrates a blend of municipal funding, sponsorship, provincial grants, and in-kind donations, reducing reliance on any single funding source. For example, the Careers in STEM Conference combined RMWB support with sponsorships, in-kind venues, and facilitator donations, while programs such as Community Code Day and Launch Wood Buffalo relied heavily on volunteerism and in-kind resources to keep costs low.

We also invested in outreach and reporting practices to improve sponsor visibility and accountability, resulting in stronger partnerships and renewed commitments. Volunteer recruitment and retention further increased program capacity without adding significant financial strain.

Collectively, these strategies demonstrate BrainSTEM Alliance's commitment to financial sustainability and leveraging multiple funding sources to maximize impact in the Wood Buffalo region.

**Please complete the following budget table: If there are multiple programs, projects, services or events included in this application, please provide the total budget for all requests in the budget table. Additionally, attach a detailed breakdown of the budget by program, project, service or event on the Attachment tab.**

## Secured Revenue

| Revenue Sources | Description | Revenue (Jan-Dec) |
|---|---|---|
| Sponsorship | TD Insurance | $7,000.00 |
| Government of Alberta Grant | | $39,000.00 |
| In-Kind Donation | (Venue) | $30,000.00 |
| In-Kind Donation | (STEM Facilitators & Coordinators) | $90,000.00 |
| | | **$166,000.00** |

## Revenue in Progress

| Revenue Sources | Description | Revenue (Jan-Dec) |
|---|---|---|

## Expenses

| Type of Expense | Description | Total Expenses | Requested RMWB Grant |
|---|---|---|---|
| Administration Costs 15% Maximum | Software, bookkeeping, reporting tools | $8,000.00 | $4,000.00 |
| Advertising/Marketing | Social media ads, videos | $4,500.00 | $3,000.00 |
| Food Costs | Snacks for program sessions | $5,000.00 | $3,500.00 |
| Gifts for Elders / Honorariums | Honorarium for facilitators & mentors | $6,000.00 | $3,000.00 |
| Insurance - Program, Project, Service or Event | Zensurance (liability coverage) | $2,000.00 | $0.00 |
| Program Materials & Supplies | STEM kits and learning materials | $28,000.00 | $6,500.00 |
| Program Staff wages & Benefits | STEM facilitators and program coordinators | $95,000.00 | $15,000.00 |
| Rent - Venue/Facility/Room/Equipment | Venues for programs & volunteer training | $40,000.00 | $4,500.00 |
| Training | Engineering education seminars | $6,000.00 | $3,000.00 |
| Transportation and Delivery | Postage for Delivering Kits & Logistics for coordinators | $5,000.00 | $500.00 |
| Volunteer Appreciation | T-shirts, mugs, swag gifts | $3,000.00 | $2,000.00 |
| Other (Provide Detail) | Hired Labour - Photographer, Videographer/Video editor, coordinator | $11,000.00 | $5,000.00 |
| Other (Provide Detail) | Financial Statements Review and Notice to Reader | $2,500.00 | $0.00 |
| | | **$216,000.00** | **$50,000.00** |

## Shortfall

| | Total |
|---|---|
| (Total Secured Revenue - Total Expenses) | -$50,000.00 |

## Total RMWB Grant Request

# Application Summary:
# 2026 - 3323 - Community Impact Grant - Community Programs and Projects

| | Amount |
|---|---|
| Total | $50,000.00 |

**Total Cost of Program, Project, or Service**

> Total cost includes all costs of the entire program, project or service.

$216,000.00

**Total Grant Amount Request**

> Up to 75% of total program, project cost up to maximum of $100,000.

$50,000.00

**Grant request as percentage of total cost of program, project or service**

> Click on the Save Draft button to calculate the percentage.

23%

**Outline any expected non-financial resources being leveraged for this program, project, service or event to demonstrate community support.**

BrainSTEM Alliance leverages significant in-kind contributions to demonstrate community support. In 2025, over 55% of our total expenses are supported through in-kind donations, including $90,000 worth of volunteer labor from STEM professionals who facilitate workshops and mentorship, and $30,000 in donated venue space to host events and programs. Local businesses and community organizations also contribute materials such as STEM kits and supplies, ensuring successful program delivery. These non-financial resources enhance the quality of our programs while minimizing costs, reflecting strong collaboration and sustained community backing.

## Attachments

**Please attach a budget breakdown for each program, project, service or event if there are multiple requests included in this application.**

2026_RMWB_Grant_Application_-_Program_Budget_-_Careers-in-STEM.pdf
36.5 KB - 10/05/2025 2:27 PM

2026_RMWB_Grant_Application_-_Program_Budget_-_Community_Code_Day.pdf
37.1 KB - 10/05/2025 2:27 PM

2026_RMWB_Grant_Application_-_Program_Budget_-_Launch_Wood_Buffalo.pdf
37 KB - 10/05/2025 2:27 PM

2026_RMWB_Grant_Application_-_Program_Budget_-_Makerspace.pdf
36.8 KB - 10/05/2025 2:28 PM

2026_RMWB_Grant_Application_-_Program_Budget_-_READesign.pdf
37.2 KB - 10/05/2025 2:27 PM

2026_RMWB_Grant_Application_-_Program_Budget_-_STEAM_Tea_Party.pdf
37.1 KB - 10/05/2025 2:27 PM

Total Files: 6

**Please attach a Partnership Letter(s) of Support for the proposed program, project, service or event to demonstrate authentic partnership and collaboration.**

> Applicants may use the >Partnership Letter of Support Template or submit a customized letter.
>
> Each letter should include the following five key elements:
> 1. Commitment to the partnership and shared initiatives
> 2. Confirmation of the community need
> 3. History of prior collaboration or rationale for a new partnership
> 4. Defined roles, responsibilities, and resource commitments
> 5. Contact information for the partner organization
>
> Each letter must be signed by an authorized representative of the partner organization.
>
> Please note: The partnership letter is a mandatory requirement for Community Sustaining applicants and optional for Community Impact Grant application.

Girls_Inc__Letter_of_Support_-_Brainstem_Alliance__docx.pdf
67.9 KB - 10/11/2025 1:35 PM

Keyano_College_-_Letter_of_Support_BrainSTEM_Alliance.pdf
119.4 KB - 10/12/2025 2:40 PM

WBWRI_Letter_of_Support_for_BrainSTEM_Alliance_2026.pdf
200.8 KB - 10/11/2025 1:35 PM

Total Files: 3

**Please attach signed Financial Statements for the most recent fiscal year end.**

> Year-end date must fall between July 1, 2024 of last year and June 30, 2025.

BrainSTEM_Alliance_-_2024_Financial_Statements_-_Signed_with_Cover_Letter.pdf
1.1 MB - 10/29/2025 6:07 AM

Total Files: 1

## Declaration

Declaration: In making this application, I, the undersigned, confirm:

- that I have read the appropriate Grant Guidelines;
- that I understand that this application form and all required attachments must be completed in full and received before 2025-10-14 4:30 p.m. MT;
- that I understand that this application form and any attachments shall be part of the Community Investment Program Approval Committee (CIPAC, Council Appointed) meeting agenda and accessible through all methods that the public meeting agenda is available;
- that I understand the term of the Grant is January 1 to December 31, 2026 and that all expenditures must happen during this term; and
- that I am authorized by the applicant organization to complete the application and hereby represent to the Regional Municipality of Wood Buffalo's Community Investment Program and declare that to the best of our knowledge and belief, the information provided is truthful and accurate, and the application is made on behalf of the above-named organization and with the Board of Directors' full knowledge and consent.
- that I understand the personal information collected in this application is collected under the authority of Section 4(c) of the Protection of Privacy Act and is managed in accordance with the Act. It will be used to process your application and contact you if needed during the review of this application. If you have questions about the collection or use of your personal information, you may contact the Manager, Community Partnerships and Initiatives, at 9909 Franklin Avenue, Fort McMurray, AB T9H 2K4 or at 587-919-5522.

**Acknowledgement**

I do hereby certify that to the best of my knowledge, this application contains a full and correct account of all matters stated herein.

**Applicant Name**

D'Andre Wilson-Ihejirika

**Position/Title**

President

**Date:** 10/12/2025

REGIONAL MUNICIPALITY OF WOOD BUFFALO

# Project Summary
# Careers in STEM Conference

**Program, Project or Service Name**

Careers in STEM Conference

**Beginning Date**

03/13/2026

**Completion Date**

> Note: The term of the grant is January 1 - December 31, 2026. The program, project, service or event and all expenditures must occur during this term.

03/13/2026

**Location program, project or service will be provided:**

> Note: If the grant is approved, the communities served will be included in the Grant Agreement and data collection from all communities will be required.
> Do not select the rural community if the service is provided to the clients from rural communities through the urban service area.

Fort McMurray

**Please complete the following Program/Project or Event Delivery Details.**

## Program, Project, or Event Delivery Information

**Council approved seven funding priorities. Please indicate which funding priority/priorities are applicable to this application.**

> Please select at least 3 funding priorities for the Community Sustaining and Subsidiary Grant applications. Please select at least 1 funding priority for the Community Impact Grant (Community Programs and Projects or Community Events) application.

- [x] Community support services and wellness
- [x] Accessibility, inclusion and belonging
- [ ] Hosting events/new business and visitors
- [x] Partnership and collaboration
- [ ] Rural and Indigenous Communities and Relationships
- [x] Social participation
- [ ] Value of culture, heritage and regional pride

**Describe how the proposed program, project, service or event align with these priorities.**

The Careers in STEM Conference aligns with key priorities by fostering Diversity, Inclusion, and Accessibility, specifically targeting high school girls, a group underrepresented in STEM fields, and ensuring accessibility through hybrid participation. The program addresses Community Support Services and Wellness by empowering young women with the knowledge and skills necessary to pursue STEM careers, building confidence and professional development. The event promotes Partnership and Collaboration by bringing together at least 25 accomplished women in STEM as mentors and speakers, and Social Participation by engaging 150 girls across Canada (50 in person in Fort McMurray), including those from underserved rural areas.

**In the table below, please identify the total number of unique participants that you anticipate will access the funded program, project, service or event.**

## Target Population

| Age | Target Population |
|---|---|
| Children (0-12 years) | 60 |
| Youth (13-18 years) | 90 |
| Adults | 0 |
| Seniors (65+) | 0 |
| Families | 0 |
| Community | 0 |
| Total | 150 |

**Please identify the equity deserving population the program, project, service or event will serve.**

Youth, 2SLGBTQIA+, Immigrants, refugees and/or newcomers, First Nations, Métis, and/or Inuit Peoples, Other racialized communities, Youth

**How does your organization ensure that its programs, projects, services or events are accessible and inclusive for anyone who has an interest? Please share examples and success stories of accessibility and inclusivity.**

Our organization is deeply committed to ensuring that all programs, projects, services, and events are accessible and inclusive for anyone with an interest, regardless of background or ability. We design our initiatives with equity at the core, removing barriers to participation and actively creating welcoming spaces.

For example, the Careers in STEM Conference offers free registration to eliminate financial barriers. We also provide transportation subsidies and lunch to ensure participants from diverse socio-economic backgrounds can attend. Events are hosted in physically accessible venues, and we offer materials in multiple formats (print, digital, large print) to accommodate various needs.

To support neurodiverse participants and those with sensory sensitivities, we incorporate quiet zones and hands-on learning activities tailored to different learning styles. We also invite a diverse group of speakers—including women of color, Indigenous professionals, and individuals with disabilities—so participants see themselves reflected in STEM.

A success story includes several students who attend the workshops and go on to lead STEM projects in their schools and share their learnings.

By continuously seeking feedback and adapting our approaches, we ensure our programs remain accessible, inclusive, and impactful for all.

**If applicable, please explain how your program, project, service or event celebrates Indigenous culture, serves Indigenous communities and/or promotes Indigenous healing, language, cultural restoration, or reconciliation.**

## Logic Model

**Statement of Need: What social problem or gap do you hope to address by delivering the program, project, service or event? What evidence do you have that this problem or gap exists?**

The Careers in STEM Conference addresses the significant underrepresentation of girls in STEM fields across Canada, particularly in Fort McMurray and surrounding rural areas. Despite ongoing efforts, girls remain underrepresented in STEM careers, with less than 25% of the Canadian STEM workforce being women, according to Statistics Canada. In Wood Buffalo, the challenge is compounded by the limited access to STEM programs for girls, particularly those from rural communities, who face geographic isolation and fewer opportunities to explore STEM fields.

In addition, many girls in this region lack role models and exposure to the broad spectrum of STEM careers, leading to a decline in interest during their high school years. The gap is particularly wide in disciplines such as engineering and technology, where societal stereotypes often discourage young women from pursuing these fields.

The Careers in STEM Conference seeks to address this gap by providing high school girls with access to female role models in STEM and offering hands-on learning opportunities in Fort McMurray. By bringing together accomplished women in STEM and facilitating interactive learning, the conference will empower young girls from underserved and rural communities to explore STEM careers, build confidence, and inspire them to pursue STEM pathways.

**Broad Strategy: How will the program, project, service or event address the social problem? (e.g., What approach are you taking that you hope will lead your program, project, service or event to support the social problem?)**

Held during Women's History Month, the Careers in STEM Conference addresses the underrepresentation of girls in STEM by offering a comprehensive, multi-faceted approach that combines exposure, hands-on learning, and mentorship. The conference is designed to inspire high school girls in Fort McMurray and across the Regional Municipality of Wood Buffalo to pursue STEM careers by directly engaging them with successful women in STEM.

Our strategy involves:

Exposure to Role Models: The conference will feature keynote speakers and panel discussions led by accomplished women in STEM from diverse fields, providing participants with relatable role models. This exposure helps break down stereotypes and demonstrates that women can succeed in STEM careers.

Hands-On Learning: By incorporating interactive workshops like 3D modeling and prototyping, the conference allows participants to apply STEM concepts in a practical, engaging way. These activities build confidence and skills, showing girls that they have the ability to succeed in STEM fields.

Mentorship and Networking: The conference connects participants with STEM professionals and mentors, facilitating knowledge sharing and ongoing support. This creates a supportive environment where girls can ask questions, seek advice, and build relationships with women who have navigated STEM pathways.

**Rationale: What evidence or research do we have that this strategy will work? To demonstrate for example, "If [my organization] does ‘x’ program, project, service or event, then [this] change will happen for the target population."**

Research consistently shows that exposure to role models, hands-on learning, and mentorship significantly encourages girls to pursue and persist in STEM careers. The strategy behind the Careers in STEM Conference is rooted in these evidence-based practices to increase engagement and long-term interest among girls in STEM.

Exposure to female role models in STEM helps girls envision themselves in similar roles. According to the National Girls Collaborative Project, girls with access to women in STEM demonstrate greater confidence and interest in pursuing related careers. Seeing someone who looks like them in a STEM field makes success feel more attainable.

Hands-on learning is another key driver of engagement. Research from MIT and other institutions shows that experiential activities—such as 3D modeling and prototyping—enhance understanding and retention of STEM concepts. These activities also boost self-efficacy, giving girls the skills and confidence to pursue further study.

Mentorship and networking are also critical. Reports from STEM Women in the Workplace highlight that mentorship increases retention rates and motivation among women in STEM. When girls connect with successful women professionals, they feel more supported and inspired to continue on a STEM path.

Together, these elements form the foundation of the Careers in STEM Conference’s impactful approach.

**Inputs: What resources will be invested to achieve your goal? (e.g., staff labour, venue space, volunteers, computers, etc.)**

The following resources will be invested:

Staff Labor: A dedicated team of program coordinators, facilitators, and event managers will oversee the organization and execution of both the virtual and in-person components of the conference. They will manage logistics, speaker coordination, and participant engagement.

Venue Space: The in-person component of the conference will be held in Fort McMurray, with the venue provided as an in-kind contribution, offering space for workshops, panels, and hands-on activities.

Volunteers: Volunteers, including STEM professionals and women in STEM, will contribute their time as mentors, speakers, and workshop facilitators. Their expertise and engagement are key to delivering valuable content and networking opportunities for participants.

Technology and Equipment: The virtual conference will require video conferencing software, streaming tools, and recording equipment. For the hands-on learning activities, technology like 3D modeling software and 3D printers will be used to bring participants' designs to life.

STEM Kits: Participants will receive STEM kits with materials needed for the interactive workshops. These kits will be distributed to virtual participants and provided on-site for in-person attendees.

Mentorship Network: A network of women in STEM will provide mentorship throughout the conference, ensuring participants have access to professional insights and advice.

**Activities: What activities make up the program, project, service or event? (e.g., workshops, mentorship sessions, etc.)**

The Careers in STEM Conference will offer a variety of interactive activities to inspire high school girls in STEM:

Keynote Presentations: Accomplished women in STEM will deliver keynote speeches, sharing their personal journeys and insights into career opportunities in STEM, aimed at inspiring participants.

Themed Panel Discussions: Participants will attend panels focused on different STEM disciplines, such as engineering, technology, and environmental science. Each panel will feature women from both industry and academia, offering diverse perspectives on STEM careers.

Interactive Workshops: Hands-on workshops will introduce participants to practical STEM skills. These include activities like 3D modeling and prototyping, where participants can design their own projects. The best designs will be turned into physical objects using 3D printing technology.

Mentorship Sessions: Participants will engage in small group sessions with STEM mentors who will offer guidance, share career advice, and answer questions. These sessions foster deeper connections and provide a space for personal and professional growth.

Networking Opportunities: Virtual and in-person networking sessions will facilitate connections between participants, speakers, and mentors, fostering a supportive community.

Q&A Sessions: Live Q&A sessions after each panel will allow participants to engage directly with experts, enhancing their learning experience.

**Outputs: What do you deliver? (e.g., # of total participants trained, # of organizations, # of sessions, # of events, etc.). Note, each activity should have outputs.**

> Note: If the program, project, service or event is approved, your outputs may be included in the Grant Agreement and data collection on the outputs is required.

The Careers in STEM Conference will deliver the following outputs:

Total Participants: The conference will engage 150 high school girls across Canada, including 100 virtual participants and 50 in-person participants from Fort McMurray and the surrounding area.

Number of Sessions:

Keynote Sessions: 1 keynote session featuring an accomplished woman in STEM.

Themed Panel Discussions: 3-4 panel sessions focused on various STEM fields, with opportunities for participant Q&A.

Workshops: 2 hands-on workshops on 3D modeling and prototyping, offering participants the chance to create their own designs.

Mentorship Sessions: 3 mentorship sessions where participants interact with STEM professionals in small groups.

Networking Events: 2 networking opportunities (1 virtual, 1 in-person) to connect participants with mentors, speakers, and peers.

Number of Organizations: Up to 25 organizations represented by women in STEM, serving as speakers, panelists, and mentors.

STEM Kits Distributed: 100 STEM kits provided to virtual participants to ensure they have the materials needed for hands-on activities.

3D Designs Produced: At least 5-10 standout 3D designs created by participants will be selected for 3D printing.

Feedback Collected: Surveys conducted via Google Forms, Menti, or Kahoot will gather feedback from all participants to assess the conference's impact.

**Outcomes: What change do you want to see for the participants by running your program, project, service or event? Organizations are required to identify at least one outcome, that will be measured through the grant period, should the application be approved.**

> Note: If the program, project, service or event is approved, your outcomes will be included in the Grant Agreement and data collection on the outcomes is required.

The Careers in STEM Conference aims to achieve the following key outcomes for participants:

Increased Awareness of STEM Career Opportunities: Participants will gain a broader understanding of the diverse career paths available in STEM fields. This outcome will be measured through surveys, where participants will report increased awareness of STEM careers and interest in pursuing STEM education or professions.

Improved Confidence in STEM Skills: Through hands-on activities like 3D modeling and prototyping, participants will develop practical STEM skills and gain confidence in applying these skills. Feedback forms will assess participants' self-reported improvement in confidence and technical abilities.

Enhanced Networking and Mentorship Engagement: Participants will connect with accomplished women in STEM through mentorship sessions and networking events, creating valuable professional connections. This outcome will be measured by tracking participants' engagement with mentors and their feedback on the value of the networking opportunities.

These outcomes will be evaluated using surveys, feedback forms, and follow-up assessments, helping to measure the impact of the conference on participants' interest in STEM careers, skill development, and engagement with mentors.

**What tools will you use to measure the outcomes of the program, project, service or event?**

> Note: If your organization is approved for funding, copies of the measurement tools selected will be requested.

Surveys, Observation

**Please provide details of how your program, project, service or event differs from other services being offered in the community.**

The Careers in STEM Conference differs from other services in the community in several key ways:

Focus on Girls in STEM: The conference is specifically designed to address the underrepresentation of girls in STEM fields, offering a tailored program that emphasizes diversity and inclusion in STEM careers. This focus on empowering young girls through exposure to female role models, hands-on learning, and mentorship is not commonly found in other local STEM initiatives.

Nationwide Virtual and Local In-Person Format: Unlike other community programs, the Careers in STEM Conference offers both virtual and in-person components. The virtual event will engage participants from across Canada, making it accessible to girls in rural and underserved areas, while the in-person event in Fort McMurray provides a deeper connection and networking opportunities for local participants.

Hands-On 3D Modeling and Prototyping: A unique aspect of the conference is its hands-on STEM activities, such as 3D modeling and prototyping. This practical experience allows participants to apply STEM concepts in real-time, fostering creativity and innovation.

Mentorship from Women in STEM: The conference includes mentorship sessions where participants can directly interact with accomplished women in STEM, offering them guidance and insights that other general STEM events may not provide.

**This grant is intended to promote an allied social profit sector within the Municipality. List the community groups or organizations that will be actively involved in the program, project, service or event delivery.**

| Community Organization or Group | Role |
|---|---|
| Girls Inc. of Northern Alberta | Co-facilitator, co-content creator |

# Project Summary
# STEAM Tea Party

**Program, Project or Service Name**

STEAM Tea Party

**Beginning Date**

05/09/2026

**Completion Date**

> Note: The term of the grant is January 1 - December 31, 2026. The program, project, service or event and all expenditures must occur during this term.

05/09/2026

**Location program, project or service will be provided:**

> Note: If the grant is approved, the communities served will be included in the Grant Agreement and data collection from all communities will be required.
> Do not select the rural community if the service is provided to the clients from rural communities through the urban service area.

Fort McKay, Fort McMurray

**Please complete the following Program/Project or Event Delivery Details.**

## Program, Project, or Event Delivery Information

**How does your organization plan to address barriers related to delivering virtual services in rural areas. This may include limited internet access, lack of devices, and limited technical support. If applicable.**

The STEAM Tea Party addresses this by offering hands-on, themed events that do not require constant internet connection. When virtual delivery is necessary, families will be provided with STEM activity kits, printed instructions, and simple offline resources so they can still participate. Community spaces such as libraries or local centers can serve as hubs for device and Wi-Fi access.

**How does your organization plan to address transportation barriers to provide the program, project, service or event? If applicable.**

For the STEAM Tea Party, it is hosted in a hybrid format, so as mentioned, we will be able to deliver kits in advance for the participants, as well as the option for participants to purchase items locally if delivery is a barrier.

**Council approved seven funding priorities. Please indicate which funding priority/priorities are applicable to this application.**

> Please select at least 3 funding priorities for the Community Sustaining and Subsidiary Grant applications. Please select at least 1 funding priority for the Community Impact Grant (Community Programs and Projects or Community Events) application.

- ☐ Community support services and wellness
- ☑ Accessibility, inclusion and belonging
- ☐ Hosting events/new business and visitors
- ☑ Partnership and collaboration
- ☑ Rural and Indigenous Communities and Relationships
- ☑ Social participation
- ☑ Value of culture, heritage and regional pride

**Describe how the proposed program, project, service or event align with these priorities.**

The STEAM Tea Party program promotes diversity, inclusion, and accessibility by providing a creative and approachable space for families of all backgrounds to explore STEM together, reducing barriers and intimidation. It fosters partnership and collaboration through engagement with local organizations and Indigenous Elders, who share cultural teachings during the events. By incorporating Indigenous perspectives, the program strengthens relationships with Rural and Indigenous Communities. Through community-focused gatherings, it encourages social participation and enhances the value of culture, heritage, and regional pride, as families learn together and celebrate both modern and traditional knowledge.

**In the table below, please identify the total number of unique participants that you anticipate will access the funded program, project, service or event.**

## Target Population

| Age | Target Population |
|---|---|
| Children (0-12 years) | 30 |
| Youth (13-18 years) | 10 |
| Adults | 10 |
| Seniors (65+) | 0 |
| Families | 0 |
| Community | 0 |
| Total | 50 |

**Please identify the equity deserving population the program, project, service or event will serve.**

Youth, First Nations, Métis, and/or Inuit Peoples, Other racialized communities, Youth, Women and/or girls

**How does your organization ensure that its programs, projects, services or events are accessible and inclusive for anyone who has an interest? Please share examples and success stories of accessibility and inclusivity.**

Our organization ensures accessibility and inclusion by designing programs that are welcoming, culturally relevant, and community-focused. A key example is our STEAM Tea Party program, which promotes diversity, inclusion, and accessibility by offering a creative, family-friendly space for participants of all backgrounds to explore STEM together. By blending science with art and culture in an informal setting, the program reduces intimidation often associated with STEM and encourages multigenerational learning.

To further support inclusivity, the program partners with local organizations and Indigenous Elders, who share cultural teachings and traditional knowledge during events. This collaboration not only enhances cultural relevance but also strengthens relationships with Rural and Indigenous Communities, fostering a sense of belonging and respect. Events are held in accessible community spaces and are free to attend, removing financial and physical barriers.

A success story involves a rural family who had never participated in a STEM event before. After attending a STEAM Tea Party that included Indigenous storytelling and hands-on science activities, their children expressed interest in science clubs, and the parents joined a local community science initiative.

Through inclusive, culturally grounded programming like STEAM Tea Party, we empower families to learn together and celebrate both traditional and modern knowledge.

**If applicable, please explain how your program, project, service or event celebrates Indigenous culture, serves Indigenous communities and/or promotes Indigenous healing, language, cultural restoration, or reconciliation.**

For the STEAM Tea Party, we always aim to engage an Indigenous Elder who can speak to the traditional uses of plants for teas and give insights on some Indigenous ways of knowing for the science behind these plants and their uses.

## Logic Model

**Statement of Need: What social problem or gap do you hope to address by delivering the program, project, service or event? What evidence do you have that this problem or gap exists?**

STEAM Tea Party addresses the gap in accessible and engaging STEM education for families, particularly those in underrepresented groups such as rural and Indigenous communities. STEM subjects can often feel intimidating or out of reach for both children and their parents, leading to low participation and limited exposure to the opportunities that STEM knowledge can offer. This lack of engagement is especially evident in marginalized communities where access to STEM-related activities may be limited due to socioeconomic factors or cultural barriers.

Early and positive experiences with STEM are crucial for children to develop an interest in these fields. However, many families lack opportunities to explore STEM together in a way that feels approachable and fun. Furthermore, existing programs often do not integrate cultural relevance or offer family-focused learning, which can alienate certain demographics.

STEAM Tea Party provides a solution by offering family-oriented, hands-on STEM experiences in a creative, non-intimidating format. By involving Indigenous Elders and cultural teachings, the program also addresses the need for culturally relevant STEM education. This encourages both social participation and community engagement, ensuring that families not only learn together but also strengthen connections within their community while fostering an interest in STEM disciplines.

**Broad Strategy: How will the program, project, service or event address the social problem? (e.g., What approach are you taking that you hope will lead your program, project, service or event to support the social problem?)**

STEAM Tea Party addresses the social problem of STEM education intimidation and limited family engagement by creating a fun, approachable, and inclusive environment where families can explore STEM concepts together. The program will use the following key strategies:

Creative, Themed Events: By incorporating the familiar concept of a tea party with STEM learning, the program lowers the barriers that often make STEM intimidating. Each session will have a unique theme that incorporates hands-on STEM activities, allowing families to engage with science and technology in a fun, relaxed setting.

Family-Oriented Learning: The program encourages parents and children to learn together, helping parents become more comfortable with STEM concepts and making STEM education a family activity. This builds positive associations with STEM for both children and parents, fostering an interest that can be pursued further.

Cultural Relevance and Collaboration: By involving Indigenous Elders and incorporating Indigenous knowledge alongside Western STEM concepts, the program addresses cultural gaps in STEM education.This makes the content more relatable and meaningful for Indigenous families and creates opportunities for cross-cultural learning.

This engaging, family-friendly, and culturally relevant approach is designed to reduce STEM intimidation, increase family participation, and promote long-term interest in STEM education across the community.

**Rationale: What evidence or research do we have that this strategy will work? To demonstrate for example, "If [my organization] does ‘x’ program, project, service or event, then [this] change will happen for the target population."**

The STEAM Tea Party program is grounded in educational research that supports the effectiveness of family-based learning and interactive education in building confidence and interest in STEM subjects. Studies by Harvard Family Research Project show that when parents and children learn together, children develop a more positive attitude toward the subject and are more likely to pursue it on their own. This is especially important, where low confidence often prevents participation.

Experiential learning, where participants actively engage in hands-on tasks, has also been shown to deepen understanding and improve retention of complex concepts. According to a report by the National Academy of Sciences, these approaches make learning more meaningful and long-lasting. The STEAM Tea Party program uses creative, accessible activities to lower barriers to STEM, encouraging ongoing involvement.

Research on culturally responsive teaching shows that integrating cultural elements into education leads to higher engagement and empowerment for underrepresented groups. The inclusion of Indigenous Elders teaching alongside STEM professionals brings cultural relevance to each session, making STEM more approachable for families from diverse backgrounds.

When families participate in these interactive and culturally rich experiences, they are more likely to gain confidence, deepen understanding, and remain engaged in STEM learning over time.

**Inputs: What resources will be invested to achieve your goal? (e.g., staff labour, venue space, volunteers, computers, etc.)**

The STEAM Tea Party will rely on a variety of resources to achieve its goals:

Facilitators and Staff Coordinators: Dedicated program coordinators and facilitators will organize, plan, and lead the sessions, ensuring smooth execution and engaging activities.
Volunteers: Volunteers, including educators and community members, will assist with event setup, activity facilitation, and participant support, contributing to the overall success of the program.

Venue Space: Community centers or accessible public spaces will be utilized to host the tea party sessions, providing a welcoming environment for families to gather and participate in the activities.

Materials and Supplies: STEM activity kits, craft supplies, tea party-themed decorations, and educational materials will be essential to provide a hands-on learning experience during each session.

Technology: Basic technology, such as computers, projectors, and audio equipment, will be used to present STEM concepts, facilitate interactive discussions, and showcase digital resources.

Partnerships: Collaboration with Indigenous Elders, cultural leaders, and STEM professionals will be essential to blend Indigenous knowledge with STEM education, creating a unique and culturally relevant program.

These resources will ensure the successful delivery of engaging, educational, and culturally inclusive sessions that meet the needs of the participating families.

**Activities: What activities make up the program, project, service or event? (e.g., workshops, mentorship sessions, etc.)**

The STEAM Tea Party will consist of the following key activities:

Themed Tea Party Events: Each session will have a fun, engaging theme where families participate in hands-on STEM activities while enjoying a tea party atmosphere. These themes will focus on different aspects of STEAM (Science, Technology, Engineering, Arts, and Math), making the learning experience creative and accessible.

STEM Workshops: Interactive workshops during the tea party sessions will introduce families to various STEM concepts. These workshops may include experiments, engineering challenges, or technology demonstrations, designed to be fun and educational for all ages.

Arts and Crafts Integration: Activities that blend STEM with creativity will allow participants to explore the "A" in STEAM. Examples include building simple machines using everyday materials or creating art that demonstrates scientific principles.

Cultural Learning with Indigenous Elders: In collaboration with Indigenous Elders, participants will learn about traditional tea farming and processing within Indigenous communities. The Elders will also share the cultural significance of tea, helping families appreciate Indigenous perspectives on nature, science, and the importance of tea in their culture.

Family Collaboration: All activities will promote collaboration between parents and children, strengthening family bonds and reducing intimidation around STEM subjects through shared learning and problem-solving.

**Outputs: What do you deliver? (e.g., # of total participants trained, # of organizations, # of sessions, # of events, etc.). Note, each activity should have outputs.**

> Note: If the program, project, service or event is approved, your outputs may be included in the Grant Agreement and data collection on the outputs is required.

The STEAM Tea Party program will deliver the following outputs:

Themed Tea Party Event:
Number of Sessions: 1 themed tea party session.
Number of Participants: 50 participants (families and children) attending the session.

STEM Workshop:
Number of Workshops: 1 interactive STEM workshop integrated into the tea party session.
Number of Participants Engaged: 50 participants involved in the workshop.

Arts and Crafts Integration:
Number of Arts and Crafts Activities: 1 creative activity blending arts and STEM concepts, with all participants engaging in the hands-on project.
Number of Participants Involved: 50 participants.

Cultural Learning with Indigenous Elders:
Number of Cultural Sessions: 1 session with Indigenous Elders sharing knowledge on tea farming, processing, and the cultural significance of tea.
Number of Participants Engaged: 50 participants learning from Indigenous Elders.

Family Collaboration:
Number of Family Members Engaged: 50 participants (families and children) collaborating during the session.

Overall, the program will deliver 1 event with 50 participants, incorporating STEM, arts, and cultural learning.

**Outcomes: What change do you want to see for the participants by running your program, project, service or event? Organizations are required to identify at least one outcome, that will be measured through the grant period, should the application be approved.**

> Note: If the program, project, service or event is approved, your outcomes will be included in the Grant Agreement and data collection on the outcomes is required.

The STEAM Tea Party program aims to achieve the following key outcomes for participants:

Reduced STEM Intimidation: Participants, both children and parents, will feel more comfortable engaging with STEM concepts after experiencing them in a fun and accessible setting. This will be measured through post-event surveys assessing participants' comfort levels and interest in pursuing further STEM-related activities.

Increased Family Bonding through Learning: Families will report spending more time together on educational activities. By learning STEM concepts as a family, participants will create positive associations with STEM and be more likely to engage in similar activities independently. This outcome will be measured through feedback forms that ask about family collaboration and shared learning experiences.

Enhanced Cultural Awareness: Participants will demonstrate increased awareness and appreciation of Indigenous knowledge, particularly the cultural significance of tea farming and processing. This outcome will be measured by evaluating participants' understanding of Indigenous teachings shared during the session.

These outcomes aim to foster confidence in STEM learning, strengthen family engagement in education, and promote cultural understanding through the program's unique blend of STEM and Indigenous knowledge.

**What tools will you use to measure the outcomes of the program, project, service or event?**

> Note: If your organization is approved for funding, copies of the measurement tools selected will be requested.

Surveys, Observation

**Please provide details of how your program, project, service or event differs from other services being offered in the community.**

The STEAM Tea Party stands out from other services in the community by offering a unique combination of STEAM education and cultural learning in a family-friendly tea party format. This innovative approach makes STEM concepts more approachable and less intimidating for families, allowing them to engage with science, technology, engineering, arts, and math in a fun, creative setting.

Unlike traditional STEM programs, the STEAM Tea Party incorporates cultural teachings from Indigenous Elders, focusing on the significance of tea farming and processing in Indigenous communities. This cultural integration ensures that participants not only learn about STEM but also gain a deeper appreciation for Indigenous traditions. The event also emphasizes family collaboration, encouraging parents and children to learn together, which strengthens family bonds and promotes shared educational experiences.

Moreover, the tea party format itself is a novel, engaging setting for learning, blending formal and informal learning in a relaxed atmosphere. This approach differs from more formal classroom-based programs by creating a welcoming space for all ages to participate in hands-on activities, making STEM accessible to a broader audience.

STEAM Tea Party combines STEM education, cultural enrichment, and family engagement in a way that is not offered by other services in the community.

**This grant is intended to promote an allied social profit sector within the Municipality. List the community groups or organizations that will be actively involved in the program, project, service or event delivery.**

REGIONAL MUNICIPALITY OF WOOD BUFFALO

# Project Summary
# Makerspace

**Program, Project or Service Name**

Makerspace

**Beginning Date**

01/17/2026

**Completion Date**

> Note: The term of the grant is January 1 - December 31, 2026. The program, project, service or event and all expenditures must occur during this term.

01/24/2026

**Location program, project or service will be provided:**

> Note: If the grant is approved, the communities served will be included in the Grant Agreement and data collection from all communities will be required.
> Do not select the rural community if the service is provided to the clients from rural communities through the urban service area.

Fort Chipewyan, Fort McMurray

**Please complete the following Program/Project or Event Delivery Details.**

## Program, Project, or Event Delivery Information

| Program/Project/ or Event Location | In Person (Yes/No) | Virtually (Yes/No) | Travel Budget Required (Yes/No) |
|---|---|---|---|
| Fort McMurray (libraries & community centers) | Yes | No | No |
| Fort Chipewyan (community center) | Yes | No | Yes |

**How does your organization plan to address barriers related to delivering virtual services in rural areas. This may include limited internet access, lack of devices, and limited technical support. If applicable.**

The Makerspace program is designed to be delivered primarily in-person, as activities such as 3D printing, robotics, and coding require access to specialized equipment and materials that are best experienced hands-on. However, we recognize that rural and remote communities may face barriers if virtual participation is needed.

To address these barriers, our organization will:

Leverage community centers and libraries in rural areas (e.g., Fort Chipewyan) where reliable internet and shared devices are available, reducing the burden on individual households.

Provide offline learning options, such as project kits and step-by-step guides, so participants can continue activities even without consistent internet access.

Offer technical support through facilitators and volunteers who can assist participants by phone or in small group settings.

Adapt content for accessibility, ensuring that activities can be scaled for lower bandwidth environments or completed offline with later feedback.

By combining in-person delivery with these contingency supports, Makerspace ensures that youth in rural communities are not excluded due to connectivity, device, or technical limitations.

**How does your organization plan to address transportation barriers to provide the program, project, service or event? If applicable.**

The Makerspace program recognizes that transportation can be a barrier for youth, especially in rural and remote communities. To address this, the program will:

Deliver sessions in accessible community hubs such as libraries and community centers in Fort McMurray and Fort Chipewyan, reducing the need for long-distance travel.

Partner with local organizations (e.g., Wood Buffalo Regional Library, schools, and community groups) to host programming closer to where youth live, minimizing transportation challenges.

Schedule sessions at convenient times to align with when participants already have access to transportation, such as after school or on weekends.

Provide travel support where required, particularly for facilitators and mentors traveling to Fort Chipewyan, ensuring consistent program delivery in rural areas without placing additional costs on participants.

These strategies ensure that transportation barriers do not prevent youth from participating, while also supporting equitable access to programming across Wood Buffalo.

**Council approved seven funding priorities. Please indicate which funding priority/priorities are applicable to this application.**

> Please select at least 3 funding priorities for the Community Sustaining and Subsidiary Grant applications. Please select at least 1 funding priority for the Community Impact Grant (Community Programs and Projects or Community Events) application.

- [ ] Community support services and wellness
- [x] Accessibility, inclusion and belonging
- [ ] Hosting events/new business and visitors
- [x] Partnership and collaboration
- [x] Rural and Indigenous Communities and Relationships
- [x] Social participation
- [ ] Value of culture, heritage and regional pride

**Describe how the proposed program, project, service or event align with these priorities.**

The Makerspace program advances Accessibility, Inclusion and Belonging by engaging underserved youth, including girls, racialized youth, and Indigenous youth, in STEM and arts opportunities often missing in their communities. By delivering sessions in Fort McMurray and Fort Chipewyan, it strengthens Rural and Indigenous Communities and Relationships, ensuring equitable access to mentorship and resources. The program fosters Social Participation by encouraging collaboration through team projects, group challenges, and mentorship, which build confidence and belonging. It also emphasizes Partnership and Collaboration, leveraging strong community partners to maximize impact.

**In the table below, please identify the total number of unique participants that you anticipate will access the funded program, project, service or event.**

## Target Population

| Age | Target Population |
|---|---|
| Children (0-12 years) | 0 |
| Youth (13-18 years) | 35 |
| Adults | 0 |
| Seniors (65+) | 0 |
| Families | 0 |
| Community | 0 |
| Total | 35 |

**Please identify the equity deserving population the program, project, service or event will serve.**

Youth, Other racialized communities, Youth, Women and/or girls

**How does your organization ensure that its programs, projects, services or events are accessible and inclusive for anyone who has an interest? Please share examples and success stories of accessibility and inclusivity.**

Our organization ensures accessibility and inclusion by intentionally designing Makerspace to welcome youth from diverse backgrounds, including girls, racialized youth, and Indigenous youth. Programs are delivered in community hubs such as libraries and community centers, ensuring physical accessibility and reducing transportation barriers. Participation is free of charge, removing financial obstacles.

We also partner with groups like the Wood Buffalo Regional Library, Keyano College, Medical Makers YMM, and Youth Computing to extend outreach into underserved communities. For example, sessions in Fort Chipewyan successfully engaged Indigenous youth who otherwise lacked access to STEM programming. Mentorship by diverse STEM professionals ensures that participants see themselves represented, fostering belonging and confidence.

By combining no-cost participation, local delivery, diverse mentorship, and strong community partnerships, Makerspace demonstrates a proven commitment to equitable access and inclusion.

**If applicable, please explain how your program, project, service or event celebrates Indigenous culture, serves Indigenous communities and/or promotes Indigenous healing, language, cultural restoration, or reconciliation.**

The Makerspace program is committed to engaging and serving Indigenous communities by delivering programming directly in Fort Chipewyan, ensuring local youth can access hands-on STEM and arts opportunities without leaving their community. We actively involve Indigenous mentors and community partners in program delivery, creating representation and role models that strengthen belonging.

Where possible, Makerspace integrates Indigenous perspectives on innovation and problem-solving, celebrating traditional knowledge alongside modern technology. By fostering collaboration, creativity, and skill-building in inclusive spaces, the program promotes reconciliation through equitable access, cultural respect, and opportunities for Indigenous youth to thrive in future education and career pathways.

## Logic Model

**Statement of Need: What social problem or gap do you hope to address by delivering the program, project, service or event? What evidence do you have that this problem or gap exists?**

The Makerspace program addresses a critical gap in access to hands-on STEM and arts education for youth in the Wood Buffalo region, particularly those in rural, Indigenous, and underserved communities. Many young people lack opportunities to engage in creative problem-solving activities such as 3D printing, coding, and robotics, leaving them underprepared for future education and career pathways.

Community and regional reports show that rural and racialized youth face systemic barriers to participation in STEM, including limited programming, lack of mentors, and reduced access to technology. Without interventions, these barriers contribute to lower confidence, decreased engagement, and missed opportunities for innovation and skill development.

Makerspace responds to this gap by providing free, accessible programming that empowers youth to build technical and creative skills in supportive, inclusive environments. By engaging 35 youth across Fort McMurray and Fort Chipewyan, the program directly increases access, fosters equity, and ensures that youth who are typically excluded from STEM opportunities are equipped to thrive.

**Broad Strategy: How will the program, project, service or event address the social problem? (e.g., What approach are you taking that you hope will lead your program, project, service or event to support the social problem?)**

The Makerspace program addresses the gap in STEM and arts access by offering a hands-on, experiential approach that blends science, technology, engineering, arts, and mathematics (STEAM). Youth ages 13–18 engage in activities such as 3D printing, coding, robotics, and creative problem-solving challenges, allowing them to actively apply new skills in a supportive environment.

Workshops are delivered in community hubs like libraries and centers in Fort McMurray and Fort Chipewyan, reducing access barriers for rural and Indigenous youth. Mentorship from STEM professionals and community volunteers ensures that participants receive guidance, role models, and real-world context.

By combining technical learning with collaboration, teamwork, and creativity, Makerspace builds confidence, fosters equity, and equips underserved youth with the skills and inspiration needed for future opportunities in STEM and beyond.

**Rationale: What evidence or research do we have that this strategy will work? To demonstrate for example, "If [my organization] does ‘x’ program, project, service or event, then [this] change will happen for the target population."**

Research demonstrates that hands-on, experiential learning is one of the most effective approaches for building STEM confidence and skills. The National Academy of Sciences and the STEAM Education Research Study both show that when youth actively engage in 3D printing, robotics, and coding, they retain knowledge more effectively and develop stronger problem-solving abilities.

If Makerspace delivers hands-on STEAM workshops supported by mentors, then youth will gain technical and creative skills in a way that is engaging and lasting.
If participants collaborate in team projects and challenges, then they will strengthen confidence, teamwork, and communication skills.
If underserved youth in rural and Indigenous communities are provided access to these opportunities, then they will overcome systemic barriers and be better prepared for future education and career pathways.

This evidence-based approach demonstrates that Makerspace is not only relevant but also proven to create measurable, positive outcomes for youth.

**Inputs: What resources will be invested to achieve your goal? (e.g., staff labour, venue space, volunteers, computers, etc.)**

To achieve the goals of the Makerspace program, the following resources will be invested:

Staff Labour: Program coordinators and facilitators to manage logistics, deliver workshops, and support participants.

Volunteers and Mentors: STEM professionals and community volunteers to guide youth, provide technical expertise, and serve as role models.

Venue Space: Accessible libraries and community centers in Fort McMurray and Fort Chipewyan, ensuring local and rural delivery.

Technology and Equipment: 3D printers, computers, robotics kits, and coding software required for hands-on learning.

Materials and Supplies: Arts and crafts materials, project kits, and consumables for workshops and challenges.

Community Partnerships: Support from WBRL, Keyano College, Medical Makers YMM, and Youth Computing to extend reach and strengthen delivery.

**Activities: What activities make up the program, project, service or event? (e.g., workshops, mentorship sessions, etc.)**

The Makerspace program will deliver the following activities:

3D Printing Workshops – Youth will learn design and production skills while completing their own 3D-printed projects.

Coding and Robotics Sessions – Participants will program robots and practice coding through interactive, challenge-based learning.

Creative Problem-Solving Challenges – Team-based challenges that encourage critical thinking, collaboration, and innovation.

Mentorship and Coaching – STEM professionals and community volunteers will provide guidance, technical support, and career inspiration.

Collaborative Team Projects – Youth will work in groups to design, build, and present final projects that demonstrate applied skills.

**Outputs: What do you deliver? (e.g., # of total participants trained, # of organizations, # of sessions, # of events, etc.). Note, each activity should have outputs.**

> Note: If the program, project, service or event is approved, your outputs may be included in the Grant Agreement and data collection on the outputs is required.

Each activity in the Makerspace program will deliver measurable outputs:

3D Printing Workshops
5 sessions delivered
35 youth participants (7 per session) - Each participant completes at least 1 printed project

Coding and Robotics Sessions
5 sessions delivered
35 youth participants engaged - Each participant successfully programs at least 1 robot or coding task

Creative Problem-Solving Challenges
3 team challenges delivered
21 participants engaged (in smaller challenge groups) - Each group designs and tests at least 1 solution

Mentorship and Coaching
3 STEM professionals per session
Approx. 30 volunteer hours contributed across the program

Collaborative Team Projects
5 projects completed by participant teams
Each project presented to peers and mentors

Overall Program Reach:
35 unique youth participants served
5 collaborative projects delivered
30+ mentorship hours from STEM professionals
4+ community organizations engaged (WBRL, Keyano College, Medical Makers YMM, Youth Computing)

**Outcomes: What change do you want to see for the participants by running your program, project, service or event? Organizations are required to identify at least one outcome, that will be measured through the grant period, should the application be approved.**

> Note: If the program, project, service or event is approved, your outcomes will be included in the Grant Agreement and data collection on the outcomes is required.

Outcomes

Short-Term (within the grant period):

Improved Problem-Solving Skills: Youth demonstrate stronger critical thinking by completing 3D printing, coding, and robotics projects.
Measured by pre- and post-program surveys, facilitator observations, and project evaluations.

Intermediate (6–12 months after program):

Increased Application of Skills: Participants apply coding, robotics, and design skills in schoolwork, personal projects, or community activities.

Continued Engagement in STEM: Youth seek out further STEM opportunities such as clubs, workshops, or competitions.

Long-Term (beyond program):

Expanded Equity in STEM: Rural, racialized, and Indigenous youth are better prepared for future education and career pathways in STEM and creative industries.

Stronger Community Participation: Youth develop confidence, collaboration, and leadership, contributing positively to their communities.

**What tools will you use to measure the outcomes of the program, project, service or event?**

> Note: If your organization is approved for funding, copies of the measurement tools selected will be requested.

Surveys, Observation

**Please provide details of how your program, project, service or event differs from other services being offered in the community.**

The Makerspace program is unique because it combines STEM and arts (STEAM) in a hands-on, experiential format that goes beyond traditional classroom learning or single-subject workshops. While many existing programs focus on tutoring or academic support, Makerspace engages youth in 3D printing, coding, robotics, and creative problem-solving challenges, allowing them to apply knowledge in real-world projects.

Unlike other services, Makerspace is equity-driven. It specifically targets underserved youth—including girls, racialized youth, and Indigenous youth—and removes barriers by offering programming free of charge in accessible community hubs such as libraries and community centers in Fort McMurray and Fort Chipewyan.

Additionally, the program emphasizes mentorship and collaboration, with STEM professionals and community volunteers guiding participants through team projects. This role-model engagement and teamwork element are not typically available in other youth programs in the region.

By integrating technical skills, creativity, and inclusivity, Makerspace fills a critical gap and provides youth with opportunities to see themselves as innovators and leaders in future STEM and creative pathways.

**This grant is intended to promote an allied social profit sector within the Municipality. List the community groups or organizations that will be actively involved in the program, project, service or event delivery.**

| Community Organization or Group | Role |
|---|---|
| Justin Slade Youth Foundation | Provides accessible venue space and helps with community outreach. |
| Keyano College | Supplies facilities, technical resources, and connects participants with faculty/student mentors. |
| Medical Makers YMM | Delivers expertise in 3D printing and applied medical technology, supporting hands-on workshops. |
| BrainSTEM Alliance Volunteers | STEM professionals, educators, and community members who mentor youth, lead workshops, and provide technical guidance. |

REGIONAL MUNICIPALITY OF WOOD BUFFALO

# Project Summary
# READesign

**Program, Project or Service Name**

READesign

**Beginning Date**

09/26/2026

**Completion Date**

> Note: The term of the grant is January 1 - December 31, 2026. The program, project, service or event and all expenditures must occur during this term.

09/26/2026

**Location program, project or service will be provided:**

> Note: If the grant is approved, the communities served will be included in the Grant Agreement and data collection from all communities will be required.
> Do not select the rural community if the service is provided to the clients from rural communities through the urban service area.

Anzac, Fort McKay, Fort McMurray

**Please complete the following Program/Project or Event Delivery Details.**

## Program, Project, or Event Delivery Information

| Program/Project/ or Event Location | In Person (Yes/No) | Virtually (Yes/No) | Travel Budget Required (Yes/No) |
|---|---|---|---|
| Fort McMurray | Yes | No | No |
| Fort McKay | Yes | No | Yes |
| Fort Chipewyan | Yes | No | Yes |
| Anzac | Yes | No | Yes |
| Conklin | Yes | No | Yes |
| Janvier | Yes | No | Yes |

**How does your organization plan to address barriers related to delivering virtual services in rural areas. This may include limited internet access, lack of devices, and limited technical support. If applicable.**

The READesign program is designed to be delivered entirely in person in libraries and community centers across the Wood Buffalo region. Because activities are literacy- and design-based and require access to books, facilitators, and group interaction, virtual delivery is not applicable for this program.

If future circumstances required virtual access, we would mitigate barriers by leveraging community hubs with reliable internet, preparing offline reading and activity kits, and providing technical support through facilitators. However, for this grant cycle, READesign is intended as an in-person program only.

**How does your organization plan to address transportation barriers to provide the program, project, service or event? If applicable.**

The READesign program is designed to remove transportation barriers for children and families by bringing the program directly into their communities. Delivery is planned for Fort McMurray, Fort McKay, and Anzac, partnering with the Wood Buffalo Regional Library and using familiar community hubs such as local school libraries and community centers. This eliminates the need for participants to travel long distances to access programming.

To support rural delivery, the organization allocates a travel budget for staff and materials, ensuring facilitators can bring books, design kits, and supplies into each community. Partnerships with schools, libraries, and local organizations help coordinate safe, accessible spaces and promote participation.

By delivering the program where participants live and covering facilitator travel needs, READesign ensures equitable access across urban, rural, and Indigenous communities.

**Council approved seven funding priorities. Please indicate which funding priority/priorities are applicable to this application.**

> Please select at least 3 funding priorities for the Community Sustaining and Subsidiary Grant applications. Please select at least 1 funding priority for the Community Impact Grant (Community Programs and Projects or Community Events) application.

- ☐ Community support services and wellness
- ☑ Accessibility, inclusion and belonging
- ☑ Hosting events/new business and visitors
- ☑ Partnership and collaboration
- ☐ Rural and Indigenous Communities and Relationships
- ☑ Social participation
- ☐ Value of culture, heritage and regional pride

**Describe how the proposed program, project, service or event align with these priorities.**

The READesign program aligns with Council's funding priorities by providing free, inclusive literacy and STEM programming for children ages 3–12 across Wood Buffalo. By delivering sessions in Fort McMurray, Fort McKay, and Anzac, the program advances Accessibility, Inclusion and Belonging and strengthens Rural and Indigenous Communities and Relationships. It promotes Social Participation through collaborative problem-solving, where participants work with BrainSTEM Alliance volunteers to apply design thinking to storybook challenges. In partnership with libraries and local organizations, READesign fosters innovation, literacy, and technology adoption.

**In the table below, please identify the total number of unique participants that you anticipate will access the funded program, project, service or event.**

## Target Population

| Age | Target Population |
|---|---|
| Children (0-12 years) | 40 |
| Youth (13-18 years) | 0 |
| Adults | 0 |
| Seniors (65+) | 0 |
| Families | 0 |
| Community | 0 |
| Total | 40 |

**Please identify the equity deserving population the program, project, service or event will serve.**

Immigrants, refugees and/or newcomers, First Nations, Métis, and/or Inuit Peoples, Other racialized communities, Women and/or girls, People living in rural communities

**How does your organization ensure that its programs, projects, services or events are accessible and inclusive for anyone who has an interest? Please share examples and success stories of accessibility and inclusivity.**

Our organization ensures accessibility and inclusivity by delivering READesign directly in community libraries and centers across Fort McMurray, Fort McKay, and Anzac, removing the need for children and families to travel long distances. Programs are free of charge, eliminating financial barriers, and designed with age-appropriate materials to engage diverse learners, including preschoolers and elementary-age children.

Inclusivity is embedded through partnerships with local libraries, schools, and Indigenous communities, creating safe and welcoming spaces for immigrants, racialized groups, Indigenous youth, and girls who are often underrepresented in STEM. For example, in past sessions, participants from rural communities successfully engaged in storybook design challenges, working alongside BrainSTEM Alliance volunteers and local mentors. These activities empowered children who had limited exposure to STEM to build confidence, share ideas, and feel included in collaborative problem-solving.

By combining literacy with design thinking in an open, supportive environment, READesign ensures that all children, regardless of background, can participate fully and see themselves as creators and innovators.

**If applicable, please explain how your program, project, service or event celebrates Indigenous culture, serves Indigenous communities and/or promotes Indigenous healing, language, cultural restoration, or reconciliation.**

The READesign program serves Indigenous communities by delivering programming directly in Fort McKay and Anzac ensuring local children have the same access to literacy and STEM opportunities as those in urban centers. By holding sessions in community libraries and centers, the program reduces barriers to participation and creates safe, familiar spaces for Indigenous families.

READesign also integrates storytelling as a central activity, recognizing its importance in Indigenous cultures. Children engage in storybook-based design challenges that encourage creativity while respecting oral and narrative traditions. Partnerships with local Indigenous organizations and libraries support community input, while representation among mentors helps Indigenous youth see themselves reflected in STEM and literacy learning.

Through equitable access, cultural respect, and inclusive storytelling, READesign promotes reconciliation and fosters pathways for Indigenous youth to thrive.

## Logic Model

**Statement of Need: What social problem or gap do you hope to address by delivering the program, project, service or event? What evidence do you have that this problem or gap exists?**

The READesign program addresses a documented gap in literacy and STEM engagement among children ages 4–12 in the Regional Municipality of Wood Buffalo, particularly those from equity-deserving groups. Many children, especially in rural and Indigenous communities, lack consistent access to programs that combine reading with hands-on STEM learning. Traditional literacy initiatives often focus solely on reading skills, while STEM programs are limited or inaccessible, leaving gaps in critical thinking, problem-solving, and technology adoption.

Community data and program evaluations highlight that pandemic-related disruptions further reduced access to educational resources, widening the learning gap for underserved children. The READesign model confirms these barriers, noting that low literacy and reduced STEM exposure directly affect school readiness, confidence, and long-term learning outcomes.

By blending storytelling with design thinking, READesign allows children to read a storybook, identify a character's problem, and design an innovative solution. This integrated approach is proven to engage children more deeply, build essential skills, and bridge the literacy-STEM gap that currently limits opportunities for many families in Wood Buffalo.

**Broad Strategy: How will the program, project, service or event address the social problem? (e.g., What approach are you taking that you hope will lead your program, project, service or event to support the social problem?)**

The READesign program addresses low literacy and limited STEM engagement by using a hands-on, experiential approach that blends storytelling with design thinking. Children ages 4–12 participate in structured sessions where they read a storybook, identify a problem faced by a character, and then design and prototype a creative solution. This method makes reading more engaging while introducing early engineering and problem-solving skills.

The program is delivered in community libraries and centers across Fort McMurray, Fort McKay, and Anzac, removing transportation and access barriers. Children work in groups guided by BrainSTEM Alliance volunteers and community partners, ensuring mentorship, role modeling, and inclusive participation.

By combining literacy with STEM, READesign fosters creativity, critical thinking, and confidence, while also supporting equity by reaching underserved children in rural and Indigenous communities. This approach not only addresses immediate gaps in literacy and STEM but also builds the foundation for long-term educational success.

**Rationale: What evidence or research do we have that this strategy will work? To demonstrate for example, "If [my organization] does ‘x’ program, project, service or event, then [this] change will happen for the target population."**

Research demonstrates that hands-on, experiential learning improves knowledge retention and builds confidence in both literacy and STEM. Studies cited in the READesign Logic Model show that when children actively combine reading with problem-solving, they are more likely to develop critical thinking skills and sustain interest in learning.

If children are engaged in reading through storybook-based design challenges, then they will build stronger literacy skills while also practicing creativity and problem-solving.
If these activities are delivered in accessible community hubs, then children in rural and Indigenous communities will have equitable opportunities to learn and thrive.
If participants are supported by mentors and role models, then they will feel more confident, included, and capable of applying new skills.

By blending literacy with design thinking, READesign leverages evidence-based methods to bridge gaps in reading and STEM, ensuring children gain the foundational skills needed for future success.

**Inputs: What resources will be invested to achieve your goal? (e.g., staff labour, venue space, volunteers, computers, etc.)**

To deliver the READesign program successfully, the following resources will be invested:

Staff Labour: Program coordinators and facilitators to manage logistics, lead reading sessions, and guide design challenges.

Volunteers and Mentors: BrainSTEM Alliance volunteers and community partners to mentor children, encourage participation, and provide role models.

Venue Space: Community libraries and centers in Fort McMurray, Fort McKay, and Anzac to host sessions and ensure accessibility.

Materials and Supplies: Storybooks, craft and design kits, prototyping supplies, and activity guides to support hands-on learning.

Travel Resources: Budget for staff and materials transport to rural and Indigenous communities.

Community Partnerships: Collaboration with local libraries, schools, and Indigenous organizations to extend outreach, secure venues, and promote inclusive participation.

Technology: Laptops, tablets, and simple design software to help participants prototype solutions and connect literacy with STEM skills.

Curriculum/Program Plan: A structured READesign curriculum that integrates reading comprehension with design thinking and problem-solving activities.

These inputs will provide the foundation for delivering the READesign program, ensuring participants can fully engage in both the literacy and STEM components.

**Activities: What activities make up the program, project, service or event? (e.g., workshops, mentorship sessions, etc.)**

The READesign program will use storytelling and design challenges to engage children ages 4–12 in literacy and STEM. Core activities include:

Storybook Reading Sessions: Facilitators guide children through age-appropriate storybooks, helping them practice reading comprehension and identify problems faced by characters.

Design Thinking Challenges: Participants apply creativity and critical thinking by brainstorming, sketching, and prototyping solutions to storybook problems.

Hands-On Prototyping Activities: Using craft kits, technology, and simple design software, children build models of their proposed solutions.

Team Collaboration: Small groups work together to share ideas, test designs, and present their solutions, fostering communication and confidence.

Mentorship from Volunteers: BrainSTEM Alliance volunteers and community partners support children throughout sessions, modeling inclusive participation and STEM problem-solving.

Community-Based Delivery: Sessions are hosted in local libraries and community centers across Fort McMurray, Fort McKay, Fort Chipewyan, Anzac, Conklin, and Janvier to ensure accessibility.

**Outputs: What do you deliver? (e.g., # of total participants trained, # of organizations, # of sessions, # of events, etc.). Note, each activity should have outputs.**

> Note: If the program, project, service or event is approved, your outputs may be included in the Grant Agreement and data collection on the outputs is required.

Storybook Reading Sessions

1–3 reading sessions delivered per community

~40 children engaged across all sessions (30 preschoolers ages 4–5, 10 children ages 6–12)

Design Thinking Challenges

1–3 challenges delivered

Each child participates in at least one challenge to create a solution for a storybook problem

Hands-On Prototyping Activities

1 prototyping activity completed per session

Every participant creates a model or drawing of their solution using provided materials and/or technology

Team Collaboration

1 group project per session

Children work in small teams to share ideas and present their solutions

Mentorship from Volunteers

5 volunteers engaged, contributing ~25 hours total

Mentors provide guidance during reading, design, and prototyping activities

Community-Based Delivery

Program delivered in 3 communities (Fort McMurray, Fort McKay, and Anzac)

At least 3 sessions held across the region

Overall Program Reach:

40 unique children served (ages 4–12)

3 communities engaged

5+ volunteers contributing 25 mentorship hours

3+ collaborative projects completed

**Outcomes: What change do you want to see for the participants by running your program, project, service or event? Organizations are required to identify at least one outcome, that will be measured through the grant period, should the application be approved.**

> Note: If the program, project, service or event is approved, your outcomes will be included in the Grant Agreement and data collection on the outcomes is required.

Short-Term (during the grant period):

Improved Literacy and Comprehension Skills: Children strengthen reading confidence and comprehension through storybook activities.

Increased Problem-Solving and Creativity: Participants demonstrate the ability to identify problems and design solutions using design-thinking methods.

Enhanced Collaboration and Communication: Children practice teamwork and presentation skills by working in groups to share solutions.
Measured through pre- and post-program surveys, facilitator observations, and review of completed projects.

Intermediate (6–12 months after program):

Children apply problem-solving and creative thinking skills in schoolwork or personal projects.

Participants show greater interest in pursuing STEM activities (e.g., coding clubs, makerspaces, library programs).

Long-Term (beyond the program):

Children develop stronger foundations for future success in literacy and STEM.

Rural, Indigenous, and equity-deserving youth experience increased inclusion in community learning opportunities, supporting long-term equity and reconciliation goals.

**What tools will you use to measure the outcomes of the program, project, service or event?**

> Note: If your organization is approved for funding, copies of the measurement tools selected will be requested.

Surveys

**Please provide details of how your program, project, service or event differs from other services being offered in the community.**

READesign is unique because it combines literacy with STEM through design-thinking activities, whereas most community programs focus on either reading or STEM in isolation. Children read a storybook, identify a character's problem, and then design and prototype solutions—an approach that simultaneously strengthens reading comprehension, creativity, and problem-solving.

Unlike traditional literacy programs, READesign emphasizes hands-on, project-based learning that engages children who might not otherwise connect with reading. By delivering programming free of charge in libraries and community centers across six communities (Fort McMurray, Fort McKay, Fort Chipewyan, Anzac, Conklin, and Janvier), the program ensures access for rural and Indigenous participants who are often underserved.

In addition, READesign leverages mentorship from BrainSTEM Alliance volunteers and local partners, providing role models and collaborative opportunities rarely found in other children's literacy initiatives. This integration of storytelling, design, and community mentorship makes READesign a distinctive and impactful program within the region.

**This grant is intended to promote an allied social profit sector within the Municipality. List the community groups or organizations that will be actively involved in the program, project, service or event delivery.**

| Community Organization or Group | Role |
|---|---|
| Wood Buffalo Regional Library (WBRL) | Provides accessible venue space, promotes outreach, and supplies literacy resources. |
| Local Schools (Fort McMurray, Anzac, Conklin, Janvier, Fort McKay, Fort Chipewyan) | Support outreach to children and families, coordinate participation, and reinforce program outcomes in classrooms. |
| BrainSTEM Alliance Volunteers | Deliver mentorship, guide design challenges, and serve as role models in literacy and STEM. |
| Community and Indigenous Organizations | Provide cultural insight, help engage Indigenous families, and ensure the program is inclusive and responsive to community needs. |

# Project Summary
# Community Code Day

**Program, Project or Service Name**

Community Code Day

**Beginning Date**

09/26/2026

**Completion Date**

> Note: The term of the grant is January 1 - December 31, 2026. The program, project, service or event and all expenditures must occur during this term.

09/26/2026

**Location program, project or service will be provided:**

> Note: If the grant is approved, the communities served will be included in the Grant Agreement and data collection from all communities will be required.
> Do not select the rural community if the service is provided to the clients from rural communities through the urban service area.

Fort McMurray

**Please complete the following Program/Project or Event Delivery Details.**

## Program, Project, or Event Delivery Information

**Council approved seven funding priorities. Please indicate which funding priority/priorities are applicable to this application.**

> Please select at least 3 funding priorities for the Community Sustaining and Subsidiary Grant applications. Please select at least 1 funding priority for the Community Impact Grant (Community Programs and Projects or Community Events) application.

- [x] Community support services and wellness
- [x] Accessibility, inclusion and belonging
- [x] Hosting events/new business and visitors
- [x] Partnership and collaboration
- [ ] Rural and Indigenous Communities and Relationships
- [x] Social participation
- [ ] Value of culture, heritage and regional pride

**Describe how the proposed program, project, service or event align with these priorities.**

The Community Code Day program aligns with funding priorities by providing community support services through coding workshops that build tech skills and confidence. It fosters diversity, inclusion, and accessibility by offering an inclusive environment for participants from all backgrounds. As the first hackathon event in Fort McMurray, it promotes new business and innovation by encouraging tech entrepreneurship. The program also emphasizes partnership and collaboration, bringing together 5 organizations to deliver the event, and enhances social participation by empowering participants to engage in technology and community-building activities.

**In the table below, please identify the total number of unique participants that you anticipate will access the funded program, project, service or event.**

## Target Population

| Age | Target Population |
|---|---|
| Children (0-12 years) | 0 |
| Youth (13-18 years) | 40 |
| Adults | 10 |
| Seniors (65+) | 0 |
| Families | 0 |
| Community | 0 |
| Total | 50 |

**Please identify the equity deserving population the program, project, service or event will serve.**

Youth, 2SLGBTQIA+, First Nations, Métis, and/or Inuit Peoples, Other racialized communities, Youth, Women and/or girls

**How does your organization ensure that its programs, projects, services or events are accessible and inclusive for anyone who has an interest? Please share examples and success stories of accessibility and inclusivity.**

Our organization ensures accessibility and inclusivity by offering free, beginner-friendly coding workshops and hackathon activities in Fort McMurray, creating opportunities for participants from all backgrounds to engage in technology. Hosting the program in a central, accessible location reduces barriers for families and ensures participants have the resources and support needed to succeed.

The program actively encourages participation from immigrants, Indigenous families, racialized communities, and women and girls in STEM, who are often underrepresented in technology fields. Volunteers and community partners provide mentorship and one-on-one support so that participants with no prior coding experience can confidently take part.

In previous sessions, youth who had never coded before successfully built simple digital projects, leaving with a sense of pride and new interest in technology. These success stories demonstrate that Community Code Day is a welcoming and inclusive program that helps bridge the digital divide in Fort McMurray.

**If applicable, please explain how your program, project, service or event celebrates Indigenous culture, serves Indigenous communities and/or promotes Indigenous healing, language, cultural restoration, or reconciliation.**

Community Code Day serves Indigenous communities by creating an accessible and welcoming space for Indigenous youth and families in Fort McMurray to explore technology in a supportive environment. The program actively encourages participation from First Nations, Métis, and Inuit families, ensuring they are represented in outreach and included in program delivery.

By introducing participants to coding, problem-solving, and digital creativity, the program helps bridge gaps in technology access while also fostering confidence and inclusion. Indigenous mentors and community partners are invited to participate, bringing cultural perspectives that strengthen representation and belonging.

Through equitable access to digital literacy and mentorship opportunities, Community Code Day supports reconciliation by ensuring Indigenous participants feel empowered, valued, and connected to future pathways in STEM.

## Logic Model

**Statement of Need: What social problem or gap do you hope to address by delivering the program, project, service or event? What evidence do you have that this problem or gap exists?**

Community Code Day addresses the gap in accessible digital literacy and coding opportunities in Fort McMurray. Many children, youth, and adults have limited exposure to coding, and there are few free, entry-level programs that make technology approachable for beginners. This lack of access contributes to a widening digital divide, especially for equity-deserving populations such as newcomers, Indigenous families, racialized communities, and women and girls, who remain underrepresented in STEM.

The program responds to this need by creating a welcoming, community-based event where participants can gain confidence, collaborate with others, and take their first steps into coding. By lowering barriers to entry, Community Code Day helps ensure that all residents of Fort McMurray can share in the benefits of digital literacy.

**Broad Strategy: How will the program, project, service or event address the social problem? (e.g., What approach are you taking that you hope will lead your program, project, service or event to support the social problem?)**

Community Code Day addresses the digital literacy gap by providing free, beginner-friendly coding workshops and hackathon activities in Fort McMurray. The program takes a hands-on, experiential approach that makes technology accessible to children, youth, and adults with no prior coding experience. Participants learn by doing—working on interactive projects, problem-solving challenges, and collaborative activities that build both confidence and digital skills.

The event also fosters a welcoming and inclusive environment, encouraging participation from newcomers, Indigenous families, racialized communities, and women and girls who are often underrepresented in STEM. Through mentorship from volunteers and collaboration with community partners, Community Code Day not only introduces participants to coding but also creates pathways for ongoing engagement in digital learning and innovation.

**Rationale: What evidence or research do we have that this strategy will work? To demonstrate for example, "If [my organization] does ‘x’ program, project, service or event, then [this] change will happen for the target population."**

Evidence shows that hands-on, beginner-friendly technology programs increase confidence and engagement in digital skills. Research in digital literacy demonstrates that when participants are introduced to coding in an accessible, community-based environment, they are more likely to view themselves as capable of learning and applying technology.

If Community Code Day provides free, welcoming workshops and hackathon activities, then children, youth, and adults in Fort McMurray will gain confidence and foundational coding skills.
If the program includes mentorship and peer collaboration, then underrepresented groups—such as Indigenous families, newcomers, racialized communities, and women and girls—will feel included and supported in exploring STEM.
If participants experience coding success in this event, then they are more likely to pursue further digital learning opportunities, helping to reduce the digital divide in the community.

**Inputs: What resources will be invested to achieve your goal? (e.g., staff labour, venue space, volunteers, computers, etc.)**

To achieve the goals of Community Code Day, the following resources will be invested:

Staff Labor: A dedicated team of program coordinators and facilitators will manage event logistics, participant support, and workshop facilitation to ensure smooth operations.

STEM Professionals and Volunteers: Skilled STEM professionals and tech volunteers will act as mentors, offering guidance during coding workshops, project development, and the pitch process. These mentors will provide hands-on expertise and real-world industry insights.

Venue Space: The event will be held at Keyano College or conducted virtually, providing participants with a professional, accessible space for collaboration. The venue will be equipped with technology to support coding workshops and project development.

Technology Resources: Computers, laptops, tablets, and software licenses (such as coding platforms and development tools) will be provided to participants, ensuring everyone has access to the necessary tools to develop their coding projects.

Project Materials: Additional resources, such as project kits and prototyping tools, will be provided to allow participants to build tangible solutions during the hackathon-style event.

Collaborating Organizations: Three collaborating organizations, including BrainSTEM Alliance, will offer support in areas such as recruitment, mentorship, and logistics to enhance the event's success.

**Activities: What activities make up the program, project, service or event? (e.g., workshops, mentorship sessions, etc.)**

The Community Code Day program will consist of the following key activities:

Coding Workshops: Participants will attend workshops to learn coding languages and techniques, such as Python, JavaScript, or HTML. These workshops will introduce foundational coding skills, providing the technical knowledge needed to build projects.

Project Development Sessions: After the workshops, participants will work on creating their own projects based on the event's theme. They will apply their coding skills to solve a specific problem, guided by mentors and STEM professionals.

Mentorship and Coaching: Throughout the event, STEM professionals and tech volunteers will offer guidance to participants. These mentors will help with troubleshooting, providing advice on coding, project development, and problem-solving.

Pitch Preparation: Participants will be coached on how to present and pitch their project ideas effectively. This session will focus on communication skills, product development insights, and how to pitch to potential investors or stakeholders.

Pitch Presentation: At the end of the event, participants will pitch their projects to a panel of judges or peers, receiving feedback on their ideas and presentations.

Networking Opportunities: Participants will have the chance to connect with local professionals, businesses, and other attendees, fostering community engagement and future collaboration.

**Outputs: What do you deliver? (e.g., # of total participants trained, # of organizations, # of sessions, # of events, etc.). Note, each activity should have outputs.**

> Note: If the program, project, service or event is approved, your outputs may be included in the Grant Agreement and data collection on the outputs is required.

Coding Workshops:
Number of Sessions: 2-3 coding workshops held throughout the day, covering different coding languages or topics.
Number of Participants: All 50 participants (40 youth and 10 adults) will attend the workshops, with each session accommodating the full group or smaller breakout groups.

Project Development:
Number of Projects Created: Participants will form teams to work on 8-10 projects throughout the day, applying the skills learned in the workshops to solve the problem posed by the event's theme.
Number of Teams: 8-10 teams, each consisting of at least 5 participants.

Mentorship and Coaching:
Number of Mentors: 5-8 STEM professionals and volunteers will mentor participants throughout the day, providing guidance on coding, project development, and problem-solving.
Number of Mentorship Hours: Approximately 30 mentorship hours (mentors available throughout the event).

Pitch Presentations:
Number of Pitches: 8-10 teams will present their projects at the end of the event to a panel of judges or peers.
Number of Participants Pitching: 50 participants will contribute to their team's pitch.

Networking Opportunities:
Number of Networking Sessions: 1 networking session or informal meet-and-greet, allowing participants to connect with mentors, judges, and peers.
Number of Organizations Involved: 3 collaborating organizations supporting the event and providing resources or mentorship.

**Outcomes: What change do you want to see for the participants by running your program, project, service or event? Organizations are required to identify at least one outcome, that will be measured through the grant period, should the application be approved.**

> Note: If the program, project, service or event is approved, your outcomes will be included in the Grant Agreement and data collection on the outcomes is required.

CCD seeks to create meaningful change for participants by fostering confidence in problem-solving, and promoting community engagement.

Improved Technology Skills: By participating in coding workshops and hands-on project development, participants will leave with a stronger grasp of coding languages and digital tools. This will enable them to better navigate the increasingly digitized world. The program aims to demystify technology and reduce apprehension around learning new digital skills. Progress will be measured through post-event surveys, where participants will report on their increased understanding and comfort with technology.

Increased Confidence in Problem-Solving: By working through real-world problems and creating tangible solutions during the project development phase, participants will improve their confidence in applying technology to solve challenges. This will be measured by tracking participant feedback on their ability to tackle coding projects and present their ideas confidently during the pitch session.

Greater Community Engagement and Collaboration: The team-based nature of the event encourages participants to work together, fostering a sense of community and collaboration. Participants will strengthen their interpersonal and teamwork skills, contributing to broader community engagement. This will be measured through surveys, focusing on participants' experiences with teamwork and their desire to continue engaging in tech-related activities within the community.

**What tools will you use to measure the outcomes of the program, project, service or event?**

> Note: If your organization is approved for funding, copies of the measurement tools selected will be requested.

Surveys, Observation

**Please provide details of how your program, project, service or event differs from other services being offered in the community.**

Community Code Day stands out from other services in the community because it is the first event of its kind in Fort McMurray that combines coding workshops, mentorship, and a hackathon-style project showcase in a single day. While there are some technology-related workshops offered locally, they are often limited in scope, duration, or accessibility. CCD differentiates itself by bringing together multiple community partners, offering mentorship from STEM professionals, and creating a team-based, project-driven environment that mirrors real-world tech innovation. This unique format not only equips participants with tangible coding and problem-solving skills but also fosters collaboration, creativity, and community engagement, making it distinct from other local programs.

**This grant is intended to promote an allied social profit sector within the Municipality. List the community groups or organizations that will be actively involved in the program, project, service or event delivery.**

| Community Organization or Group | Role |
|---|---|
| Keyano College | Provides venue space, technical infrastructure, and logistical support for the event. |
| Wood Buffalo Regional Library (WBRL) | Assists with outreach, promotion, and recruitment of participants from diverse |
| BrainSTEM Alliance | Supplies STEM mentors, volunteers, and program coordination expertise. |
| Wood Buffalo Wildlife Research Institute | Providing data from wildlife monitoring and sessions on how to analyze wildlife data |

# Project Summary
# Launch Wood Buffalo

**Program, Project or Service Name**

Launch Wood Buffalo

**Beginning Date**

05/09/2026

**Completion Date**

> Note: The term of the grant is January 1 - December 31, 2026. The program, project, service or event and all expenditures must occur during this term.

05/09/2026

**Location program, project or service will be provided:**

> Note: If the grant is approved, the communities served will be included in the Grant Agreement and data collection from all communities will be required.
> Do not select the rural community if the service is provided to the clients from rural communities through the urban service area.

Fort McMurray

**Please complete the following Program/Project or Event Delivery Details.**

## Program, Project, or Event Delivery Information

**Council approved seven funding priorities. Please indicate which funding priority/priorities are applicable to this application.**

> Please select at least 3 funding priorities for the Community Sustaining and Subsidiary Grant applications. Please select at least 1 funding priority for the Community Impact Grant (Community Programs and Projects or Community Events) application.

- [x] Community support services and wellness
- [x] Accessibility, inclusion and belonging
- [x] Hosting events/new business and visitors
- [x] Partnership and collaboration
- [ ] Rural and Indigenous Communities and Relationships
- [x] Social participation
- [ ] Value of culture, heritage and regional pride

**Describe how the proposed program, project, service or event align with these priorities.**

Launch Wood Buffalo aligns with priorities by fostering entrepreneurial skills through workshops on business idea development and financial literacy, which supports community members in starting small businesses and contributes to community wellness. The event promotes diversity, inclusion, and accessibility by specifically serving Racialized People, Youth and Women, offering them valuable resources and mentorship. Additionally, it supports local businesses by showcasing them and promoting collaboration among participants, entrepreneurs, and professionals. The event also encourages social participation, allowing community members to engage, share knowledge, and build meaningful connections in a collaborative environment.

**In the table below, please identify the total number of unique participants that you anticipate will access the funded program, project, service or event.**

## Target Population

| Age | Target Population |
|---|---|
| Children (0-12 years) | 0 |
| Youth (13-18 years) | 30 |
| Adults | 20 |
| Seniors (65+) | 0 |
| Families | 0 |
| Community | 0 |
| Total | 50 |

**Please identify the equity deserving population the program, project, service or event will serve.**

Youth, 2SLGBTQIA+, Immigrants, refugees and/or newcomers, First Nations, Métis, and/or Inuit Peoples, Other racialized communities, Youth, Women and/or girls

**How does your organization ensure that its programs, projects, services or events are accessible and inclusive for anyone who has an interest? Please share examples and success stories of accessibility and inclusivity.**

Launch Wood Buffalo ensures accessibility and inclusivity by intentionally designing its workshops and mentorship sessions to meet the needs of participants from diverse backgrounds, particularly racialized people, youth, and women. The program removes barriers by offering sessions at no cost, providing accessible venues, and scheduling activities at times that accommodate working families and students. Materials are prepared in clear, practical formats so that individuals with varying levels of literacy and business knowledge can fully participate.

Inclusivity is embedded in program delivery by recruiting mentors and facilitators from diverse cultural and professional backgrounds, ensuring that participants see themselves represented in leadership roles. For example, in past initiatives, racialized entrepreneurs and women business leaders were highlighted as mentors, inspiring participants to pursue their own ventures. Success stories include participants who gained the confidence to pitch their business ideas for the first time and later went on to establish small enterprises in Fort McMurray, contributing to the local economy and community wellness.

By fostering a safe, supportive, and welcoming environment, Launch Wood Buffalo ensures that the target community members thrive.

**If applicable, please explain how your program, project, service or event celebrates Indigenous culture, serves Indigenous communities and/or promotes Indigenous healing, language, cultural restoration, or reconciliation.**

## Logic Model

**Statement of Need: What social problem or gap do you hope to address by delivering the program, project, service or event? What evidence do you have that this problem or gap exists?**

Launch Wood Buffalo addresses the need to foster entrepreneurial skills within the community by providing workshops on business idea development and financial literacy. Many community members face barriers in starting small businesses due to limited access to mentorship, resources, and practical training. This gap prevents individuals — particularly Racialized People, Youth, and Women — from fully participating in the local economy and realizing their business potential.

The program responds to this need by equipping participants with the tools to start and sustain small businesses, thereby contributing to community wellness. By focusing on underserved groups, Launch Wood Buffalo helps address inequities in access to entrepreneurial opportunities while strengthening overall community capacity.

**Broad Strategy: How will the program, project, service or event address the social problem? (e.g., What approach are you taking that you hope will lead your program, project, service or event to support the social problem?)**

The Launch Wood Buffalo program will address the gap in entrepreneurial support by providing a comprehensive, one-day event designed to equip participants with the essential skills and knowledge needed to start and run small businesses. The program takes an inclusive approach, specifically targeting equity-deserving groups such as Racialized People, Youth and Women, ensuring they have access to resources and opportunities to succeed.

The event will offer a series of workshops focused on business idea development, financial literacy, and entrepreneurship, helping participants understand the fundamentals of launching and sustaining a business. Local small business owners will share their experiences, imparting practical knowledge while showcasing their own entrepreneurial journeys. Participants will also have the opportunity to pitch their business ideas to a panel of judges, receiving feedback to refine their concepts and grow their confidence.

By combining hands-on learning, mentorship, and networking, the program creates an environment where participants can gain valuable insights into entrepreneurship. This holistic approach not only provides technical skills but also fosters a sense of community and collaboration, reducing barriers and empowering participants to overcome challenges in the entrepreneurial landscape.

**Rationale: What evidence or research do we have that this strategy will work? To demonstrate for example, "If [my organization] does ‘x’ program, project, service or event, then [this] change will happen for the target population."**

Research supports the idea that entrepreneurial training and mentorship significantly improve the success rate of small businesses, especially for underrepresented groups. Studies have shown that targeted programs can bridge the gap for those who lack access to traditional business resources and networks.

If we provide workshops focused on business development and financial literacy, then participants will gain the foundational knowledge required to launch and manage small businesses. Evidence suggests that hands-on, practical training increases both understanding and confidence in running a business.

If participants have the opportunity to pitch their business ideas and receive feedback from experienced professionals, then they will be able to refine their ideas and improve their business plans, which is a proven factor in enhancing entrepreneurial success.

If the program fosters connections between participants, local entrepreneurs, and mentors, then it will create a supportive network that helps participants navigate challenges, leading to higher business survival rates. Research indicates that mentorship and access to networks are critical for the long-term success of new entrepreneurs.

By providing these essential elements, Launch Wood Buffalo will equip participants with the tools, knowledge, and support they need to successfully launch businesses and contribute to the local economy.

**Inputs: What resources will be invested to achieve your goal? (e.g., staff labour, venue space, volunteers, computers, etc.)**

To achieve the goals of Launch Wood Buffalo, the following resources will be invested:

Staff Labor: Program coordinators and event staff will manage logistics, handle participant support, and ensure the smooth execution of workshops and activities.

Venue Space: The event will be hosted at Keyano College or a similar venue, providing ample space for workshops, networking, and pitching sessions.

Volunteers: Volunteers, including local entrepreneurs and community leaders, will assist in workshops and act as mentors, guiding participants through the entrepreneurial process.

Guest Speakers and Judges: Local business owners and professionals will be invited to lead workshops, share their expertise, and serve as judges during the pitch competition.

Technology and Equipment: Laptops, projectors, and other presentation tools will be used during workshops and the pitch competition to support participants in developing and showcasing their business ideas.

Program Materials: Business development resources, workshop materials, and handouts will be provided to ensure participants have access to valuable information and tools during and after the event.

These inputs will be crucial in delivering a successful Launch Wood Buffalo event, equipping participants with the skills and support they need to pursue entrepreneurial success.

**Activities: What activities make up the program, project, service or event? (e.g., workshops, mentorship sessions, etc.)**

The Launch Wood Buffalo program will consist of the following key activities:

Workshops on Business Idea Development: These sessions will focus on how to develop a strong business idea, from identifying market needs to refining concepts. Participants will learn how to assess the viability of their ideas and develop a solid business plan.

Financial Literacy Workshops: Participants will gain practical skills in managing finances, budgeting, and understanding the basics of small business funding. This workshop will help participants navigate the financial aspects of running a business.

Mentorship Sessions: Experienced local entrepreneurs and professionals will mentor participants throughout the day, offering guidance, answering questions, and providing feedback on business ideas.

Networking Opportunities: Participants will engage in structured networking sessions with local business owners, community leaders, and peers. This will foster collaboration and allow participants to build valuable professional connections.

Pitch Competition: Participants will pitch their business ideas to a panel of qualified judges. This activity will help participants refine their communication and presentation skills while receiving feedback to improve their ideas.

Showcasing Local Businesses: Local small businesses will be showcased, allowing them to share their experiences and inspire participants with practical knowledge.

**Outputs: What do you deliver? (e.g., # of total participants trained, # of organizations, # of sessions, # of events, etc.). Note, each activity should have outputs.**

> Note: If the program, project, service or event is approved, your outputs may be included in the Grant Agreement and data collection on the outputs is required.

Workshops on Business Idea Development:
Number of Workshops: 2 workshops (one for youth and adults, one simplified session for children).
Number of Participants: 50 participants total (10 children, 20 youth, and 20 adults).

Financial Literacy Workshops:
Number of Workshops: 1 session for youth and adults focusing on budgeting, financial management, and startup costs.
Number of Participants: 40 participants (20 youth and 20 adults).

Mentorship Sessions:
Number of Mentors: 5-8 mentors providing guidance throughout the event.
Number of Mentorship Hours: Approximately 6 hours of mentorship available to participants.

Pitch Competition:
Number of Pitches: 10-15 pitches from participants (primarily youth and adults).
Number of Participants Involved: 30 participants (youth and adults) involved in pitching.

Networking Opportunities:
Number of Networking Sessions: 1 networking session allowing participants to connect with mentors, local businesses, and each other.
Number of Participants: All 50 participants (children, youth, and adults).

Showcasing Local Businesses:
Number of Local Businesses Involved: 5-10 local businesses showcased to provide insights and inspire participants.

**Outcomes: What change do you want to see for the participants by running your program, project, service or event? Organizations are required to identify at least one outcome, that will be measured through the grant period, should the application be approved.**

> Note: If the program, project, service or event is approved, your outcomes will be included in the Grant Agreement and data collection on the outcomes is required.

The Launch Wood Buffalo program aims to achieve the following key outcomes for participants:

Increased Business and Entrepreneurial Skills: Through workshops and mentorship, participants will gain essential skills in business idea development and financial literacy, preparing them to start and run small businesses. This will be measured through post-event surveys assessing participants' confidence and knowledge in business development.

Improved Confidence in Pitching and Communication: By participating in the pitch competition, participants will improve their ability to present and communicate business ideas effectively. This outcome will be measured through feedback from the judges and participant self-assessments of their communication and presentation skills.

Enhanced Community Engagement and Collaboration: Participants will be actively engaged in networking sessions, building valuable connections with local business leaders and mentors. This outcome will be measured by tracking participant involvement in post-event business activities and community collaborations.

These outcomes will be tracked through surveys, feedback forms, and follow-up assessments, ensuring that participants leave with both the skills and confidence to contribute to the local entrepreneurial ecosystem.

**What tools will you use to measure the outcomes of the program, project, service or event?**

> Note: If your organization is approved for funding, copies of the measurement tools selected will be requested.

Surveys, Interviews, Observation

**Please provide details of how your program, project, service or event differs from other services being offered in the community.**

Launch Wood Buffalo is unique in that it is the first program in the region to bring together business idea development, financial literacy training, mentorship, and a pitch competition into a single, one-day event. While other services in the community may offer general business workshops or networking opportunities, they are often limited in scope, focus on a single aspect of entrepreneurship, or lack structured mentorship and pitching opportunities.

What sets Launch Wood Buffalo apart is its comprehensive approach: it equips participants with practical skills through workshops, connects them directly with local entrepreneurs and mentors, and provides a real-world platform to pitch business ideas and receive professional feedback. By intentionally targeting equity-deserving groups such as Racialized People, Youth, and Women, the program also fills a critical gap in accessibility and inclusion not addressed by existing services.

This integrated model ensures that participants leave with knowledge, confidence, and tangible business development experiences, making Launch Wood Buffalo distinct from other programs in the community.

**This grant is intended to promote an allied social profit sector within the Municipality. List the community groups or organizations that will be actively involved in the program, project, service or event delivery.**

| Community Organization or Group | Role |
|---|---|
| Keyano College | Venue partner, providing space for workshops, networking, and pitch competition. |
| Local Business Owners & Entrepreneurs | Serve as guest speakers, share entrepreneurial journeys, and act as pitch judges. |
| Community Leaders (e.g., Racialized, Youth, and Women-focused organizations) | Support outreach, recruit participants from equity-deserving groups, and provide mentorship. |
| Financial Institutions or Advisors | Deliver financial literacy workshops, offering expertise on budgeting, funding, and small business management. |
| Volunteers | Assist with event logistics, participant support, and mentorship during workshops and pitch preparation. |

| RMWB Budget | |
|---|---|
| **Revenue Sources** | **Careers-in-STEM** |
| Sponsorship | $10,600.00 |
| Government of Alberta Grant | $3,200.00 |
| In-Kind Donation (Venue) | $12,000.00 |
| In-Kind Donation (STEM Facilitators and Coordinators) | $30,000.00 |
| **Total** | **$55,800.00** |

| Description | Expense Budget | Requested RMWB Grant |
|---|---|---|
| **Administrative Software and Fees**<br><br>*Costs include essential software for event management, virtual conference hosting, and administrative tasks, such as registration, communications, and reporting. These tools ensure smooth execution of the conference and efficient data management.* | $3,200.00 | $1,600.00 |
| **Social Media Ads/ Videos/ Eventbrite**<br><br>*Expenses for promoting programs through targeted ads, videos, and platforms like Eventbrite. This outreach increases visibility and engagement for programs.* | $1,800.00 | $1,200.00 |
| **STEM Facilitators and Program Coordinators**<br><br>*Payments for professionals who lead STEM-focused workshops, events, and initiatives across various programs. Coordinators manage logistics and ensure smooth delivery of activities.* | $38,000.00 | $6,000.00 |
| **Honorarium for facilitators**<br><br>*Recognition in the form of small honorariums for guest facilitators and mentors who contribute their time and expertise across all programs* | $2,400.00 | $1,200.00 |
| **STEM kits and materials**<br><br>*Budget for purchasing and distributing materials for hands-on activities. STEM kits support engagement in programs like READesign, STEAM Tea Party, and Careers in STEM* | $11,200.00 | $2,600.00 |
| **Venue to host programs and volunteer planning/training sessions**<br><br>*Costs for securing and equippping the spaces for in-person programs and volunteer planning sessions across Wood Buffalo, including venues for Launch Wood Buffalo and Makerspace.* | $16,000.00 | $1,800.00 |
| **Snacks for sessions**<br><br>*Budget for snacks to be provided during in-person sessions and workshops across all programs to maintain participant comfort and engagement.* | $2,000.00 | $1,400.00 |
| **Zensurance**<br><br>*Insurance coverage for liability protection during all programs, ensuring safety for participants, facilitators, and volunteers.* | $600.00 | $0.00 |
| **Engineering Education seminars for facilitators**<br><br>*Funding for training seminars to equip facilitators with the latest STEM teaching techniques, ensuring high-quality delivery across programs.* | $2,400.00 | $1,200.00 |
| **Postage for Delivering Kits & Logistics for coordinators**<br><br>*Costs associated with shipping STEM kits and logistical materials to participants, especially for virtual and hybrid programs like Community Code Day and Carees in STEM.* | $2,000.00 | $200.00 |
| **Thank you gifts to volunteers (t-shirts / mugs/ swag)**<br><br>*Providing small appreciation gifts for volunteers contributing to programs.* | $1,200.00 | $800.00 |
| **Hired Labour - Photographer, Videographer/Video editor, coordinators**<br><br>*Costs for hiring professionals to document program activities through photos and videos, ensuring proper coverage for program events.* | $4,400.00 | $2,000.00 |
| **Financial Statements Review and Notice to Reader**<br><br>*Professional review of BrainSTEM Alliance's financial records for transparency and accuracy across all its programs.* | $1,000.00 | $0.00 |
| **Total** | **$86,200.00** | **$20,000.00** |

| RMWB Budget | |
|---|---|
| **Revenue Sources** | **Community Code Day** |
| Sponsorship | $3,533.33 |
| Government of Alberta Grant | $1,066.67 |
| In-Kind Donation (Venue) | $4,000.00 |
| In-Kind Donation (STEM Facilitators and Coordinators) | $10,000.00 |
| **Total** | **$18,600.00** |

| Description | Expense Budget | Requested RMWB Grant |
|---|---|---|
| **Administrative Software and Fees**<br><br>*Costs include essential software for event management, virtual conference hosting, and administrative tasks, such as registration, communications, and reporting. These tools ensure smooth execution of the conference and efficient data management.* | $1,066.67 | $533.33 |
| **Social Media Ads/ Videos/ Eventbrite**<br><br>*Expenses for promoting programs through targeted ads, videos, and platforms like Eventbrite. This outreach increases visibility and engagement for programs.* | $600.00 | $400.00 |
| **STEM Facilitators and Program Coordinators**<br><br>*Payments for professionals who lead STEM-focused workshops, events, and initiatives across various programs. Coordinators manage logistics and ensure smooth delivery of activities.* | $12,666.67 | $2,000.00 |
| **Honorarium for facilitators**<br><br>*Recognition in the form of small honorariums for guest facilitators and mentors who contribute their time and expertise across all programs* | $800.00 | $400.00 |
| **STEM kits and materials**<br><br>*Budget for purchasing and distributing materials for hands-on activities. STEM kits support engagement in programs like READesign, STEAM Tea Party, and Careers in STEM* | $3,733.33 | $866.67 |
| **Venue to host programs and volunteer planning/training sessions**<br><br>*Costs for securing and equippping the spaces for in-person programs and volunteer planning sessions across Wood Buffalo, including venues for Launch Wood Buffalo and Makerspace.* | $5,333.33 | $600.00 |
| **Snacks for sessions**<br><br>*Budget for snacks to be provided during in-person sessions and workshops across all programs to maintain participant comfort and engagement.* | $666.67 | $466.67 |
| **Zensurance**<br><br>*Insurance coverage for liability protection during all programs, ensuring safety for participants, facilitators, and volunteers.* | $200.00 | $0.00 |
| **Engineering Education seminars for facilitators**<br><br>*Funding for training seminars to equip facilitators with the latest STEM teaching techniques, ensuring high-quality delivery across programs.* | $800.00 | $400.00 |
| **Postage for Delivering Kits & Logistics for coordinators**<br><br>*Costs associated with shipping STEM kits and logistical materials to participants, especially for virtual and hybrid programs like Community Code Day and Carees in STEM.* | $666.67 | $66.67 |
| **Thank you gifts to volunteers (t-shirts / mugs/ swag)**<br><br>*Providing small appreciation gifts for volunteers contributing to programs.* | $400.00 | $266.67 |
| **Hired Labour - Photographer, Videographer/Video editor, coordinators**<br><br>*Costs for hiring professionals to document program activities through photos and videos, ensuring proper coverage for program events.* | $1,466.67 | $666.67 |
| **Financial Statements Review and Notice to Reader**<br><br>*Professional review of BrainSTEM Alliance's financial records for transparency and accuracy across all its programs.* | $333.33 | $0.00 |
| **Total** | **$28,733.33** | **$6,666.67** |

| RMWB Budget | |
|---|---|
| **Revenue Sources** | **Launch Wood Buffalo** |
| Sponsorship | $3,533.33 |
| Government of Alberta Grant | $1,066.67 |
| In-Kind Donation (Venue) | $4,000.00 |
| In-Kind Donation (STEM Facilitators and Coordinators) | $10,000.00 |
| **Total** | **$18,600.00** |

| Description | Expense Budget | Requested RMWB Grant |
|---|---|---|
| **Administrative Software and Fees**<br><br>*Costs include essential software for event management, virtual conference hosting, and administrative tasks, such as registration, communications, and reporting. These tools ensure smooth execution of the conference and efficient data management.* | $1,066.67 | $533.33 |
| **Social Media Ads/ Videos/ Eventbrite**<br><br>*Expenses for promoting programs through targeted ads, videos, and platforms like Eventbrite. This outreach increases visibility and engagement for programs.* | $600.00 | $400.00 |
| **STEM Facilitators and Program Coordinators**<br><br>*Payments for professionals who lead STEM-focused workshops, events, and initiatives across various programs. Coordinators manage logistics and ensure smooth delivery of activities.* | $12,666.67 | $2,000.00 |
| **Honorarium for facilitators**<br><br>*Recognition in the form of small honorariums for guest facilitators and mentors who contribute their time and expertise across all programs* | $800.00 | $400.00 |
| **STEM kits and materials**<br><br>*Budget for purchasing and distributing materials for hands-on activities. STEM kits support engagement in programs like READesign, STEAM Tea Party, and Careers in STEM* | $3,733.33 | $866.67 |
| **Venue to host programs and volunteer planning/training sessions**<br><br>*Costs for securing and equippping the spaces for in-person programs and volunteer planning sessions across Wood Buffalo, including venues for Launch Wood Buffalo and Makerspace.* | $5,333.33 | $600.00 |
| **Snacks for sessions**<br><br>*Budget for snacks to be provided during in-person sessions and workshops across all programs to maintain participant comfort and engagement.* | $666.67 | $466.67 |
| **Zensurance**<br><br>*Insurance coverage for liability protection during all programs, ensuring safety for participants, facilitators, and volunteers.* | $200.00 | $0.00 |
| **Engineering Education seminars for facilitators**<br><br>*Funding for training seminars to equip facilitators with the latest STEM teaching techniques, ensuring high-quality delivery across programs.* | $800.00 | $400.00 |
| **Postage for Delivering Kits & Logistics for coordinators**<br><br>*Costs associated with shipping STEM kits and logistical materials to participants, especially for virtual and hybrid programs like Community Code Day and Carees in STEM.* | $666.67 | $66.67 |
| **Thank you gifts to volunteers (t-shirts / mugs/ swag)**<br><br>*Providing small appreciation gifts for volunteers contributing to programs.* | $400.00 | $266.67 |
| **Hired Labour - Photographer, Videographer/Video editor, coordinators**<br><br>*Costs for hiring professionals to document program activities through photos and videos, ensuring proper coverage for program events.* | $1,466.67 | $666.67 |
| **Financial Statements Review and Notice to Reader**<br><br>*Professional review of BrainSTEM Alliance's financial records for transparency and accuracy across all its programs.* | $333.33 | $0.00 |
| **Total** | **$28,733.33** | **$6,666.67** |

| RMWB Budget | |
|---|---|
| **Revenue Sources** | **Makerspace** |
| Sponsorship | $2,473.33 |
| Government of Alberta Grant | $746.67 |
| In-Kind Donation (Venue) | $2,800.00 |
| In-Kind Donation (STEM Facilitators and Coordinators) | $7,000.00 |
| **Total** | **$13,020.00** |

| Description | Expense Budget | Requested RMWB Grant |
|---|---|---|
| **Administrative Software and Fees**<br><br>*Costs include essential software for event management, virtual conference hosting, and administrative tasks, such as registration, communications, and reporting. These tools ensure smooth execution of the conference and efficient data management.* | $746.67 | $373.33 |
| **Social Media Ads/ Videos/ Eventbrite**<br><br>*Expenses for promoting programs through targeted ads, videos, and platforms like Eventbrite. This outreach increases visibility and engagement for programs.* | $420.00 | $280.00 |
| **STEM Facilitators and Program Coordinators**<br><br>*Payments for professionals who lead STEM-focused workshops, events, and initiatives across various programs. Coordinators manage logistics and ensure smooth delivery of activities.* | $8,866.67 | $1,400.00 |
| **Honorarium for facilitators**<br><br>*Recognition in the form of small honorariums for guest facilitators and mentors who contribute their time and expertise across all programs* | $560.00 | $280.00 |
| **STEM kits and materials**<br><br>*Budget for purchasing and distributing materials for hands-on activities. STEM kits support engagement in programs like READesign, STEAM Tea Party, and Careers in STEM* | $2,613.33 | $606.67 |
| **Venue to host programs and volunteer planning/training sessions**<br><br>*Costs for securing and equippping the spaces for in-person programs and volunteer planning sessions across Wood Buffalo, including venues for Launch Wood Buffalo and Makerspace.* | $3,733.33 | $420.00 |
| **Snacks for sessions**<br><br>*Budget for snacks to be provided during in-person sessions and workshops across all programs to maintain participant comfort and engagement.* | $466.67 | $326.67 |
| **Zensurance**<br><br>*Insurance coverage for liability protection during all programs, ensuring safety for participants, facilitators, and volunteers.* | $140.00 | $0.00 |
| **Engineering Education seminars for facilitators**<br><br>*Funding for training seminars to equip facilitators with the latest STEM teaching techniques, ensuring high-quality delivery across programs.* | $560.00 | $280.00 |
| **Postage for Delivering Kits & Logistics for coordinators**<br><br>*Costs associated with shipping STEM kits and logistical materials to participants, especially for virtual and hybrid programs like Community Code Day and Carees in STEM.* | $466.67 | $46.67 |
| **Thank you gifts to volunteers (t-shirts / mugs/ swag)**<br><br>*Providing small appreciation gifts for volunteers contributing to programs.* | $280.00 | $186.67 |
| **Hired Labour - Photographer, Videographer/Video editor, coordinators**<br><br>*Costs for hiring professionals to document program activities through photos and videos, ensuring proper coverage for program events.* | $1,026.67 | $466.67 |
| **Financial Statements Review and Notice to Reader**<br><br>*Professional review of BrainSTEM Alliance's financial records for transparency and accuracy across all its programs.* | $233.33 | $0.00 |
| **Total** | **$20,113.33** | **$4,666.67** |

| RMWB Budget | |
|---|---|
| **Revenue Sources** | **READesign** |
| Sponsorship | $2,826.67 |
| Government of Alberta Grant | $853.33 |
| In-Kind Donation (Venue) | $3,200.00 |
| In-Kind Donation (STEM Facilitators and Coordinators) | $8,000.00 |
| **Total** | **$14,880.00** |

| Description | Expense Budget | Requested RMWB Grant |
|---|---|---|
| **Administrative Software and Fees**<br><br>*Costs include essential software for event management, virtual conference hosting, and administrative tasks, such as registration, communications, and reporting. These tools ensure smooth execution of the conference and efficient data management.* | $853.33 | $426.67 |
| **Social Media Ads/ Videos/ Eventbrite**<br><br>*Expenses for promoting programs through targeted ads, videos, and platforms like Eventbrite. This outreach increases visibility and engagement for programs.* | $480.00 | $320.00 |
| **STEM Facilitators and Program Coordinators**<br><br>*Payments for professionals who lead STEM-focused workshops, events, and initiatives across various programs. Coordinators manage logistics and ensure smooth delivery of activities.* | $10,133.33 | $1,600.00 |
| **Honorarium for facilitators**<br><br>*Recognition in the form of small honorariums for guest facilitators and mentors who contribute their time and expertise across all programs* | $640.00 | $320.00 |
| **STEM kits and materials**<br><br>*Budget for purchasing and distributing materials for hands-on activities. STEM kits support engagement in programs like READesign, STEAM Tea Party, and Careers in STEM* | $2,986.67 | $693.33 |
| **Venue to host programs and volunteer planning/training sessions**<br><br>*Costs for securing and equippping the spaces for in-person programs and volunteer planning sessions across Wood Buffalo, including venues for Launch Wood Buffalo and Makerspace.* | $4,266.67 | $480.00 |
| **Snacks for sessions**<br><br>*Budget for snacks to be provided during in-person sessions and workshops across all programs to maintain participant comfort and engagement.* | $533.33 | $373.33 |
| **Zensurance**<br><br>*Insurance coverage for liability protection during all programs, ensuring safety for participants, facilitators, and volunteers.* | $160.00 | $0.00 |
| **Engineering Education seminars for facilitators**<br><br>*Funding for training seminars to equip facilitators with the latest STEM teaching techniques, ensuring high-quality delivery across programs.* | $640.00 | $320.00 |
| **Postage for Delivering Kits & Logistics for coordinators**<br><br>*Costs associated with shipping STEM kits and logistical materials to participants, especially for virtual and hybrid programs like Community Code Day and Carees in STEM.* | $533.33 | $53.33 |
| **Thank you gifts to volunteers (t-shirts / mugs/ swag)**<br><br>*Providing small appreciation gifts for volunteers contributing to programs.* | $320.00 | $213.33 |
| **Hired Labour - Photographer, Videographer/Video editor, coordinators**<br><br>*Costs for hiring professionals to document program activities through photos and videos, ensuring proper coverage for program events.* | $1,173.33 | $533.33 |
| **Financial Statements Review and Notice to Reader**<br><br>*Professional review of BrainSTEM Alliance's financial records for transparency and accuracy across all its programs.* | $266.67 | $0.00 |
| **Total** | **$22,986.67** | **$5,333.33** |

| RMWB Budget | |
|---|---|
| **Revenue Sources** | **STEAM Tea Party** |
| Sponsorship | $3,533.33 |
| Government of Alberta Grant | $1,066.67 |
| In-Kind Donation (Venue) | $4,000.00 |
| In-Kind Donation (STEM Facilitators and Coordinators) | $10,000.00 |
| **Total** | **$18,600.00** |

| Description | Expense Budget | Requested RMWB Grant |
|---|---|---|
| **Administrative Software and Fees**<br><br>*Costs include essential software for event management, virtual conference hosting, and administrative tasks, such as registration, communications, and reporting. These tools ensure smooth execution of the conference and efficient data management.* | $1,066.67 | $533.33 |
| **Social Media Ads/ Videos/ Eventbrite**<br><br>*Expenses for promoting programs through targeted ads, videos, and platforms like Eventbrite. This outreach increases visibility and engagement for programs.* | $600.00 | $400.00 |
| **STEM Facilitators and Program Coordinators**<br><br>*Payments for professionals who lead STEM-focused workshops, events, and initiatives across various programs. Coordinators manage logistics and ensure smooth delivery of activities.* | $12,666.67 | $2,000.00 |
| **Honorarium for facilitators**<br><br>*Recognition in the form of small honorariums for guest facilitators and mentors who contribute their time and expertise across all programs* | $800.00 | $400.00 |
| **STEM kits and materials**<br><br>*Budget for purchasing and distributing materials for hands-on activities. STEM kits support engagement in programs like READesign, STEAM Tea Party, and Careers in STEM* | $3,733.33 | $866.67 |
| **Venue to host programs and volunteer planning/training sessions**<br><br>*Costs for securing and equippping the spaces for in-person programs and volunteer planning sessions across Wood Buffalo, including venues for Launch Wood Buffalo and Makerspace.* | $5,333.33 | $600.00 |
| **Snacks for sessions**<br><br>*Budget for snacks to be provided during in-person sessions and workshops across all programs to maintain participant comfort and engagement.* | $666.67 | $466.67 |
| **Zensurance**<br><br>*Insurance coverage for liability protection during all programs, ensuring safety for participants, facilitators, and volunteers.* | $200.00 | $0.00 |
| **Engineering Education seminars for facilitators**<br><br>*Funding for training seminars to equip facilitators with the latest STEM teaching techniques, ensuring high-quality delivery across programs.* | $800.00 | $400.00 |
| **Postage for Delivering Kits & Logistics for coordinators**<br><br>*Costs associated with shipping STEM kits and logistical materials to participants, especially for virtual and hybrid programs like Community Code Day and Carees in STEM.* | $666.67 | $66.67 |
| **Thank you gifts to volunteers (t-shirts / mugs/ swag)**<br><br>*Providing small appreciation gifts for volunteers contributing to programs.* | $400.00 | $266.67 |
| **Hired Labour - Photographer, Videographer/Video editor, coordinators**<br><br>*Costs for hiring professionals to document program activities through photos and videos, ensuring proper coverage for program events.* | $1,466.67 | $666.67 |
| **Financial Statements Review and Notice to Reader**<br><br>*Professional review of BrainSTEM Alliance's financial records for transparency and accuracy across all its programs.* | $333.33 | $0.00 |
| **Total** | **$28,733.33** | **$6,666.67** |

girls inc.

Inspiring all girls
to be strong,
smart, and bold

Girls Incorporated®
of Northern Alberta
Unit #17B, 10019 MacDonald Ave.
Fort McMurray, AB T9H 1S9

Tel: (780) 790-9236
Fax: (780) 743-8856

www. girlsincofnorthernalberta.org

Letter of Support for BrainSTEM Alliance Ltd.'s RMWB CIP Grant Application

To Whom It May Concern,

On behalf of Girls Inc. of Northern Alberta, I am pleased to provide this letter of support for BrainSTEM Alliance Ltd. in their application to the Regional Municipality of Wood Buffalo'sCommunity Investment Program (CIP).

For more than a decade, Girls Inc. of Northern Alberta has proudly partnered with BrainSTEM Alliance to deliver engaging, hands-on STEM learning opportunities for girls and young women across our region through initiatives such as Operation SMART. Together, we have helped youth build confidence, curiosity, and critical thinking skills—empowering them to see themselves as future leaders, innovators, and changemakers in science, technology, engineering, arts, and mathematics. The proposed Careers in STEM Conference and STEAM Tea Party represent exciting extensions of this ongoing partnership. The Careers in STEM Conference will provide middle school and high school girls with direct exposure to diverse STEM career pathways and mentorship from professionals who reflect the community's diversity. The STEAM Tea Party will offer a family-friendly, intergenerational event designed to make STEM and STEAM exploration fun, inclusive, and accessible to all ages through an engaging tea party format.

Both initiatives align strongly with our mission to inspire all girls to be strong, smart, and bold, while fostering community connections that encourage lifelong learning and career exploration. We are confident that the support provided through the RMWB CIP grant will amplify the impact of these programs, helping more youth—especially girls—to envision a future in STEM fields. Girls Inc. of Northern Alberta wholeheartedly supports this application and looks forward to continuing our collaboration with BrainSTEM Alliance to create inclusive, empowering, and community-driven opportunities for youth engagement in STEM and STEAM.

Thank you for your consideration of this important proposal.

Sincerely,
Katlin Okonkwo
Interim Executive Director
Girls Inc. of Northern Alberta

*Fort McMurray  October 12, 2025*

**To: Regional Municipality of Wood Buffalo**
Community Investment Program (CIP) Grant Committee

**Re: Letter of Support for BrainSTEM Alliance's CIP Grant Application**

To the CIP Grant Committee,

It is my pleasure to write in support of BrainSTEM Alliance's application for the Community Investment Program grant. My name is **Said El Mejdani**, and I am a Professor at **Keyano College** in Fort McMurray. Over the past five years, I have had the opportunity to collaborate with BrainSTEM Alliance on several community-driven initiatives, most notably **Community Code Days** and **Launch Wood Buffalo**.

These programs have consistently demonstrated BrainSTEM Alliance's commitment to advancing digital literacy, entrepreneurship, and innovation across our region. **Community Code Days** provides engaging, hands-on workshops on emerging technologies—ranging from coding and robotics to AI and data science—culminating in a community-wide hackathon that brings together students, professionals, and innovators of all ages. Similarly, **Launch Wood Buffalo** has become a cornerstone event in our local innovation ecosystem, equipping participants with entrepreneurial knowledge and practical tools through expert-led sessions, while offering a platform for aspiring entrepreneurs to showcase their ideas through a pitch competition.

At **Keyano College**, we are proud to have supported these initiatives through in-kind use of our facilities for in-person programming, promotional support to reach our student community, and faculty participation in program delivery. Personally, I have had the privilege of contributing to these efforts by sharing insights and facilitating workshops that connect academic learning to real-world innovation challenges.

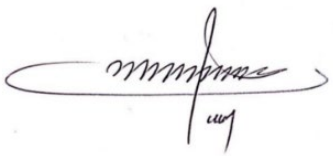
We value our ongoing partnership with BrainSTEM Alliance and are committed to continuing this collaboration in the years ahead. Together, we are helping to build a culture of innovation and opportunity in the Wood Buffalo region—empowering youth and community members to develop the skills and confidence to shape the future.

I fully endorse BrainSTEM Alliance's application for the CIP grant and believe that this support will enable them to deepen their impact and expand access to these valuable programs.

Sincerely,

**Said El Mejdani**
Keyano College
Said.elmejdani@keyano.ca
Phone : s.20(1)

Signature :



**BrainSTEM Alliance Ltd.**
c/o: Dr. D'Andre Wilson-Ihejirika
The Redpoll Centre at Shell Place
Office #WS17 1 C.A. Knight Way
Fort McMurray, AB. T9H 5C5

**October 7, 2025**

Dear **Dr. Wilson-Ihejirika,**

**Subject: Letter of Support and Partnership for the BrainSTEM Alliance Wood Buffalo STEM Education & Inclusion Initiative**

On behalf of the **Wood Buffalo Wildlife Research Institute (WBWRI)**, I am pleased to express our strong support and partnership with the **BrainSTEM Alliance** in the implementation of their *Wood Buffalo STEM Education & Inclusion Initiative*. This initiative aligns closely with our shared mission to foster environmental awareness, scientific literacy, and inclusive access to hands-on STEM learning opportunities for youth and underrepresented communities in the Wood Buffalo region.

WBWRI recognizes the vital role that BrainSTEM Alliance plays in empowering young people to explore science, technology, engineering, and math through experiential learning and mentorship. We view this collaboration as a natural and strategic fit that combines **BrainSTEM's strength in youth engagement and STEM education** with **WBWRI's expertise in applied ecological research, wildlife monitoring, and data-driven field science**.

As a committed partner, WBWRI will contribute to the initiative in the following ways:

- **Field-Based Learning Opportunities:** Providing access to WBWRI research sites and scientific programs, including our Tree Swallow Nestbox Monitoring, Fall Migration Songbird Banding, and Bat Acoustic Analysis programs, as platforms for youth experiential learning.
- **Subject Matter Expertise:** Contributing scientists and field biologists as guest presenters and mentors for BrainSTEM programs, workshops, and the STEM Career Mini-Conference.
- **Data & Research Collaboration:** Sharing de-identified wildlife datasets for use in BrainSTEM's *Community Code Days* and other coding-based educational modules, helping participants apply the scientific method to real-world data.
- **Program Evaluation & Knowledge Exchange:** Participating in joint evaluation and reporting processes to assess program outcomes, share insights, and enhance future collaboration.

We believe this partnership will strengthen regional capacity for inclusive, community-based STEM education while deepening understanding of local ecosystems and conservation science. WBWRI is fully supportive of BrainSTEM Alliance's application to the RMWB Community Impact Program and is eager to work together to achieve shared goals of education, inclusion, and environmental stewardship.

For further information, please contact:

**Dr. Kenneth R. Foster, PhD, PBiol**
Phone: (403) 512-4039
Email: info@wbwri.org
Website: www.wbwri.org

We look forward to continued collaboration and to the positive community impact that this initiative will deliver.

Kind regards,

Kenneth R. Foster
President

# BRAINSTEM ALLIANCE LTD.

**COMPILED FINANCIAL INFORMATION**

**Year Ended December 31, 2024**

**COMPILATION ENGAGEMENT REPORT**

**COMPILED FINANCIAL INFORMATION**


Statement of Financial Position

Statement of Revenues and Expenditures

Notes to Compiled Financial Information

**Fort McMurray Tax & Accounting**
Suite 005-9908 Franklin Avenue
Fort McMurray Alberta, T9H 2K5
780-743-8233

# COMPILATION ENGAGEMENT REPORT

To the Members of BrainSTEM Alliance Ltd.

On the basis of information provided by management, we have compiled the statement of financial position of BrainSTEM Alliance Ltd. as at December 31, 2024, and the statement of revenues and expenditures for the year then ended, and Note 1, which describes the basis of accounting applied in the preparation of the compiled financial information.

Management is responsible for the accompanying financial information, including the accuracy and completeness of the underlying information used to compile it and the selection of the basis of accounting.

We performed this engagement in accordance with Canadian Standard on Related Services (CSRS) 4200, *Compilation Engagements*, which requires us to comply with relevant ethical requirements. Our responsibility is to assist management in the preparation of the financial information.

We did not perform an audit engagement or a review engagement, nor were we required to perform procedures to verify the accuracy or completeness of the information provided by management. Accordingly, we do not express an audit opinion or a review conclusion, or provide any form of assurance on the financial information.

Readers are cautioned that the financial information may not be appropriate for their purposes.

Fort McMurray, Alberta
October 7, 2025

**Fort McMurray Tax & Accounting**

# BRAINSTEM ALLIANCE LTD.

**Statement of Financial Position**
**December 31, 2024**

| | 2024 | 2023 |
|---|---|---|
| **ASSETS** | | |
| **CURRENT** | | |
| Cash | $ 82,582 | $ 52,371 |
| PROPERTY, PLANT AND EQUIPMENT *(Note 2)* | 3,942 | 5,378 |
| **TOTAL ASSETS** | $ 86,524 | $ 57,749 |
| **LIABILITIES** | | |
| **CURRENT** | | |
| Accounts payable | $ 8,227 | $ 5,426 |
| Due to members | 147 | 147 |
| **TOTAL LIABILITIES** | 8,374 | 5,573 |
| **NET ASSETS** | 78,150 | 52,176 |
| | $ 86,524 | $ 57,749 |

**APPROVED ON BEHALF OF THE BOARD**

Chelsey Goodwin *Director*

Tasneem S. Rahim Tasneem Rahim *Director*

# BRAINSTEM ALLIANCE LTD.

**Statement of Revenues and Expenditures**
**Year Ended December 31, 2024**

| | 2024 | 2023 |
|---|---|---|
| **REVENUES** | $ 165,197 | $ 80,834 |
| **EXPENSES** | | |
| Sub-contracts | 83,422 | 30,096 |
| Supplies | 17,549 | 9,795 |
| Rental | 11,823 | 2,284 |
| Advertising and promotion | 8,093 | 309 |
| Computer expense | 6,487 | 4,308 |
| Professional fees | 2,803 | 2,683 |
| Training | 2,544 | 1,438 |
| Meals and entertainment | 1,464 | 1,967 |
| Amortization | 1,436 | 2,346 |
| Insurance | 1,210 | 1,085 |
| Interest and bank charges | 850 | 416 |
| Office | 775 | 229 |
| Travel | 768 | - |
| | 139,224 | 56,956 |
| **EXCESS OF REVENUES OVER EXPENSES** | $ 25,973 | $ 23,878 |

## 1. BASIS OF ACCOUNTING

The basis of accounting applied in the preparation of the statement of financial position of BrainSTEM Alliance Ltd. as at December 31, 2024, and the statement of revenues and expenditures for the year then ended is on the historical cost basis and reflects cash transactions with the addition of:

- accounts receivable
- property, plant and equipment recorded at historical cost and amortized on a declining balance method
- accounts payable and accrued liabilities
- current income taxes payable as at the reporting date

## 2. PROPERTY, PLANT AND EQUIPMENT

| | Cost | Accumulated amortization | 2024 Net book value | 2023 Net book value |
|---|---|---|---|---|
| Equipment | $ 6,038 | $ 2,560 | $ 3,478 | $ 4,347 |
| Computer equipment | 7,322 | 6,858 | 464 | 1,031 |
| | $ 13,360 | $ 9,418 | $ 3,942 | $ 5,378 |