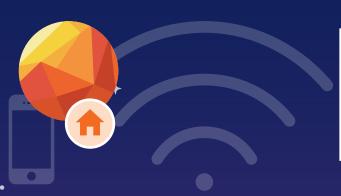
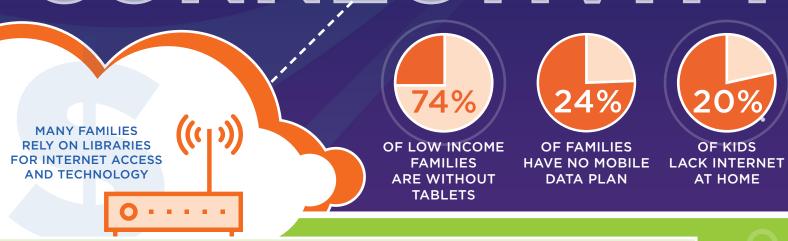
## **BRIDGING THE DIGITAL DIVIDE**

Learning apps have a powerful impact on development and education. **INCREASE MOTIVATION** AND ENGAGEMENT **INCREASE MATH** WITH LEARNING **EFFICIENCY BY +66%** BY +98% APPS INCREASE READING **EFFICIENCY BY +40% INCREASE SCIENCE** TEST SCORES BY +29% **DECREASE SHARPEN** HIGH SCHOOL **EXPAND FINE MOTOR VOCABULARY DROPOUT SKILLS RATES** 



Internet access is limited for many families, creating an educational divide.

## CONNECTIVITY



Libraries can bridge the accessibility gap.

STUDENTS MAKE 1.3 BILLION VISITS TO SCHOOL LIBRARIES A YEAR

77% OF PATRONS RELY
ON THEIR LIBRARY
FOR TECHNOLOGY
AND INTERNET ACCESS

77%

## EQUAL ACCESS



THROUGH THE CONTINUED ADOPTION
OF MOBILE TECHNOLOGY, LIBRARY SERVICES
CAN POTENTIALLY ENGAGE TRADITIONALLY
UNDERSERVED GROUPS.

TIMOTHY VOLLMER. CONSULTANT TO THE AMERICAN LIBRARY ASSOCIATION

Together we can give everyone access to powerful digital content.



BUILT FOR CIRCULATION • PRE-LOADED WITH HIGH-QUALITY LEARNING APPS AND GAMES
• ALWAYS ACCESSIBLE WITHOUT AN INTERNET CONNECTION
• SUBJECT AREA PACKS RANGE FROM ENGLISH LANGUAGE ARTS TO MATH, SCIENCE, STEAM, AND MORE



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