



**Best Buy Foundation
Twin Cities Fund Request for Proposals
February 2022**

Best Buy Foundation Ignites Potential through Technology

For half a century, Best Buy has been a catalyst for the rise of technology to improve virtually every aspect of our lives. Technology know-how is crucial for young people preparing to enter the job market for the first time. Nearly 90% of jobs over the next decade will require tech skills. We are committed to giving teens from disinvested communities hands-on access to the tech education and tools they need to be prepared for the tech-reliant jobs of the future.

We open the door to opportunity with technology training and tools that transform teens from consumers to creators – a new generation of engineers, entrepreneurs, teachers, designers and dreamers.

Grant Opportunity

The Best Buy Foundation Twin Cities Fund provides grant funding to organizations serving teens through our Career Pathways and Teens & Tech programs. Please note that you may only apply to one program.

1. Career Pathways Grant

Best Buy Foundation seeks nonprofit partners that generate interest and awareness in tech-related careers, improve access to training, credentialing and employment and support tech career progression. Our goal is to help teens from disinvested communities obtain the tech skills and training they need to be prepared for a successful career.

The primary responsibilities of the nonprofit organization include:

- Working with schools and other community-based organizations to build awareness of the program to drive youth participation.
- Ensuring access to teens from disinvested communities.
- When possible, enabling participation of Best Buy employees to serve as volunteers.
- Developing financial and community support to help sustain the program beyond the grant funding from Best Buy.
- Completing an online impact report for program evaluation purposes. Components include program length, progress made towards goals, number of program participants and demographics, Best Buy volunteer engagement, community collaboration, technology and work life skills gained, organizational change, and teen engagement.

Eligibility Criteria

The Best Buy Foundation invites nonprofits that have a fundamental commitment to youth, ages 13-21, to apply for funding. Minimum eligibility criteria include:

- 501(c)(3) nonprofit organizations with a proven track record of serving youth ages 13-21 from disinvested communities.
- Demonstrated track record in engaging youth at the local level who have been disconnected from education and careers.
- Programming must be within the Twin Cities seven-county metro area.
- Commitment to diversity and inclusion.
- Preferred programs will have some of the following components:
 - Rigorous tech-related curriculum, mentorship, and soft-/hard-skills training for youth over a 9-12-month period.
 - Align training with labor market needs to ensure youth gain relevant skills and engage youth in work-based learning opportunities (i.e. internships, apprenticeships).
 - Pathways from high school to post-secondary/tech-related credentialing programs.
 - Opportunities for dual enrollment/college credits for teens from disinvested communities completing high school.
 - General career-readiness training such as resume prep, mock interviews, job shadows, etc.
 - Use technology to develop skills in a wide range of areas: 3D design, graphic design/photography, coding/programming, digital music/audio production, game design, mobile apps, multi-media production, robotics, video/film production, etc.
 - Wraparound supports such as food access, housing, transportation, health services, etc.
- Success metrics include developing skills for tech-reliant jobs, achieving a degree or credential with real value in the current labor market, gaining employment with self-supporting wages and/or having opportunities for further education and career advancement.

2. Teens and Tech Grant

The Teens and Tech program grant supports organizations that encourage teens to learn, experiment and collaborate with the latest technologies, developing skills and experiences to help them succeed in their careers, contribute to their communities and lead outstanding lives.

Programs should help teens build tech skills by utilizing cutting-edge technology such as computers, digital cameras, video cameras and professional software in a wide range of areas including, but not limited to:

- Audio production (including music mixing & recording)
- Website development
- Computer maintenance and repair
- UX/UI (user experience/user interface)
- Digital arts, such as graphic design and photography
- Cybersecurity
- Mobile & game app development
- 3D Animation
- Programing & coding

- Virtual Reality/ Augmented Reality
- Robotics
- Green technology

The primary responsibilities of the nonprofit organization include:

- Providing staff and curriculum for the out-of-school time programming.
- Where the opportunity exists, working with schools and other community-based organizations to build awareness of the program to drive teen participation.
- Demonstrating engagement of youth from disinvested communities.
- Developing financial and community support to help sustain the program beyond the grant funding from Best Buy Foundation. Best Buy Foundation will not fund a program as the only supporter, additional funders or support are required.
- When possible, enabling participation of Best Buy employees to serve as volunteers.
- Completing an online impact report for program evaluation purposes. Components include program length, progress made towards goals, number of program participants and demographics, Best Buy volunteer engagement, community collaboration, technology and work life skills gained, organizational change, and teen engagement.

Eligibility Criteria

The Best Buy Foundation invites out-of-school time programs that have a fundamental commitment to youth ages 13-18 from disinvested communities to apply for funding. Minimum eligibility criteria include:

- 501(c)(3) nonprofit organizations with a proven track record of serving youth ages 13-18 from disinvested communities.
- Programming occurs outside of school time.
- Commitment to diversity and inclusion.
- Programming must be within the Twin Cities seven-county metro area.

Application Details

Applications for Teens and Tech or Career Pathways grants must be submitted online via the following link: <https://www.cybergrants.com/bestbuy/teensandtech-careerpathways>

If your program requires additional technology to run efficiently, please outline the needs in your program grant request. **IMPORTANT:** It is neither required nor expected that you purchase technology or services from Best Buy. Please include a list of technology to be purchased in your budget details. You should not specify where you intend to purchase these items.

Required Elements of the Proposal

Be sure to address each requirement below in the section that corresponds to the online application. The grant will be to support the operation of the program for one-year from date of implementation. Grant recipients will be eligible to apply the following year for funding based on demonstrated success.

Organization Information, Leadership and Policies – General information on proposal contact and organization.

Proposal Information, Objectives and Impact – Program title, grant amount requested, request summary, primary program offerings, goals and objectives, technology and work/life Skills, program impact, student progress tracking, logistical opportunities and challenges and volunteer opportunities.

Demographics and Youth Participation – Program youth served, gender, age, race and ethnicity and gender, program start and end date, average youth participation.

Finances – Organization budget, program budget, additional funding sources and funding sustainability.

Organization Leadership and Policies – Board members, diversity of board and staff, non-discrimination policy.

Authorization – Diversity and Inclusion/Non-discrimination Policy.

Review Process

Proposals will be evaluated and competitively ranked by a review committee from Best Buy. The review committee may choose to conduct a site visit or conference call as part of the selection process. The overall comprehensiveness, quality and clarity of the proposal will be taken into consideration.

Proposal Deadlines and Administrative Information

Grant Awards	Program grants (no general operating) typically range from \$5,000 to \$50,000. The median award for Teens and Tech is \$25,000. The median award for Career Pathways is \$30,000.
Grant Period	Up to one year of funding. Organizations demonstrating success are eligible to apply for future funding in subsequent years.
Proposal Due Date	Proposal must be submitted no later than 5:00pm CDT on April 1.
Application Link	https://www.cybergrants.com/bestbuy/teensandtech-careerpathways
Proposal Requirements and Information	Proposals must be submitted electronically.
Notification Date	No later than July 30.
Additional Information	https://corporate.bestbuy.com/social-impact
Program Contact	SocialImpact@BestBuy.com
CyberGrants Support	Use the “Need Support?” link at the bottom of the login page.