



# Esports Funding Opportunities (Updated 2026)

The following is a list of grants and funding opportunities that schools may be able to use to fund *Gaming Concepts* curriculum and technology needs for an esports team. This list is not exhaustive and not all opportunities are appropriate for every need.

**Note:** if you are aware of other funding options, or find that the options listed in this document are no longer available or relevant, please let us know by emailing us at [edu@playvs.com](mailto:edu@playvs.com) so we can update the list. Be sure to check if options are still available in case some have expired. If any are expired, please notify us.

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# National Funding Options

## Federal & Formula Funding

These are large-scale, annual government allocations. Most schools already have access to these; the key is ensuring esports is written into the district's "Comprehensive Needs Assessment."

- **Title IV, Part A (Student Support and Academic Enrichment):** The primary source for esports. Funds can be used for "well-rounded educational opportunities" and "the effective use of technology." This covers hardware, software, and curriculum.  
<https://t4pacenter.ed.gov/>
- **Perkins V (CTE Funding):** Provides over \$1.4 billion annually. To use this, esports must be tied to a **Career and Technical Education (CTE)** pathway such as Information Technology, Cybersecurity, or Digital Media.  
<https://cte.ed.gov/grants/state-formula-grants>
- **Title II, Part A (Professional Development):** Use these funds specifically for **teacher and coach training**. If you are purchasing esports curriculum that includes professional development for educators, Title II can often cover that portion of the cost.
- **Rural and Low-Income School Program (RLIS):** Annual subgrants for rural LEAs with high poverty rates. These funds are highly flexible and can be used for technology infrastructure and digital curriculum.  
<https://oese.ed.gov/offices/office-of-formula-grants/rural-education/>
- **DoDEA Grant Program:** Specifically for public school districts serving a high percentage of military-connected students. Esports fits well under their "STEM and Student Achievement" initiatives.  
<https://www.dodea.edu/education/partnership-and-resources/dodea-grant-program>
- **Computers for Learning (CFL):** A federal program that transfers surplus government computers to schools. While these are often older models, they can serve as excellent "starter" machines for shoutcasting or lab-based curriculum.  
<https://computersforlearning.gov/>

## STEM & Innovation Grants (Competitive)

These grants are best for programs that emphasize the "Science" and "Math" behind gaming (data analytics, physics of engines, or coding).

- **NSF: Innovative Technology Experiences for Students and Teachers (ITEST):** Supports research-based models that build the STEM/ICT workforce. Ideal for schools implementing a full esports curriculum rather than just a competitive team.  
<https://new.nsf.gov/funding/opportunities/itest>
- **NSF: Advancing Informal STEM Learning (AISL):** Best for after-school esports clubs or community-based gaming centers that focus on broadening access to STEM for underrepresented groups. <https://new.nsf.gov/funding/opportunities/aisl>
- **Motorola Solutions Foundation: (Active for 2026)** Focuses on technology and engineering education. Prioritizes underserved populations. The inquiry window typically closes in late January.  
[https://www.motorolasolutions.com/en\\_us/about/motorola-solutions-foundation.html](https://www.motorolasolutions.com/en_us/about/motorola-solutions-foundation.html)
- **The Avantor Foundation:** Focuses on STEM education for underserved high school students. Heavily focused on providing equipment and talent to labs in specific geographic regions (PA, NJ, CA, NC).  
<https://www.avantorsciences.com/pages/en/about/avantor-foundation>

## Corporate & Community Foundations

These grants often depend on your school's proximity to the company's physical locations.

- **Walmart Community Grant Program:** Local grants ranging from \$250–\$5,000. Applications are now managed through the **Spark Good** platform. It is highly recommended to speak with your local Store Manager before applying.  
<https://www.walmart.org/how-we-give/spark-good>
- **Lockheed Martin STEM Education:** Supports K-12 STEM initiatives. *Constraint:* Preference is strictly given to schools in communities where Lockheed Martin has a business presence or significant employee base.  
<https://www.lockheedmartin.com/en-us/who-we-are/communities/stem-education.html>
- **Sony USA Foundation:** Focuses on the intersection of technology and education. They are a "tech-first" funder, making them a natural fit for esports hardware and digital arts curriculum.  
[https://www.sony.com/en\\_us/SCA/social-responsibility/giving-guidelines.html](https://www.sony.com/en_us/SCA/social-responsibility/giving-guidelines.html)
- **The Corning Foundation:** Supports instructional technology projects. *Constraint:* Typically restricted to programs within a 20-mile radius of a Corning business location.  
<https://www.corningfoundation.org/>
- **Weyerhaeuser Giving Fund:** Focuses on "Quality of Life" and "Education" in Weyerhaeuser communities (US and Canada). If your school is in a timber-producing

region, this is a top-tier lead.

<https://www.weyerhaeuser.com/company/values/citizenship/giving-fund/>

- **The Verizon Foundation:** Supports K-12 STEM through summer or after-school programs. They have a heavy interest in using technology to bridge the "digital divide."  
<https://www.verizon.com/about/responsibility/grant-requirements>

## Specialized & Niche Funding

- **Rural Technology Fund (RTF):** Specifically helps rural students recognize opportunities in tech. They are very supportive of assistive technology and equipment for rural schools. <https://ruraltechfund.org/>
- **Saxena Family Foundation:** Focuses on STEM empowerment for girls and young women. This is a perfect match for schools looking to fund an **all-girls esports initiative** or "Girls Who Code" gaming hybrid. <https://saxenafamilyfoundation.com/>
- **The Halliburton Foundation:** Focuses on STEM and literacy in areas where Halliburton has a presence. <https://www.halliburton.com/en/about-us/halliburton-foundation>
- **Bipartisan Safer Communities Act (Stronger Connections):** While primarily for safety and mental health, these funds can be used for "pro-social" extracurricular activities like esports that improve school climate and student belonging.  
<https://oese.ed.gov/grants-and-programs/stronger-connections-grant-program/>
- **Nintendo + ISEA Partnership (National)** Nintendo of America has launched a major partnership with the **Interstate Scholastic Esports Alliance (ISEA)**. They are providing Nintendo Switch Online memberships and digital game codes to schools at no cost. **Focus:** Mario Kart 8, Splatoon 3, and Smash Bros for grades 4–12. <https://www.iseaesports.org/noa-isea-partnership/>
- **State and Local Cybersecurity Grant Program (SLCGP)** While technically a "security" grant, many schools are successfully using these funds to build **Cyber-Labs** that double as esports hubs. In 2026, many states are opening "Batch 4" applications. **Focus:** Infrastructure, network hardware, and student training in cybersecurity/coding.  
<https://www.cisa.gov/resources-tools/resources/state-and-local-cybersecurity-grant-program-fact-sheet> (Check your specific State's Homeland Security site).
- **Epic Games MegaGrants (Cycle-Based)** The program is still active but has moved to a strict "two-cycle" model for 2026. Schools using **Unreal Engine** or **Fortnite Creative (UEFN)** for curriculum are high-priority targets.  
<https://www.unrealengine.com/en-US/megagrants>
- **ESA Foundation (National)** The Entertainment Software Association Foundation provides scholarships and grants specifically for underrepresented students

(women and minorities) pursuing careers in the video game industry. **Focus:** Direct grants for esports teams and STEM-focused curriculum.  
<https://esafoundation.org/>

## Alabama

Because Alabama is currently prioritizing **Career Readiness Indicators (CRI)**, the most successful grant applications for esports in 2026 will tie the "gaming" aspect to a specific certification, such as **Unity Certified User**, **CompTIA IT Fundamentals**, or **Adobe Certified Professional**.

- **Alabama Robotics Competitive Grant:** \* **Focus:** Specifically for school-based robotics programs, but frequently used by schools to fund the high-powered PC labs required for both robotics and esports.
  - **2026 Status:** Applications typically open in early summer with a September deadline.
  - **URL:** [AMSTI Robotics Grant](#)
- **CTE Innovation and Modernization Grants:** \* **Focus:** Part of a massive **\$150 million state package** for 2026. These matching grants are designed to modernize equipment for "high-demand" fields, which include Information Technology and Digital Media—both perfect anchors for an esports curriculum.
  - **URL:** [Alabama Achieves CTE Memos](#)
- **Alabama Power Foundation (Classroom & Champion Grants):**
  - **Focus:** One of the most active funders in the state. **Champion Grants** (up to \$5,000) are for teacher teams to improve math/science results using technology. **Classroom Grants** (up to \$1,000) cover materials and media equipment.
  - **2026 Deadlines:** \* Cycle 1: February/March 2026
    - Cycle 2: August/September 2026
  - **URL:** [Alabama Power Foundation - Grants](#)
- **Turner Industries Fund (Decatur, AL):**
  - **Focus:** Remains active for the Decatur area. Supports workforce development and education with a preference for programs where employees can volunteer or mentor.
  - **2026 Deadlines:** April 1 and October 1.
  - **URL:** [Turner Industries Fund](#)
- **C Spire Wireless Foundation:**

- **Focus:** Supports STEM and digital literacy in Alabama, Mississippi, and Tennessee. They are particularly interested in projects that enhance workforce development.
  - **URL:** <https://cspire.optimytool.com/en>
  - **Mazda Toyota Manufacturing (MTM) Community Grants (Huntsville/Madison Area):**
    - **Focus:** Supports inclusive programs in education and economic impact.
    - **2026 Deadline:** February 1 – March 31, 2026.
    - **URL:** [Community Foundation of Greater Huntsville](#)
  - **Google Fiber Digital Inclusion Fund (Huntsville):**
    - **Focus:** Grants up to \$10,000 for technology access and digital literacy.
    - **2026 Deadline:** February 1 – March 16, 2026.
    - **URL:** [GFiber Digital Inclusion](#)
  - **Community Foundation of South Alabama (Mobile/Southwest AL):**
    - **Focus:** Provides "Closing the Gap" grants that often cover technology needs for underserved populations.
    - **URL:** [Community Foundation of South Alabama](#)
  - **Project Lead The Way (PLTW) Grants:**
    - **Focus:** If you use PLTW for your Computer Science or Engineering curriculum (which ties directly into esports pathways), they have Alabama-specific grant opportunities.
    - **URL:** [PLTW Grant Opportunities](#)
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## Alaska

Alaska is currently prioritizing **distance learning**, **Career and Technical Education (CTE)**, and **rural connectivity**. Because scholastic esports is increasingly viewed as a "Career Readiness" activity, your strongest strategy is to link it to Information Technology, Digital Media, or Workforce Development.

- **21st Century Community Learning Centers (CCLC) Grant** Approximately **\$3.9 million** is available annually for Alaska schools to provide academic enrichment during non-school hours. This grant is the primary vehicle for funding after-school esports programs that offer a safe environment and STEM skills for high-need students. [Alaska DEED - 21st CCLC](#)
- **CTE Postsecondary & Modernization Grants** Administered by the Department of Education & Early Development (DEED), these grants are designed to modernize

equipment for high-demand fields like IT and Cybersecurity. They specifically support the "pipeline" from K-12 into technical careers. [Alaska DEED - CTE Grants](#)

- **Rasmuson Foundation Tier 1 Grants** A premier source for Alaska-based capital projects. Tier 1 grants (up to **\$35,000**) fund "one-time investments" like technology upgrades, computer lab equipment, and specialized esports hardware. They accept applications year-round on a rolling basis. [Rasmuson Foundation Tier 1](#)
  - **ConocoPhillips Alaska: Spirit of the Future Grants** ConocoPhillips focuses heavily on STEM education and workforce development in Alaska. They prioritize partners that help "educate tomorrow's workforce today," making them a perfect match for a curriculum focused on game design, coding, or network management. [ConocoPhillips Alaska Community Investment](#)
  - **GCI Giving & Scholarship Programs** As Alaska's largest telecommunications provider, GCI has a vested interest in digital literacy. They support STEM initiatives and provide technology-focused grants and equipment donations to rural Alaska schools. [GCI Community Giving](#)
  - **Alaska Community Foundation (ACF) - Affiliate Grants** The ACF operates through local affiliates (e.g., Petersburg, Kenai Peninsula, Mat-Su). These local funds frequently award grants of **\$3,000–\$10,000** for classroom technology and extracurricular activities that benefit local youth. [Alaska Community Foundation Grants](#)
  - **Native American Career and Technical Education Program (NACTEP)** Specifically for federally recognized tribes and Alaska Native entities. This funding is authorized for CTE programs that prepare Alaska Native students for high-tech careers, including remote work opportunities in coding and digital fields. [U.S. Dept of Ed - NACTEP](#)
  - **Alaska Space Grant Program (ASGP) - STEM Education Awards** Funded by NASA, these awards (up to **\$2,500**) support the design of integrated STEM resource units or curriculum. This is ideal for schools looking to purchase or build an esports-themed curriculum that meets science and technology standards. [Alaska Space Grant Program](#)
  - **Mat-Su Health Foundation - Target & Tech Grants** For schools in the Mat-Su Borough, this foundation provides funding for programs that improve "social-emotional well-being" and "educational access." They fund technology that helps students connect and build community, which aligns with the social goals of esports. [Mat-Su Health Foundation](#)
  - **Indian Education Formula Grants (Title VI)** These funds are used to meet the unique cultural and educational needs of Alaska Native students. Schools can use these grants to integrate technology-based learning (like esports) as a means of improving attendance and engagement with State academic standards. [Higher Ed Grants - Indian Education](#)
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# Arizona

Arizona's funding is heavily influenced by **Tribal-State partnerships**, **utility-led STEM initiatives**, and a strong **Career and Technical Education (CTE)** framework.

- **Arizona Tribal Gaming Grants (Prop 202)** Under tribal-state compacts, Arizona tribes share a portion of their gaming revenue with local governments to support services like public safety and education. Schools can access these funds by partnering with their local city or county government as a "pass-through" entity. [Arizona Department of Gaming - Revenue Sharing](#)
- **Arizona Diamondbacks & Honeywell Futureshapers STEM Grants** This partnership awards grants of **\$5,000** to **\$15,000** specifically for innovative STEM projects in K-12 schools. Scholastic esports fits perfectly here when framed through its connections to science, technology, engineering, and mathematics. [Arizona Diamondbacks STEM Grants](#)
- **Salt River Project (SRP) Classroom Grants** SRP provides up to **\$5,000** per school for projects in STEM and other core subjects. These grants are designed to fund creative tools, classroom technology, and hands-on learning experiences that spark student curiosity. [SRP Education Grants](#)
- **APS Foundation STEM Education Grants** The APS Foundation supports programs that enhance academic achievement in STEM to prepare students for a 21st-century economy. While they prioritize teacher professional development, they also fund impactful student programs that increase access to STEM learning. [APS Foundation](#)
- **CTE State Priority Grants & Perkins Funding** The Arizona Department of Education (ADE) provides significant funding for Career and Technical Education. Esports programs can be funded through these channels if they are tied to approved pathways like **Software and App Design** or **Network Technologies**. [ADE Career and Technical Education](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant, managed by the state, allows districts to spend funds on a "Well-Rounded Education" and the "Effective Use of Technology." Schools often use Title IV-A funds for esports hardware and curriculum, though there is a **15% cap** on one-time infrastructure/hardware purchases. [ADE Title IV-A](#)
- **Tucson Electric Power (TEP) Education Grants** TEP supports Southern Arizona schools with funding for STEM-based programs, teacher workshops, and literacy initiatives. They focus on preparing the next generation for technical careers in the utility and energy industries. [TEP Powering Education](#)
- **Cox Charities Community Grants** Cox Communications offers grants to nonprofits and schools in its Arizona service areas. These grants focus on K-12 education and technology, often supporting "SMART Labs" and digital media programs that align with the technical side of esports. [Cox Charities](#)
- **Arizona Community Foundation (ACF) - Quality Education Grants** ACF manages hundreds of funds that support high-quality education and innovation. Schools can apply

through their online portal for various competitive grant cycles that support student achievement and technology access across the state. [Arizona Community Foundation](#)

- **Fiesta Bowl Charities - Kickoff, Field Goal, and Touchdown Grants** The Fiesta Bowl organization awards grants ranging from **\$15,000** to **\$50,000** to organizations and schools that contribute to the success of their communities through youth, sports, and education. [Fiesta Bowl Charities](#)
  - **Project AWARE (ADE/AHCCCS):** Now integrated into the **Stronger Connections** framework for 2026. Focuses on social-emotional learning through extracurriculars.
    - **URL:** [AZ Dept of Ed - Project AWARE](#)
  - **BCBSAZ: Mental Health Matters:** Focus has shifted to "Social Connection" grants, which perfectly fit the community-building aspect of esports.
    - **URL:** [BCBSAZ Foundation](#)
  - **AZSTA Youth & Amateur Sports Grants (Maricopa County):**
    - **Focus:** Provides "Quick Grants" up to \$5,000 and Biennial Grants up to \$250,000 for sports/activity equipment. Esports is increasingly recognized under "amateur sports."
    - **URL:** [AZSTA Grants & Applications](#)
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## Arkansas

Arkansas offers a strong mix of state-led workforce initiatives and private foundation support, largely driven by the state's aggressive push for Computer Science (CS) and Career and Technical Education (CTE) excellence.

- **CTE Modernization Grant (Arkansas Department of Education)** Specifically designed to upgrade equipment in high-demand CTE pathways. This grant typically covers **85%** of the cost for high-end student computers and peripherals, requiring only a 15% local match. It is the premier state-level vehicle for funding a competitive esports lab. [Arkansas ADE CTE Modernization](#)
- **CTE Reserve Innovation Grant** This competitive grant encourages school districts to implement innovative CTE programs that meet local workforce needs. It is an ideal fit for schools building an "Esports to Business" or "Game Design" pathway that requires non-traditional startup funding. [Arkansas ADE CTE Grants](#)
- **Arkansas Community Foundation - Giving Tree Grants** Local affiliates in over 25 Arkansas counties provide these grants annually to support community-specific needs. Schools frequently receive awards ranging from **\$1,000** to **\$10,000** for classroom technology, extracurricular clubs, and digital literacy initiatives. [Giving Tree Grant Program](#)
- **Blue & You Foundation - Mini Grants** Administered by Blue Cross and Blue Shield of Arkansas, these grants (**\$1,000–\$5,000**) focus on community health and well-being.

Schools can successfully apply by highlighting the social-emotional learning (SEL) benefits of esports, such as increased student belonging and mental health support.

[Blue & You Foundation](#)

- **Excellence in STEM Education Grants (Arkansas STEM Coalition)** Funded through the "Committed to Education" specialty license plate, these grants provide STEM equipment and training for public schools. They focus heavily on alignment with Arkansas Academic Standards in Computer Science and Technology. [Arkansas STEM Coalition](#)
- **Arkansas Future Grant (ArFuture)** While focused on post-secondary tuition, this workforce grant incentivizes students to enter STEM or high-demand fields. Schools can use this "future-focused" framework to justify the purchase of preparatory curriculum in high school that aligns with these state-funded college paths. [ADHE Scholarship Management](#)
- **Walmart Spark Good / Local Community Grants** Headquartered in Bentonville, Walmart is highly active in Arkansas. Local stores and distribution centers can award grants of **\$250 to \$5,000**. Because scholastic esports is "locally grown," schools can build relationships with local managers to secure hardware or jersey sponsorships. [Walmart Spark Good](#)
- **Entergy Arkansas - Micro-Grants for Community Development** Entergy provides funding to organizations in their service territories for programs that promote community vitality and education. Their focus on STEM and workforce preparation makes them a viable partner for funding a technology-rich school environment. [Entergy Community Power](#)
- **ARConnect - Digital Equity Capacity Grants** As part of the Arkansas Digital Skills and Opportunity Plan, these funds are directed toward increasing access to affordable digital devices and improving digital skills. Schools in under-served regions can leverage these funds to provide the hardware necessary for students to compete in a digital environment. [ARConnect Broadband Expanded](#)
- **Project AWARE Arkansas** This state-managed initiative focuses on school-based mental health and youth violence prevention. Schools can fund esports as a "pro-social" extracurricular activity that keeps at-risk youth engaged in a safe, supervised environment during high-risk after-school hours. [ADE Project AWARE](#)
- **Walton Family Foundation:** As of 2026, the "Charter Startup" grant is very geographically restricted. Check the **Building Equity Initiative** for funding focused on facility and tech upgrades in the Delta region.
  - **URL:** [Walton Family Foundation - Education](#)
- **Arkansas Computer Science Initiative:** Arkansas is a national leader in CS education. They offer specific equipment stipends for schools starting coding-heavy programs (like esports/game dev).
  - **URL:** [AR Dept of Ed - Computer Science](#)

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# California

California's funding for school programs is heavily driven by its **Local Control Funding Formula (LCFF)** and a multi-billion dollar commitment to **Career Technical Education (CTE)** and **Workforce Development**. Because California treats esports as a bridge to high-wage industries like Software Engineering and Digital Media, schools have several high-value avenues to explore.

- **Career Technical Education Incentive Grant (CTEIG)** This is one of the largest state-level grants in the country, providing **\$300 million annually** to help K–12 schools build or expand career pathways. It is the primary vehicle for funding esports labs when tied to pathways like "Information and Communication Technologies" or "Arts, Media, and Entertainment." [CDE - CTEIG Home](#)
- **K–12 Strong Workforce Program (SWP)** Administered by the California Community Colleges Chancellor's Office, this program provides **\$290 million annually** to create seamless transitions from high school to college career paths. It focuses on regional labor market demands, making it ideal for funding high-tech equipment for esports and broadcasting. [CCCCO - K12 SWP Overview](#)
- **Arts, Music, and Instructional Materials (AMIM) Block Grant** This one-time **\$3.6 billion** fund (available for encumbrance through September 2026) allows districts to purchase instructional materials and technology. Because the grant specifically allows for "Media Literacy" and "Computer Science" materials, many districts use it to fund the initial startup costs of esports curriculum and hardware. [CDE - Arts & Music Block Grant](#)
- **Digital Divide Grant Program (DDGP)** Managed by the California Department of Education, this program awards grants to urban and rural schools in low-income districts. It is designed to provide "holistic solutions" to the digital divide, including the purchase of student devices and network infrastructure. [CDE - Digital Divide Grant](#)
- **Regional K–16 Education Collaboratives Grant** This **\$250 million** program supports regional partnerships between K–12 districts and universities. It targets occupational pathways in Computing, Engineering, and Healthcare. Schools within an active "Collaborative" (such as the Central Valley or Inland Empire clusters) can tap into these funds for pathway-aligned technology. [K-16 Collaborative Portal](#)
- **California Partnership Academies (CPA)** CPAs are three-year "schools-within-a-school" programs (grades 10–12). These academies receive state grants to integrate academic and CTE curriculum. An academy focused on **Digital Arts** or **Computer Science** is a perfect candidate for ongoing esports funding. [CDE - California Partnership Academies](#)
- **Southern California Edison (SCE) STEM Grants** SCE provides community grants to schools in its service territory for programs that focus on STEM education. They prioritize programs that serve underrepresented student populations and prepare them for future technical roles in the energy and tech sectors. [Edison International - STEM Education](#)

- **PG&E Better Together STEM Grants** For schools in Northern and Central California, PG&E offers community grants and scholarships aimed at fostering interest in STEM. Their foundation supports "Better Together" initiatives that enhance local educational resources and provide hands-on technology experiences. [PG&E Community Investments](#)
  - **Silicon Valley Community Foundation (SVCF) - Tech Grants** SVCF manages hundreds of donor-advised funds that focus on the Greater Bay Area. They are particularly interested in projects that address "Equity in Education" and provide students in underserved communities with access to high-end technology and leadership opportunities. [Silicon Valley Community Foundation](#)
  - **Annenberg Foundation Community Grants** Focusing primarily on **Los Angeles County**, the Annenberg Foundation funds large-scale projects designed to improve education. They are a "tech-forward" funder that supports innovative ways to engage youth and bridge educational inequities through technology. [Annenberg Foundation Grants](#)
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## Colorado

Colorado offers a sophisticated network of funding through its **Career and Technical Education (CTE)** ecosystem and several prominent family foundations that prioritize youth development and "pro-social" activities like esports.

- **CTE Innovation Grant (Colorado Department of Education)** These grants are designed to support the development and expansion of innovative CTE programs. Scholastic esports programs can qualify when integrated into "Information Technology" or "STEM, Arts, Design & IT" pathways to prepare students for high-skill, in-demand careers. [Colorado Career and Technical Education](#)
- **Responsible Gaming Grants (Colorado Division of Gaming)** This unique state fund supports initiatives that promote "Healthy Gaming Education." Schools and nonprofits can apply for funding to implement curriculum that teaches responsible gaming habits, digital citizenship, and the prevention of gaming-related addiction. [Colorado Responsible Gaming Grants](#)
- **Colorado Health Foundation - Thriving Young People** The foundation provides funding for projects that foster a sense of "well-being and belonging" among youth. Esports programs are eligible when framed as a way to engage students who are not involved in traditional sports, providing them with a community and social-emotional support. [Colorado Health Foundation - Thriving Young People](#)

- **Title IV-A Student Support and Academic Enrichment (SSAE)** Managed by the CDE, this formula grant supports a well-rounded education and the effective use of technology. Colorado schools frequently use these funds to purchase specialized hardware and curriculum for "STEAM" labs that double as esports competition spaces. [CDE Title IV, Part A](#)
- **Daniels Fund - Youth Development & Amateur Sports** The Daniels Fund supports programs that build character, leadership, and life skills in youth. They fund "Amateur Sports" and "K-12 Education Reform" initiatives that offer innovative ways to keep students engaged and prepared for future success. [Daniels Fund Grants](#)
- **Anschutz Family Foundation** This foundation supports a broad spectrum of nonprofits across Colorado, with a special interest in rural communities. They focus on youth development and community capacity building, making them a strong partner for starting small-scale, community-focused school gaming clubs. [Anschutz Family Foundation](#)
- **Adolph Coors Foundation** The foundation focuses on "Youth and Youth Development," specifically projects that help young people become self-sufficient and productive members of society. They give special consideration to rural Colorado nonprofits and school-adjacent programs. [Adolph Coors Foundation](#)
- **Gates Family Foundation - K-12 Education** The Gates Family Foundation supports capital projects and innovative educational initiatives that serve low-income and rural communities. They prioritize projects that provide "life-long learning" and improve the infrastructure of Colorado's public schools. [Gates Family Foundation](#)
- **School Health Professional Grant Program (SHPG)** This state-funded program focuses on behavioral and mental health. Schools can leverage these funds for esports programs that emphasize "pro-social" connection and student engagement as a preventative measure for mental health challenges and school disengagement. [CDE School Health Professional Grant](#)
- **El Pomar Foundation - General Grants** El Pomar provides funding across the spectrum of "Education" and "Human Services." They are one of the most established foundations in the state and support local projects that have strong community backing and clear benefits for Colorado youth. [El Pomar Foundation](#)
- **CPS Foundation, Inc.** (Wichita, Kansas City, Denver, and Dallas-Ft. Worth metropolitan areas, education and community) Although there is not a specified range of grant amounts, based on previous years, average grants to qualified organizations ranged from \$2,000 to \$20,000. The CPS Foundation makes one-time project grants to 501(c)(3) organizations, in Greater Kansas City, Wichita, Denver, and Dallas - Ft. Worth metropolitan areas, whose missions are to support and benefit areas including but not limited to education, medically-diagnosed special needs populations, youth development, vocational/career training and community well being.

- The [School Climate Transformation Grant](#) – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework — such as Positive Behavior Interventions and Supports (PBIS) — with the ultimate goal of improving behavioral outcomes and learning conditions for all students.
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## Connecticut

Connecticut focuses its current funding strategy on **Career and Technical Education (CTE)** and **Education Innovation**, with new legislative funds designed to bridge the gap between middle school and the high-tech workforce.

- **Connecticut Education Innovation Grant Program** Established by HB05329 in 2026, this new state fund is designed specifically for "creative educational initiatives." It prioritizes college and career pathways for middle and high school students. This is an ideal pot for starting or scaling an esports program that emphasizes tech career navigation. [Connecticut General Assembly - HB05329](#)
- **Perkins V (Career and Technical Education)** Federal formula funding managed by the state for career-aligned programs. In Connecticut, esports hardware and curriculum can be funded through these dollars if integrated into the **Information Technology** or **Manufacturing (Robotics/Automation)** career clusters. [CT.gov - Career and Technical Education](#)
- **Eversource Energy Foundation - Education Grants** Eversource provides community grants for programs that support **STEM education** and youth development. Their goal is to help build a "well-trained workforce for years to come," making them a natural partner for schools using esports to teach data analytics and networking. [Eversource - Education Grants](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to CT school districts to support a well-rounded education and the effective use of technology. These funds are frequently used for purchasing gaming peripherals, software, and curriculum to improve digital literacy. [CT.gov - SSAE Funding Guide](#)
- **NewAlliance Foundation - Technology Grant Program** This foundation serves New Haven and surrounding counties. They provide specialized grants specifically for **hardware and software upgrades** in K-16 educational communities. They have a history of funding computer labs and "innovation centers" for nonprofits and schools. [NewAlliance Foundation Technology Grants](#)
- **Travelers Foundation - Academic & Career Success Grants** Focused primarily on the **Hartford** area, this foundation funds projects that prepare students for academic and professional success. They prioritize collaborative efforts that fit within STEM and workforce readiness categories. [Travelers - Community Relations & Giving](#)

- **Stronger Connections Grant Program** A competitive grant for high-need districts to create inclusive and supportive learning environments. Schools often use these funds for "pro-social" extracurriculars (like esports) that improve student attendance and engagement. [CT.gov - Stronger Connections](#)
  - **Hartford Foundation for Public Giving - Small Agency Technology Grants** Supporting the Greater Hartford region (29 towns), this foundation offers grants up to **\$10,000** for hardware such as desktops, monitors, and laptops. They prioritize organizations that are modernizing their educational delivery. [Hartford Foundation Technology Support](#)
  - **STEMfinity - Connecticut Grant Aggregator** This is a specialized portal that tracks dozens of small local education foundations across CT (e.g., Avon, Bethel, Fairfield). It is the best place to find niche town-level funding for small classroom tech wishes. [STEMfinity - CT STEM Grants](#)
  - **Dalio Education - Strategic Grants** A major philanthropic force in Connecticut that supports public education and youth engagement. They focus on "disconnected youth" and the public school system, providing strategic support for programs that re-engage students with their learning environment. [Dalio Education - Partnerships](#)
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## Delaware

Delaware has seen a massive surge in esports support recently, including a groundbreaking statewide initiative launched in 2025-2026 that specifically targets K-12 scholastic gaming.

- **Delaware Statewide Educational Esports Program** Launched in 2025-2026, this is a first-of-its-kind partnership between the Delaware Department of Education and *Futures First Gaming*. It provides a structured framework for schools to implement esports as a STEM learning tool. Schools can tap into this initiative for guidance on equipment and competition costs. [Delaware News - Educational Esports Launch](#)
- **CTE Innovation Grants (Perkins V)** The Delaware Department of Education (DDOE) offers competitive grants to expand and modernize Career and Technical Education. Scholastic esports qualifies when aligned with Programs of Study such as **Computer Science** or **Digital Media Production**. Awards typically range from **\$7,000 to \$30,000**. [Delaware DDOE - CTE Innovation Grants](#)
- **Opportunity Funding (Weighted Student Funding)** This permanent state program provides extra per-pupil funding to schools with high populations of English learners and low-income students. Districts have significant flexibility with these funds and often use them for technology and student engagement tools like esports. [Delaware DDOE - Opportunity Funding](#)
- **The Longwood Foundation Grants** One of Delaware's most influential foundations, Longwood provides major capital and project grants to nonprofits and schools. They focus on "accelerating progress" in education and are a prime candidate for funding the

high-end hardware needed for an esports "hub" or lab. [Longwood Foundation - Grant Program](#)

- **Welfare Foundation, Inc.** The Welfare Foundation supports Delaware nonprofits and schools in seven sectors, including education. They prioritize initiatives that enhance the regional workforce and promote social welfare, making them a strong fit for esports programs with a "workforce readiness" focus. [Welfare Foundation - Grant Guidelines](#)
  - **Delaware Community Foundation (DCF) - Community Impact Grants** DCF manages a wide range of grants and giving circles (like "Next Gen North" and "Next Gen South"). These local giving groups often award grants of **\$5,000–\$15,000** for innovative youth development programs and classroom technology. [Delaware Community Foundation](#)
  - **Chichester DuPont Foundation** This foundation provides grants primarily for education, environment, and social services. They support schools in Delaware that are implementing programs to improve student outcomes and provide creative learning environments. [Chichester DuPont Foundation](#)
  - **Discover Bank Community Grants** Discover Bank (headquartered in Delaware) supports local community development with a focus on education and financial literacy. They frequently fund STEM-related initiatives and technology infrastructure that prepare students for the modern workforce. [Discover Bank Community Involvement](#)
  - **Delmarva Power / Exelon Community Grants** Delmarva Power provides grants of up to **\$10,000** for education and environment-related projects. Their focus on STEM and youth development makes them a viable option for schools building high-tech esports or robotics programs. [Delmarva Power - Community Giving](#)
  - **Title IV-A (Student Support and Academic Enrichment)** As a federal formula grant managed by the state, Title IV-A allows districts to spend on "Well-Rounded Education" and "Effective Use of Technology." Delaware schools use these funds for hardware, peripherals, and curriculum to bridge the digital literacy gap. [Delaware DDOE - Federal Programs \(ESSA\)](#)
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## Florida

Florida's funding for school programs is heavily focused on **Career and Technical Education (CTE)** and **Workforce Development**, with many opportunities specifically designed to modernize classroom technology for high-demand industries.

- **Florida Department of Education (FDOE) - CTE Equipment Upgrade Grants** This state-level fund is designed to help schools purchase high-tech equipment for Career and Technical Education pathways. Esports labs are eligible when tied to approved "Information Technology" or "Digital Media" career clusters. [FDOE - Career and Adult Education](#)
- **Florida Power & Light (FPL) STEM Classroom Grants** FPL provides grants up to **\$1,000** specifically for K-12 teachers to fund hands-on STEM projects. These grants are

ideal for purchasing peripherals, software, or specific hardware components for an esports-based curriculum. [FPL - STEM Education Grants](#)

- **Duke Energy Florida Foundation - STEM & Workforce Development** Duke Energy supports Florida schools with larger-scale grants focused on workforce preparation and STEM education. They prioritize programs that build technical skills and prepare students for the modern digital economy. [Duke Energy Florida - Foundation](#)
- **Consortium of Florida Education Foundations (CFEF)** This organization connects local school district education foundations with state matching funds. Schools can apply through their specific local foundation (e.g., The Hillsborough Education Foundation) for innovative classroom technology grants. [Consortium of Florida Education Foundations](#)
- **The St. Joe Community Foundation (Northwest Florida)** Specifically serving **Bay and Walton Counties**, this foundation provides significant funding for "Education and Youth Development." They are highly supportive of technology initiatives that improve the quality of life and educational access in the Panhandle. [St. Joe Community Foundation](#)
- **Publix Super Markets Charities - Education Grants** Publix Charities supports schools in its operating areas with grants for academic programs and student initiatives. They prioritize programs that provide students with the tools they need to succeed in a competitive educational environment. [Publix Charities - Education](#)
- **Title IV-A (Student Support and Academic Enrichment)** A federal formula grant managed by the state that supports a well-rounded education and the effective use of technology. Florida districts frequently use these funds to bridge the digital divide by purchasing hardware for STEM and esports labs. [FDOE - Federal Programs](#)
- **Vistra Energy - STEM Education Grants** Vistra provides funding for schools in its service areas for projects that focus on Science, Technology, Engineering, and Math. They support innovative classroom tools that help students explore technical career paths. [Vistra - Community Giving](#)
- **The Everglades Foundation - STEM Integration** While niche, this foundation provides funding and resources for "Everglades Champion Schools." Schools that integrate technology and data science (key components of esports curriculum) into environmental education can access specialized support. [Everglades Foundation - Education](#)
- **Florida Lottery - District Enhancement Funds** The Florida Lottery transfers significant funds to the *Educational Enhancement Trust Fund*. Districts receive these as "Discretionary Lottery Funds," which can be used for non-recurring expenses like technology upgrades and new curriculum materials. [Florida Lottery - Benefiting Education](#)
- [William and Helen Thomas Foundation Education Grant](#) (Florida, Appalachia, and other locations, education, environment, medicine) The Trust's areas of interest are: Educational opportunities for deserving and needy students, Supporting nonprofit organizations providing services for education, the environment, medical needs, the underprivileged and other charitable purposes.
- [Florida Grants System](#) (FLAGS) The Florida Grants System (FLAGS) provides users a single access location for the management and tracking of grants and the distribution of funds. The functionality of the Cash Advance and Reporting of Disbursements System

(CARDS) and the Grants Management System have been combined to facilitate communication between the Comptroller's Office, the Grants Management Office and the recipient agencies.

- [School-Based Mental Health Implementation Grant](#) In response to the growing number of students who need mental health counseling, the School-Based Healthcare Solutions Network (SBHSN) is accepting applications from Local Education Agencies (LEA), Public and Private Universities, State and local Colleges, Charter School Management Companies, Public Schools, Charter Schools, and Non-Profit Organizations (501c3) to implement and expand mental health program services on local school campuses. Grantees will receive direct funding and reimbursement to support the following activities: Expanding access to School-Based Social and Emotional Learning (SEL), Coordinating mental healthcare services with school administration and staff. Delivering mental healthcare services and coordinating academic-support activities to students with a history of attendance, behavior, and poor academic performance.
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## Georgia

Georgia's funding landscape is heavily shaped by the **PEACH Education Tax Credit**, which fuels innovative state-level grants, and a major push toward **Career, Technical, and Agricultural Education (CTAE)**.

- **Innovative Education Fund (GFPE Prototype & Expansion Grants)** Offered by the Georgia Foundation for Public Education (GFPE), these grants provide **\$25,000–\$50,000** to pilot or scale transformative programs. Scholastic esports is a perfect fit when framed as an innovative way to improve student engagement and technical literacy. [GFPE - Innovative Education Fund](#)
- **Georgia Power Foundation - STEM Education Grants** The foundation contributes millions to educational programming with a strict focus on **STEM** and educator training. They prioritize projects that excite students about technical careers and prepare them for Georgia's future workforce. [Georgia Power Foundation - Grants](#)
- **Title IV, Part A: Student Support and Academic Enrichment (SSAE)** A federal block grant administered by the GaDOE. Funds are designated for a "Well-Rounded Education" and "Effective Use of Technology." Georgia districts frequently use these formula funds to purchase hardware and software for specialized tech labs and esports. [GaDOE - Title IV, Part A](#)
- **Georgia Teachers Initiative - Teacher Grants for Innovation** These smaller grants (**\$500–\$2,500**) are awarded directly to public school teachers for creative classroom

projects. They are ideal for purchasing "starter" esports equipment, VR headsets, or specialized curriculum licenses. [Georgia Teachers Initiative](#)

- **C Spire Wireless Foundation - STEAM Grants** C Spire supports 501(c)(3) organizations and schools that focus on **STEAM** education. They give preference to programs that enhance digital literacy and professional technology skills in their service regions. [C Spire Foundation](#)
- **Flint Energies - Full STEAM Ahead Grant** Available to schools in Flint's 17-county service territory (Central GA), these **\$3,000** grants support creative projects that "energize learning" in STEAM. The program explicitly encourages purchasing items that provide longevity and repeated use. [Flint Energies - STEAM Grant](#)
- **OneGeorgia Authority - Equity Fund** Provides financial assistance for activities that promote economic security through workforce development and technology infrastructure. Rural schools can leverage these funds to build out tech labs that prepare students for IT careers. [OneGeorgia Authority Equity Fund](#)
- **NCR Foundation (Voyix/Atleos) - STEM Education** NCR focuses its philanthropic efforts on STEM education and economic development, particularly in underserved communities. They fund programs that bridge the technology gap and provide students with high-tech skills. [NCR Foundation](#)
- **Cox Charities Community Grants** In designated Georgia markets, Cox provides funding for nonprofit and school-based programs that focus on **youth education** and technology access. They prioritize programs with measurable community impacts. [Cox Charities](#)
- **Community Foundation for Greater Atlanta - Youth & Education Grants** This foundation (and its regional affiliates) manages several funds that support educational innovation and youth development. They often fund "out-of-school time" initiatives that provide students with unique learning opportunities. [Community Foundation for Greater Atlanta](#)
- **The [School Climate Transformation Grant](#)** – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework — such as Positive Behavior Interventions and Supports (PBIS) — with the ultimate goal of improving behavioral outcomes and learning conditions for all students.

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## Hawaii

Hawaii's funding for school programs is centralized through the **Hawaii Department of Education (HIDOE)** but also heavily supported by private foundations that focus on the state's

unique geographical and economic needs. Because Hawaii is a single, statewide school district, many initiatives are accessible to all public and charter schools across the islands.

- **HIDOE Career and Technical Education (CTE) Program Funding** This is the most direct path for funding esports hardware and curriculum. When tied to pathways like "Information Technology," "Digital Design," or "Business," schools can use state and federal Perkins V funds to purchase industry-standard equipment for their labs. [Hawaii CTE - Programs of Study](#)
- **Hawaii Community Foundation (HCF) - FLEX Grants** The HCF offers FLEX grants that provide high-performing nonprofits (including public schools and their affiliated nonprofits) with unrestricted funding. These are ideal for starting new programs like esports that require initial capital for equipment and teacher training. [Hawaii Community Foundation - FLEX Grants](#)
- **AFCEA Hawaii Education Foundation STEM Grants** The Armed Forces Communications and Electronics Association (AFCEA) Hawaii provides grants specifically for K-12 teachers to support STEM programs. They have a strong interest in technology and cybersecurity, making them a natural fit for esports programs with a technical focus. [AFCEA Hawaii - STEM Grants](#)
- **Harold K.L. Castle Foundation - Public Education Grants** This foundation focuses on "Redesign and Enhancement" of public education in Hawaii. They prioritize programs that help students find clear pathways to post-high school success, including tech-focused career readiness. [Harold K.L. Castle Foundation - Education](#)
- **Atherton Family Foundation** One of Hawaii's oldest foundations, the Atherton Family Foundation supports a wide range of community projects, with a strong emphasis on K-12 education and the "development of the whole child." They frequently fund equipment purchases for public and private schools. [Atherton Family Foundation - Grants](#)
- **McInerney Foundation Grants** Managed by Bank of Hawaii, this foundation provides significant support for education and human services. They focus on initiatives that improve the well-being of Hawaii's youth through school-based programs and technology access. [Bank of Hawaii - McInerney Foundation](#)
- **Hawaiian Electric Company (HECO) Community Grants** HECO provides grants for STEM education and workforce development, particularly in the technology and energy sectors. Their funding supports programs that encourage students to pursue careers in technical fields and innovative problem-solving. [Hawaiian Electric - Community Grants](#)
- **Cooke Foundation, Ltd.** The Cooke Foundation supports projects that enhance the educational landscape of Hawaii. They have a history of funding instructional technology and curriculum development in underserved schools to provide equitable access to digital tools. [Cooke Foundation - Grant Guidelines](#)
- **Hawaii 21st Century Community Learning Centers (CCLC) Grant** This federal grant, managed by HIDOE, provides funding for after-school and summer programs. It is an excellent source for funding the operational costs (staffing and software) of an esports club that provides a safe and engaging environment for students. [HIDOE - 21st Century CCLC](#)

- **Hawaii P-20 Partnerships for Education - Gear Up Hawaii** GEAR UP Hawaii provides grants to high-need schools to increase the number of students prepared for college and careers. Esports programs that integrate career exploration in the tech industry are strong candidates for these funds. [GEAR UP Hawaii - Grants](#)
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## Idaho

Idaho provides some of the most specialized "tech-forward" funding in the country, largely driven by the **Idaho STEM Action Center** and a robust **Career and Technical Education (CTE)** system that prioritizes hands-on digital skills.

- **Idaho STEM Action Center - STEM Connect Grants** This is the premier grant for Idaho esports. It provides **\$10,000 to \$20,000** for hands-on STEM experiences that occur outside the traditional school day. Esports clubs and curriculum-based gaming labs are frequently funded through this "Connect" strand. [Idaho STEM Action Center - STEM Connect](#)
- **CTE Secondary Program Equipment Grant** Administered by the Idaho Division of Career Technical Education, this grant is designed to help schools purchase high-cost equipment for approved pathways. If your esports program is tied to **Business Technology** or **Information Technology** clusters, you can secure funding for industry-standard workstations. [Idaho CTE - Funding & Grants](#)
- **Idaho STEM Action Center - Competition Travel Grants** Unique to Idaho, this fund helps cover the costs for students and coaches to travel to regional and national STEM competitions. If your esports team qualifies for a major tournament, this grant can cover registration, lodging, and transportation. [Idaho STEM Action Center Foundation](#)
- **Micron Foundation - STEM Education Grants** Headquartered in Boise, Micron is a massive supporter of Idaho's technical education. They prioritize programs that serve underrepresented student populations and focus on the skills required for the semiconductor and high-tech sectors. [Micron Foundation - Giving](#)
- **Idaho Community Foundation (ICF) - Regional Grant Program** ICF operates across three distinct regions (Northern, Eastern, and Southwestern). They award grants of **\$500 to \$5,000** for community and school projects that improve "Education and Youth Development." [Idaho Community Foundation - Grants](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant is distributed by the Idaho State Department of Education. Schools have high flexibility to use these funds for "Well-Rounded Education" and "Effective Use of Technology," which commonly includes esports hardware and software. [Idaho SDE - Title IV-A](#)
- **Idaho Power - Education Awards** Idaho Power offers grants up to **\$1,000** to K-12 teachers for STEM-related classroom projects. While smaller in scale, these are perfect

for purchasing "starter" peripherals like gaming headsets, mice, or specialized curriculum licenses. [Idaho Power - Education Grants](#)

- **Laura Moore Cunningham Foundation** One of the largest and oldest private foundations in Idaho. They are major supporters of "Capital Improvements" and "Equipment" for schools, particularly in rural and underserved areas. They favor projects that provide tangible resources for student learning. [Laura Moore Cunningham Foundation](#)
  - **Idaho Capstone / Innovative Program Grants** Idaho encourages schools to create "Capstone" experiences for seniors. Funding is often available at the district level for innovative projects that allow students to demonstrate technical mastery in fields like digital media, coding, or network management. [Idaho SDE - Innovation](#)
  - **Inland Northwest Community Foundation (Innovia)** Serving North Idaho (and Eastern Washington), Innovia provides grants to schools that focus on "Academic Success" and "Career Readiness." They are particularly active in the 10 northernmost counties of the state. [Innovia Foundation - Grants](#)
  - **IDAHO NATIONAL LABORATORY** Idaho National Laboratory invites eastern Idaho K-12 educators from regions 5 and 6 to apply for the INL STEM Impact Grant. INL strives to build Idaho's workforce of tomorrow by empowering teachers, who in turn motivate students. To support science, technology, engineering, and math (STEM) within eastern Idaho, INL provides funding to educators and schools to foster opportunities to increase the K-12 STEM learning environment, knowledge and awareness.
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## Illinois

Illinois schools can access a wide variety of funds by positioning esports as a vehicle for **Career and Technical Education (CTE)**, **STEM skill-building**, and **social-emotional engagement**. Illinois is particularly unique due to its strong network of **Learning Technology Centers (LTCs)** and major corporate foundations headquartered in the state.

- **ISBE CTE Education Career Pathway State Grant** This state grant provides up to **\$50,000 per implementing school** to develop or expand CTE Programs of Study. It is the primary vehicle for funding high-end esports labs when they are integrated into pathways like Information Technology or Digital Media. [ISBE - CTE Grant Opportunities](#)
- **Learning Technology Center (LTC) Mini-Grants** The LTC offers mini-grants (up to **\$1,000**) to support Illinois educators in implementing innovative technology and digital learning projects. These are ideal for small-scale esports "pilot" needs, such as peripherals, specialized software, or teacher training. [LTC Illinois - Mini-Grants](#)
- **Motorola Solutions Foundation - Technology and Engineering Education Grants** Headquartered in Chicago, this foundation awards up to **\$50,000** for programs that increase students' skills in STEM and IT. They prioritize programs that serve

underrepresented populations and provide hands-on experience in coding, programming, or robotics. [Motorola Solutions Foundation](#)

- **21st Century Community Learning Centers (CCLC)** Illinois receives significant federal funding for after-school and summer programs. These grants are ideal for funding the operational and staffing costs of an esports club, especially those focused on academic enrichment and providing a safe environment for students. [ISBE - 21st Century Community Learning Centers](#)
- **DCEO Strategic Workforce Training Support** The Illinois Department of Commerce and Economic Opportunity (DCEO) provides grants for workforce training. Schools can leverage these funds if their esports curriculum leads to industry-recognized certifications in networking, cybersecurity, or digital arts. [Illinois DCEO - Grant Opportunities](#)
- **CME Group Foundation - STEM & Computer Science Grants** Focusing on the K-12 and post-secondary pipeline, this foundation supports programs that prepare Chicago-area students for careers in finance and technology. They favor initiatives that increase participation in computer science and data analytics. [CME Group Foundation](#)
- **Illinois Space Grant Consortium (ILSGC) - Informal Education Grants** These grants (up to **\$5,000**) support STEM education outside the traditional classroom. Schools can apply for esports-themed projects that incorporate aerospace, physics, or interdisciplinary engineering concepts. [ILSGC - Informal Education Grants](#)
- **Polk Bros. Foundation - Next Generation Power-Building Grants** A Chicago-focused foundation that supports youth-led collective action and leadership. They prioritize programs that center youth voice and agency, making them a strong fit for student-run esports leagues and digital leadership clubs. [Polk Bros. Foundation](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** As in other states, this is the most flexible federal formula grant. Illinois districts use these funds for "Effective Use of Technology," which can include the hardware and software needed for high-functioning esports and coding labs. [ISBE - Title IV, Part A](#)
- **Grand Victoria Foundation - Community Knowledge & Learning** This foundation supports Illinois communities outside of Chicago. They fund programs that promote "educational success" and "economic opportunity," often supporting technical resources for schools in underserved or rural regions of the state. [Grand Victoria Foundation](#)
- **The Dana Brown Charitable Trust** (St. Louis Metro area, health, education, and welfare of disadvantaged children) Your funding request must directly positively impact the health, education, and welfare of underprivileged/economically disadvantaged children or the health and welfare of animals. Your funding request must be allocated for organizations in the St. Louis, Missouri – Illinois Metro Area. Goals of the Trust: To alleviate the suffering of disadvantaged youngsters and enhance all children's opportunities for productive, wholesome, and creative lives by providing grants to organizations that benefit children in the St. Louis Metropolitan region.
- **Illinois State Board of Education** The Fiscal Year 2023 - 2025 Funding Opportunities Planning Calendar Excel Document is a tool created by the Regulatory Services Department to inform entities of expected release dates for applications. Our desire is

that this schedule helps entities plan accordingly throughout the year. You also can use this information to identify opportunities for which your entity may be eligible. We expect all applications to launch on the dates provided in the schedule, but there may be rare occasions when a change will be made. This schedule will be updated monthly.

- [Hulsebosch Hope Foundation](#) The Hulsebosch Hope Foundation (HHF) is a family foundation based in Chicago, Illinois that funds 501(c)(3) public charities that seek to serve the needs of under-resourced communities in the Chicago metro area, especially those on the south and west sides of the city. HHF supports organizations that foster creative and sustainable programs to promote physical, mental, and economic well-being.
  - [COMMUNITY PARTNERSHIPS GRANT](#) School districts across the country have faced varying challenges as a result of the COVID-19 pandemic. The Community Partnership Grant will address the post-pandemic gaps in opportunity and unfinished teaching/learning that school districts in Illinois are facing. More specifically, the grant aims to decrease the gaps in meeting students' social, emotional, behavioral, and mental health needs.
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## Indiana

Indiana offers a variety of funding sources that align with its commitment to **STEM integration**, **workforce development**, and **Career and Technical Education (CTE)**. Scholastic esports in Indiana is often funded as a "bridge" between gaming and high-demand IT or manufacturing careers.

- **Indiana STEM Integration Grant** The Indiana Department of Education (IDOE) awards this competitive grant specifically to help K-12 schools integrate STEM subjects across all grades. Esports programs that utilize curriculum focused on coding, data analytics, or physics are prime candidates for this funding. [IDOE - STEM Integration Grant](#)
- **CTE Program Expansion & Equipment Grant** Managed by the Indiana Governor's Workforce Cabinet, this grant helps schools purchase industry-standard equipment for CTE pathways. Esports labs qualify when integrated into the **Information Technology** or **Next Level Programs of Study (NLPS)** pathways. [Next Level Programs of Study \(NLPS\)](#)
- **Indiana Digital Learning Grant** This IDOE grant supports districts in implementing innovative digital learning initiatives. It is often used to fund the software, specialized curriculum, and teacher training needed to launch tech-heavy programs like esports and game design. [IDOE - Digital Learning](#)
- **Eli Lilly and Company Foundation - STEM Education** Lilly focuses its philanthropic efforts on strengthening STEM education in its home state. They prioritize programs that

serve underrepresented students and those that provide clear pathways to technical careers in the life sciences and tech sectors. [Eli Lilly Foundation - Community Engagement](#)

- **TechPoint Foundation for Youth - STEM Program Grants** This foundation is a leader in Indiana for connecting youth to tech. While they are known for their Robotics Start-up grants, they also support other STEM initiatives that introduce students to the "tech-pipeline," making them a strong partner for esports programs. [TechPoint Foundation for Youth](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant is distributed to Indiana districts to support a well-rounded education and the effective use of technology. It is one of the most common sources for purchasing esports peripherals, software, and networking hardware. [IDOE - Title IV-A](#)
- **Central Indiana Community Foundation (CICF) - Impact Grants** CICF and its affiliates (like the Indianapolis Foundation) fund programs that improve "Economic Mobility" and "Youth Development." They are particularly interested in projects that bridge the digital divide in the Greater Indianapolis area. [CICF - Grant Opportunities](#)
- **Indiana Space Grant Consortium (INSGC) - K-12 STEM Awards** Funded by NASA, these awards support STEM-related extracurricular activities and curriculum. They are ideal for schools looking to fund the interdisciplinary science and technology aspects of an esports program. [INSGC - K-12 Awards](#)
- **Duke Energy Foundation - Powerful Communities STEM Grants** Duke Energy supports Indiana schools with grants focused on STEM education and career preparation. They prioritize hands-on learning experiences that help students develop the skills needed for the future workforce. [Duke Energy Indiana - Foundation](#)
- **NIPSCO - Environmental and Education Grants** Serving Northern Indiana, NIPSCO provides grants for programs that focus on STEM education and community development. They support innovative classroom projects that engage students in technology and problem-solving. [NIPSCO - Community Support](#)
- **[Community Foundation of Whitley County](#)** (Whitley County, Indiana, community) A public charity serving Whitley County citizens who share a common concern—improving the quality of life in Whitley County. The Community Foundation directs grants to charitable projects that will make a positive impact on Whitley County and its people, with a particular interest in projects that shed new light on local needs and provide innovative, long-term solutions. Categories of support include: Arts & Culture, Health, Human Services, Recreation, Community Development, Welfare, and Education.
- **[Western Indiana Community Foundation](#)** (Fountain County and Vermillion County, Western Indiana, education and community) Western Indiana Community Foundation funds: Startup costs for new programs, One-time projects, Capital needs beyond an organization's capabilities, Projects that affect a broad scope of people, Projects that fill a gap in service or meet a need, Projects that enable an organization to better serve the people of Fountain or Vermillion Counties, Projects that, when possible, demonstrate cooperation or partnership with other organizations

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# Kansas

Kansas funding for scholastic programs is largely driven by its **CTE (Career and Technical Education)** clusters and strong local community foundations. For esports specifically, the "hook" is often tied to Information Technology, Computer Science, and workforce development in the Kansas City and Wichita corridors.

- **Kansas CTE Secondary State Aid** The Kansas State Department of Education (KSDE) provides weighted funding for students enrolled in approved Career and Technical Education (CTE) pathways. Esports curriculum is typically funded when integrated into the **Information Technology** or **Business Management & Administration** clusters. [KSDE - Career and Technical Education](#)
- **Ewing Marion Kauffman Foundation - Real World Learning** Focusing on the Kansas City metropolitan area (including the Kansas side), this foundation is a major supporter of "Real World Learning." They provide grants for programs that allow students to earn industry-recognized credentials or participate in work-based learning, which fits perfectly with an esports-to-career curriculum. [Kauffman Foundation - Real World Learning](#)
- **Kansas Computer Science Professional Development Grant** Administered by KSDE, this grant helps schools provide training for teachers in Computer Science. This is an essential source of funding for training esports coaches to teach the coding and data science components of scholastic gaming. [KSDE - Computer Science Education](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant is distributed to Kansas school districts to support a well-rounded education and the effective use of technology. It is a common source for purchasing gaming PCs, peripherals, and software for specialized tech labs. [KSDE - Title IV, Part A](#)
- **Sunflower Foundation - Healthy Living & Community Grants** The Sunflower Foundation supports programs that improve the overall health and well-being of Kansans. Schools can successfully apply by highlighting the social-emotional learning (SEL) and community-building aspects of esports for students who are not engaged in traditional sports. [Sunflower Foundation](#)
- **Kansas Community Foundation - Giving Tree & Impact Grants** With over 20 community foundations across the state (e.g., Wichita, Topeka, Hutchinson), these local organizations provide competitive grants for "Education" and "Technology." They are ideal for funding one-time equipment purchases for school clubs. [Kansas Association of Community Foundations](#)
- **Evergy Community Investment - STEM Education** Evergy provides community grants focused on STEM education and workforce development in its service areas. They favor programs that prepare students for technical careers and foster interest in energy and technology. [Evergy - Community Investment](#)
- **Textron Aviation Community Grants (Wichita Area)** For schools in and around Wichita, Textron Aviation supports programs that focus on STEM, aviation, and

workforce development. Scholastic esports aligns with their interest in developing the next generation of tech-savvy workers. [Textron - Community Giving](#)

- **21st Century Community Learning Centers (CCLC)** This federal grant, managed by KSDE, supports after-school and summer programs. It is an excellent vehicle for funding the operational costs (coaching and software) of an esports program that serves as an academic enrichment hub. [KSDE - 21st Century CCLC](#)
  - **The Downing Foundation** Based in Wichita, the Downing Foundation supports various community and educational initiatives across Kansas. They prioritize projects that lead to self-sufficiency and future success for youth through innovative learning opportunities. [The Downing Foundation](#)
  - **CPS Foundation, Inc.** (Wichita, Kansas City, Denver, and Dallas-Ft. Worth metropolitan areas, education and community) Although there is not a specified range of grant amounts, based on previous years, average grants to qualified organizations ranged from \$2,000 to \$20,000. The CPS Foundation makes one-time project grants to 501(c)(3) organizations, in Greater Kansas City, Wichita, Denver, and Dallas - Ft. Worth metropolitan areas, whose missions are to support and benefit areas including but not limited to education, medically-diagnosed special needs populations, youth development, vocational/career training and community well being.
  - **Lewis H. Humphreys Charitable Trust** (East Central Kansas, arts, community, education, health) Award: Varies, averaging about \$30,000 based on information provided here. Grant requests for general operating support, program support and capital support will be considered. Grant requests for capital support such as for buildings, land and major equipment should meet a compelling community need and offer a broad social benefit. Goals of the Trust: To support and promote quality educational, cultural, human services and health care programming for underserved and disadvantaged populations through organizations that serve the residents of East Central Kansas.
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## Kentucky

Kentucky's funding is driven by a strong state-level push for **Workforce Development** and **Career and Technical Education (CTE)**. In Kentucky, scholastic esports is most successfully funded when presented as a "Career Pathway" in Information Technology, Media Arts, or Business.

- **Kentucky CTE Program of Study Funding (Perkins V)** The Kentucky Department of Education (KDE) provides federal and state funds to districts to support approved Career and Technical Education pathways. Esports curriculum and hardware are eligible when integrated into the **Information Technology** or **Media Arts** career clusters. [Kentucky DOE - Career and Technical Education](#)

- **Workforce Ready Kentucky Grant** While primarily focused on post-secondary, this state initiative drives the "K-12 to Careers" pipeline. Schools can leverage the "Workforce Ready" framework to secure district-level funding for tech labs that prepare students for the high-demand certificates (Unity, CompTIA, Adobe) that the state prioritizes. [Workforce Ready Kentucky](#)
- **Kentucky Power - Economic Development & Education Grants** Serving Eastern Kentucky, Kentucky Power awards grants for programs that focus on **STEM education** and workforce readiness. They prioritize projects that provide students with the technical skills needed for the region's changing economy. [Kentucky Power - Community Giving](#)
- **LG&E and KU Foundation - Education & STEM Grants** The LG&E and KU Foundation supports Kentucky schools with grants for STEM initiatives and youth development. They favor hands-on learning projects that help students explore technical career paths and innovative problem-solving. [LG&E and KU - Foundation](#)
- **The Gheens Foundation (Greater Louisville Area)** Focusing on the Louisville and Jefferson County area, this foundation is a major supporter of "Education and Youth Development." They frequently fund capital improvements and innovative technology for public and private schools. [The Gheens Foundation](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant managed by KDE that supports a well-rounded education and the effective use of technology. Kentucky districts frequently use these funds to bridge the digital divide by purchasing hardware for computer labs and esports. [Kentucky DOE - Federal Grants](#)
- **Toyota Motor Manufacturing Kentucky (TMMK) Community Grants** Focused on the **Georgetown** and Central Kentucky region, Toyota awards grants for STEM and workforce development. They are highly supportive of programs that teach the technical and collaborative skills required in modern advanced manufacturing. [Toyota Kentucky - Community Investment](#)
- **Blue Grass Community Foundation (Lexington & Central KY)** Managing hundreds of local funds, this foundation supports innovative educational projects and youth leadership. They offer several competitive grant cycles annually that focus on "Quality of Life" and "Community Vitality." [Blue Grass Community Foundation](#)
- **Community Foundation of Louisville - Capacity Building & Impact Grants** Serving the Louisville area and Southern Indiana, this foundation supports programs that improve student outcomes and provide creative learning environments. They prioritize equity and access for underserved student populations. [Community Foundation of Louisville](#)
- **21st Century Community Learning Centers (CCLC)** Managed by KDE, this federal grant supports after-school and summer programs. It is an excellent source for funding the operational costs (coaching and software) of an esports club that serves as an academic enrichment hub for students. [Kentucky DOE - 21st Century CCLC](#)
- [R.C. Durr Foundation](#) (Northern Kentucky) Award: Varies, averaging around \$22,700 For organizations that focus on education, social services and community development activities which are likely to increase the quality of life in the larger Northern Kentucky region, defined as Boone, Bracken, Campbell, Carroll. Goals of the Foundation: To support projects seeking to improve quality of life in Northern Kentucky.

- The [School Climate Transformation Grant](#) – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework – such as Positive Behavior Interventions and Supports (PBIS) – with the ultimate goal of improving behavioral outcomes and learning conditions for all students. Currently, 14 states receive funding through this program: Colorado, Georgia, Kentucky, Massachusetts, Michigan, Minnesota, Nevada, New Hampshire, Ohio, Oklahoma, Rhode Island, Virginia, Washington and Wisconsin.
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## Louisiana

Louisiana's funding landscape for schools is increasingly focused on **Career and Technical Education (CTE)** and **Workforce Development**, particularly through the **Jump Start** initiative. In Louisiana, esports is most effectively funded when presented as a career-aligned activity in Information Technology, Digital Media, or Business Management.

- **Louisiana Department of Education - Jump Start Supplemental Course Academy (SCA)** The SCA provides school districts with an allocation to pay for course tuition and materials for high-demand career pathways. Schools can use these funds to purchase approved esports curriculum that leads to industry-recognized certifications in coding, digital arts, or network security. [Louisiana LDOE - Supplemental Course Academy](#)
- **CTE Program Equipment Grants (Perkins V)** The Louisiana Department of Education (LDOE) distributes federal Perkins V funds to help schools modernize their CTE labs. If an esports program is integrated into a "Jump Start" pathway like **Information Technology** or **Digital Media**, schools can use these funds for high-end workstations and production gear. [Louisiana LDOE - Career and Technical Education](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant is distributed to Louisiana districts to support a well-rounded education and the effective use of technology. It is a common source for purchasing gaming PCs, peripherals, and software to improve digital literacy and student engagement. [Louisiana LDOE - Federal Programs](#)
- **Entergy Louisiana - Community Power Grants** Entergy provides grants to organizations in its service territories for programs that promote community vitality and education. Their focus on **STEM** and workforce preparation makes them a viable partner for funding a technology-rich school environment like an esports lab. [Entergy - Community Power Grants](#)
- **Baton Rouge Area Foundation (BRAAF) - Competitive Grants** Serving the greater Baton Rouge area, BRAAF manages several funds that support educational innovation and youth development. They prioritize projects that address community needs and

provide students with unique learning opportunities in tech and the arts. [Baton Rouge Area Foundation](#)

- **Greater New Orleans Foundation (GNOF) - Impact Grants** GNOF supports nonprofits and schools in the 13-parish Greater New Orleans region. Their funding focuses on programs that improve student outcomes and provide creative learning environments, particularly in underserved communities. [Greater New Orleans Foundation](#)
- **Blue Cross and Blue Shield of Louisiana Foundation - Angel Award & Community Grants** While primarily focused on health, these grants support the "well-being" of Louisiana youth. Schools can successfully apply by highlighting the social-emotional learning (SEL) benefits of esports, such as increased student belonging and mental health support. [BCBSLA Foundation](#)
- **Louisiana 21st Century Community Learning Centers (CCLC)** This federal grant, managed by LDOE, supports after-school and summer programs. It is an excellent vehicle for funding the operational costs (coaching and software) of an esports program that serves as an academic enrichment hub for students. [Louisiana LDOE - 21st Century CCLC](#)
- **Community Foundation of Acadiana - Cycle Grants** Serving the Acadiana region, this foundation provides funding for community-specific needs, including classroom technology and innovative educational projects. They offer several competitive grant cycles annually. [Community Foundation of Acadiana](#)
- **Shell Louisiana - Community Investment & STEM Education** Shell provides significant funding for STEM initiatives in Louisiana parishes where they have a major presence. They prioritize programs that prepare students for technical careers and foster interest in energy, engineering, and technology. [Shell Louisiana - Community Investment](#)
- **Turner Industries Fund** (Greater Louisiana, Texas, and Alabama, education and health) Turner Industries benefits workforce development and community improvement as it relates to health and education. The Fund supports nonprofit organizations in the greater Louisiana communities of Baton Rouge, Lake Charles, Shreveport, New Iberia and New Orleans, and the Texas communities of Port Arthur, Houston, Corpus Christi, El Paso, Victoria and Paris, and Decatur, Alabama.

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## Maine

Maine's funding landscape for schools is characterized by a strong emphasis on **extended learning opportunities**, **computer science literacy**, and **workforce training**. In Maine, esports is most effectively funded by highlighting its role in keeping students engaged and developing the technical "soft skills" (teamwork, communication, and problem-solving) valued by the state's growing tech sector.

- **21st Century Community Learning Centers (21st CCLC)** This is a premier federal grant managed by the Maine Department of Education (DOE) for comprehensive after-school and summer programs. For 2026, the state has approximately **\$1.75 million** available. It is ideal for funding the staffing, software, and operational costs of an esports club that focuses on academic enrichment and student well-being. [Maine DOE - 21st CCLC](#)
- **Extended Learning Opportunities (ELO) Grant** Since 2022, Maine has invested over **\$7.1 million** in ELO programming. These grants allow schools to partner with community organizations and employers to help students acquire foundational career skills. An esports program that includes shoutcasting (communications) or event management is a perfect fit for this workforce-ready model. [Maine DOE - ELO Programs](#)
- **Pine Tree Programming (Computer Science Expansion)** Launched into its second year in early 2026, this statewide initiative expands access to high-quality computer science education. Schools can utilize these resources to integrate esports-themed curriculum that focuses on coding, game design, and digital literacy. [Maine DOE - Pine Tree Programming](#)
- **Maine Community Foundation - Community Building Grant** The state's largest community foundation provides project grants for **NEW initiatives** in public schools (within the first two years of the program). These grants are highly flexible and can be used for capital expenses like gaming PCs or specialized furniture for a new esports lab. [MaineCF - Community Building Grants](#)
- **Maine Learning Technology Initiative (MLTI) - Full STEAM Ahead** As a cornerstone of Maine's education technology strategy, MLTI provides infrastructure and professional development. Schools can leverage MLTI frameworks to justify the purchase of high-performance devices that support both creative arts curriculum and competitive esports. [Maine Learning Technology Initiative](#)
- **Project Lead The Way (PLTW) - Computer Science Grants** PLTW offers specific grants for Maine schools to implement or expand their **Computer Science** and **Engineering** pathways. These grants cover teacher training and curriculum materials that directly underpin the technical side of scholastic esports. [PLTW Grant Opportunities](#)
- **Maine Mathematics and Science Alliance (MMSA) - CS Support** MMSA provides specialized support and "Summer of Fun" learning weeks for STEM educators. They often partner on grant-funded projects and provide the training necessary to turn a gaming club into a credit-bearing educational program. [Maine Mathematics and Science Alliance](#)
- **Avangrid Foundation - STEM Education Grants** In partnership with Central Maine Power (CMP), this foundation awards significant grants to support immersive STEM experiences. They focus on preparing young people to lead in a complex world, making them a strong partner for technology-heavy student programs. [Avangrid Foundation - Education](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to Maine school administrative units (SAUs) for "Effective Use of Technology." Schools frequently use these funds to purchase the specialized peripherals

and networking equipment needed for a high-functioning esports lab. [ED.gov - Title IV-A Program Profile](#)

- **Maine Technology Institute (MTI) - Workforce & Innovation Support** MTI deploys funds for projects across all 16 Maine counties that accelerate innovation. While primarily focused on businesses, they support educational partnerships that build the talent pipeline for Maine's seven technology sectors. [Maine Technology Institute](#)
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## Maryland

Maryland's funding for schools is heavily influenced by the **Blueprint for Maryland's Future**, a multi-billion dollar investment aimed at transforming the state's education system. This includes a major focus on **College and Career Readiness (CCR)** and expanding **Career and Technical Education (CTE)** pathways, making it an excellent environment for scholastic esports.

- **Career and Technical Education (CTE) Innovation Grant** Administered by the Maryland State Department of Education (MSDE), these competitive grants help districts expand or modernize CTE programs. Scholastic esports qualifies when aligned with the **Information Technology** or **Interactive Media Production** career clusters. [Maryland MSDE - Career and Technical Education](#)
- **Blueprint for Maryland's Future - College and Career Readiness (CCR) Funds** As part of the massive Blueprint initiative, schools receive specific funding to ensure all students are college and career ready. These funds can be used for innovative programs, like esports, that bridge the gap between classroom learning and high-tech career skills. [Maryland MSDE - Blueprint for Maryland's Future](#)
- **Maryland 21st Century Community Learning Centers (CCLC) Grant** This federal grant, managed by MSDE, provides funding for after-school and summer programs. It is an ideal source for funding the operational costs (coaching and software) of an esports program that serves as an academic enrichment hub and provides a safe environment for students. [Maryland MSDE - 21st Century CCLC](#)
- **Abell Foundation - Education and Youth Development Grants** Focusing primarily on **Baltimore City**, the Abell Foundation supports innovative programs that improve student outcomes. They are a strong candidate for funding the initial hardware and technology needs of an esports "hub" in Baltimore schools. [Abell Foundation - Education](#)
- **France-Merrick Foundation - Education Grants** This foundation supports nonprofits and schools in **Baltimore City and its six surrounding counties**. They focus on "Education" and "Community & Economic Development," making them a great fit for technology-forward programs like esports that build technical skills. [France-Merrick Foundation - Grant Guidelines](#)
- **The Harry and Jeanette Weinberg Foundation - Education Grants** The Weinberg Foundation provides significant support for education and youth development throughout Maryland. They prioritize programs that serve low-income students and those that

provide innovative ways to engage youth in learning and community. [Weinberg Foundation - Education](#)

- **Maryland Community Foundation (BCF) - Strategic Grants** The Baltimore Community Foundation (BCF) and its regional affiliates manage several funds that support educational innovation and youth leadership. They often fund initiatives that bridge the digital divide and provide unique learning opportunities. [Baltimore Community Foundation - Grants](#)
  - **Lockheed Martin - STEM Education Grants** With a major presence in Maryland (headquartered in Bethesda), Lockheed Martin supports STEM initiatives in local schools. They prioritize programs that serve underrepresented students and focus on the technical skills required for the aerospace and tech industries. [Lockheed Martin - STEM Education](#)
  - **Exelon (BGE) - Community Investment Grants** BGE (Baltimore Gas and Electric) provides grants for education and STEM-related projects. Their funding supports hands-on technology projects that engage students in technical career paths and innovative problem-solving. [BGE - Community Investment](#)
  - **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant, managed by MSDE, supports a well-rounded education and the effective use of technology. Maryland districts frequently use these funds to purchase the specialized peripherals and hardware needed for high-functioning esports and coding labs. [Maryland MSDE - Federal Programs](#)
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## Massachusetts

Massachusetts provides a robust ecosystem for educational technology and workforce development. Because the state has a heavy emphasis on "High-Quality College and Career Pathways," the most successful way to secure funding for esports is to align it with Computer Science, Information Technology, or Digital Media standards.

- **Skills Capital Grant Program (Executive Office of Education)** This is one of the state's most significant funding vehicles for high-end equipment. It awards grants to schools and colleges to purchase and install technology that supports vocational and technical training. If an esports lab is framed as a training ground for Information Technology or Media Production, it is a prime candidate for this capital investment. [Skills Capital Grant Program](#)
- **CTE Innovation and Partnership Grants (DESE)** The Department of Elementary and Secondary Education (DESE) provides competitive grants to support regional and local partnerships in expanding or developing new Career and Technical Education (CTE) programs. This funding is ideal for schools looking to integrate esports into formal career pathways like Interactive Media or Software Development. [DESE - CTE Grants](#)

- **Computer Science (CS) Engage & Professional Development Grants** These grants are designed to help districts establish and promote rigorous Digital Literacy and Computer Science (DLCS) education. Funds can be used for planning, teacher professional development, and purchasing the specific student learning devices required for tech-heavy curriculum. [DESE - STEM and Computer Science Grants](#)
- **Massachusetts Life Sciences Center (MLSC) STEM Equipment Grants** The MLSC awards significant funding for teacher professional development and the purchase of equipment, supplies, and technology. While "Life Sciences" is the focus, the center often funds high-tech lab equipment and software that overlap with the data science and analytics components of an esports curriculum. [MLSC - STEM Equipment Grants](#)
- **STEM Pipeline Fund (STEM Advisory Council)** Managed by the state's STEM Advisory Council, this fund supports the priorities of applied learning and guided career pathways. It targets initiatives that increase student interest in STEM fields through hands-on experiences and employer partnerships. [Massachusetts STEM Advisory Council](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** This is a federal formula grant distributed to school districts to support a "Well-Rounded Education" and the "Effective Use of Technology." It is the most flexible and commonly used source for purchasing esports hardware, networking equipment, and specialized software. [DESE - Federal Grant Programs](#)
- **21st Century Community Learning Centers (CCLC) Grant** This federal grant supports out-of-school time (after-school and summer) programs. It is an excellent vehicle for funding the operational costs of an esports program, particularly when it serves as an academic enrichment hub that focuses on college and career readiness. [DESE - 21st CCLC Program](#)
- **Digital Literacy Initiative (Massachusetts Broadband Institute)** MBI provides funding to ensure that students and target populations have the requisite skills to use digital tools effectively. This initiative supports digital literacy training and can assist with device access for schools looking to bridge the digital divide. [MBI - Digital Literacy Initiative](#)
- **Boston Scientific Foundation - STEM Education Grants** The Boston Scientific Foundation supports K-12 STEM education opportunities, specifically for economically disadvantaged populations. They prioritize innovative programs that prepare the next generation of "problem solvers and changemakers." [Boston Scientific Foundation](#)
- **MassCEC Equity Workforce Training Grants** The Massachusetts Clean Energy Center (MassCEC) provides grants to build career pathways in technology and technical sectors. These funds can support the "Training Ecosystem" for schools that tie their tech curriculum to high-growth, climate-critical or technical industries. [MassCEC - Workforce Training Grants](#)
- **Brown Rudnick Community Grants** (New England, LA, and the UK, education) Maximum amount of \$2,000. Brown Rudnick funds projects with a specific, one-time need or idea which will improve education in underserved communities in Boston, Providence, Hartford, New York, Washington, D.C., or Orange County. Purposes are to simultaneously (1) encourage those involved broadly with the Brown Rudnick Charitable Foundation to actively think about the educational needs in the communities of Boston,

Providence, Hartford, New York, Washington, D.C., Orange County and London (UK); (2) recognize, encourage and collaborate with the front-line educators who often do not have a voice in funding decisions; and (3) provide funding to assist with small, concrete projects or needs which will improve education in underserved communities, within a year of the grant award.

- **The [School Climate Transformation Grant](#)** – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework — such as Positive Behavior Interventions and Supports (PBIS) — with the ultimate goal of improving behavioral outcomes and learning conditions for all students. Currently, 14 states receive funding through this program including Massachusetts

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## Michigan

Michigan's funding landscape for school programs is heavily defined by its **Section 31a (At-Risk)** funding and a massive commitment to **Career and Technical Education (CTE)** and **STEM** integration. In Michigan, esports is most successfully funded when it is presented as a tool for student engagement, attendance improvement, or a bridge to high-demand careers in Information Technology and Digital Media.

- **Section 31a (At-Risk) Funding (MDE)** This is one of the most flexible and widely available state funds for Michigan districts. These funds are designed to support students who are "at-risk" of not meeting state standards. Districts frequently use Section 31a dollars to fund "pro-social" extracurricular activities, like esports, that are proven to improve school attendance and student engagement. [MDE - Section 31a At-Risk](#)
- **CTE Program Improvement & Equipment Grants (Perkins V)** The Michigan Department of Education (MDE) provides federal Perkins V funds to modernize CTE labs. Scholastic esports qualifies for this funding when it is integrated into approved career clusters such as **Information Technology, Programming & Software Development**, or **Digital Media**. [MDE - Career and Technical Education](#)
- **MiSTEM Network Grants** Michigan's MiSTEM Network offers various grant opportunities to support the state's four pillars: STEM culture, empowered educators, high-quality curriculum, and post-secondary transitions. These grants are ideal for schools looking to implement an esports-themed STEM curriculum or provide professional development for coaches. [Michigan.gov - MiSTEM Network](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant managed by the state that supports a "Well-Rounded Education" and the "Effective Use of Technology." Michigan districts commonly use these funds for one-time equipment purchases, such as high-performance computers, monitors, and peripherals for specialized tech labs. [MDE - Title IV, Part A](#)

- **21st Century Community Learning Centers (CCLC) Grant** This federal grant supports out-of-school time (after-school and summer) programs. It is an excellent vehicle for funding the staffing and operational costs of an esports program, especially when it serves as an academic enrichment hub that focuses on college and career readiness in underserved communities. [MDE - 21st Century Community Learning Centers](#)
- **DTE Energy Foundation - Education & STEM Grants** The DTE Energy Foundation provides significant support for K-12 STEM education and workforce development in Michigan. They prioritize programs that serve underrepresented student populations and focus on the technical skills required for future-focused industries. [DTE Energy Foundation](#)
- **Ford Motor Company Fund - STEM Education** Based in Dearborn, the Ford Fund supports STEM initiatives that empower students and prepare them for the future workforce. They favor innovative programs that provide hands-on experience in technology, engineering, and digital arts. [Ford Fund - Education](#)
- **Community Foundation for Southeast Michigan (CFSEM)** CFSEM manages hundreds of local funds that support educational innovation and youth development in the seven-county Detroit region. They offer competitive grant cycles for projects that address "Equity in Education" and provide students with unique learning opportunities. [Community Foundation for Southeast Michigan](#)
- **Michigan Health Endowment Fund - Nutrition & Healthy Lifestyle** While primarily health-focused, this fund supports initiatives that improve the overall well-being of Michigan youth. Schools can successfully apply by framing esports as a "pro-social" tool that improves student mental health, belonging, and healthy digital citizenship. [Michigan Health Endowment Fund](#)
- **Consumers Energy Foundation - Education & STEM Support** The Consumers Energy Foundation provides grants to Michigan schools for programs that focus on STEM education and workforce preparation. They support initiatives that engage students in technical career paths and innovative problem-solving. [Consumers Energy Foundation](#)
- The [School Climate Transformation Grant](#) – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework — such as Positive Behavior Interventions and Supports (PBIS) — with the ultimate goal of improving behavioral outcomes and learning conditions for all students. Currently, 14 states receive funding through this program: Colorado, Georgia, Kentucky, Massachusetts, Michigan, Minnesota, Nevada, New Hampshire, Ohio, Oklahoma, Rhode Island, Virginia, Washington and Wisconsin.

## Minnesota

Minnesota's funding landscape for schools is characterized by a strong emphasis on **equity**, **Career and Technical Education (CTE)**, and **STEM** integration. Scholastic esports in Minnesota is most successfully funded when it is presented as a tool for student engagement,

attendance improvement, or a bridge to high-demand careers in Information Technology and Digital Media.

- **Minnesota CTE Impact Grants** Administered by the Minnesota Service Cooperatives, these grants provide up to **\$10,000** to support robust CTE experiences for students in grades 5-12. They prioritize projects that focus on collaborative partnerships and regional career pathways, making them a perfect fit for esports programs tied to IT or digital media. [Minnesota Service Cooperatives - CTE Impact Grants](#)
- **CTE Mini-Grants (Resource Training & Solutions)** These smaller grants (up to **\$5,000**) are available to schools in Region 7E (Central Minnesota) for hands-on CTE exploration. They can be used to develop new courses, acquire licensure, or implement innovative ideas that advance CTE, such as an esports-to-business curriculum. [Resource Training & Solutions - CTE Mini-Grants](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant is distributed to Minnesota districts to support a "Well-Rounded Education" and the "Effective Use of Technology." It is the most common and flexible source for purchasing esports hardware, networking equipment, and specialized software. [Minnesota DOE - Federal Programs](#)
- **Minnesota 21st Century Community Learning Centers (21st CCLC) Grant** Managed by the Minnesota Department of Education (MDE), this federal grant supports after-school and summer programs. It is an ideal vehicle for funding the staffing and operational costs of an esports club, particularly when it serves as an academic enrichment hub for high-poverty schools. [Minnesota DOE - 21st CCLC](#)
- **Minnesota Community IDEAS Grant Program** Offered by the Saint Paul & Minnesota Foundation, this program provides unrestricted funding (up to **\$125,000**) for nonprofit organizations, including schools. These funds are highly flexible and can be used for capital expenditures, such as building a state-of-the-art esports lab. [Saint Paul & Minnesota Foundation - Community IDEAS](#)
- **MINNDEPENDENT STEM Grants** Specifically for member non-public schools in Minnesota, this program offers financial support and product donations to enhance STEM education. They prioritize innovative ways to engage students in integrated STEM learning, which includes scholastic esports. [MINNDEPENDENT - STEM Program](#)
- **Society of American Military Engineers (SAME) - MSP Post STEM Grants** The Minneapolis-St. Paul Post of SAME offers educational grants up to **\$3,000** for schools that support math and science education. They favor projects that lead to future engineering-related career opportunities, aligning well with the technical side of esports. [SAME Minneapolis-St. Paul - STEM Grants](#)
- **Best Buy Foundation - Community Grants** Headquartered in Richfield, Best Buy provides grants to organizations that provide teens with "hands-on tech tools and training." They prioritize programs that help youth build the skills they need for future careers in technology and the creative arts. [Best Buy Foundation - Community Grants](#)
- **Target Foundation - Community Engagement Grants** The Minneapolis-based Target Foundation supports local communities with grants focused on "Equity and Opportunity."

They fund programs that provide students in underserved communities with access to technology and leadership opportunities. [Target Foundation - Grants](#)

- **U.S. Bank - Community Possible Grant Program** This program aims to foster workforce advancement and economic development. They partner with schools and nonprofits to drive lasting change through collaborative grantmaking, particularly in areas like digital literacy and technical training. [U.S. Bank - Community Possible](#)
  - **FM Area Foundation Grant** (Cass County, North Dakota, and Clay County, Minnesota, community) The Foundation addresses unmet needs in education, on the basis that 'there are countless avenues for learning that lead to successful futures, and we believe bright futures begin with a strong educational foundation.'
  - **The [School Climate Transformation Grant](#)** – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework — such as Positive Behavior Interventions and Supports (PBIS) — with the ultimate goal of improving behavioral outcomes and learning conditions for all students. Currently, 14 states receive funding through this program: Colorado, Georgia, Kentucky, Massachusetts, Michigan, Minnesota, Nevada, New Hampshire, Ohio, Oklahoma, Rhode Island, Virginia, Washington and Wisconsin.
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## Mississippi

Mississippi's funding landscape for schools is increasingly focused on **Career and Technical Education (CTE)** and **Workforce Development**, particularly through the **Mississippi Department of Education (MDE)**. Because the Mississippi High School Activities Association (MHSAA) officially sanctions esports, schools have a unique opportunity to blend athletic, academic, and technical funding.

- **MDE Career and Technical Education (CTE) Equipment Grants** Mississippi provides significant support for modernizing CTE labs. Scholastic esports programs are eligible for these funds when integrated into state-approved pathways such as **Information Technology, Digital Media Technology, or Software Development**. [Mississippi DOE - Career and Technical Education](#)
- **Mississippi Department of Employment Security (MDES) - Workforce Grants** MDES offers various grants focused on workforce training and development. Schools can leverage these funds by demonstrating how an esports curriculum prepares students for high-demand technical careers and provides industry-recognized certifications. [Mississippi Department of Employment Security](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant is distributed to Mississippi districts to support a "Well-Rounded Education" and the "Effective Use of Technology." It is the most common and flexible source for purchasing

esports hardware, networking equipment, and specialized software. [Mississippi DOE - Federal Programs](#)

- **Mississippi 21st Century Community Learning Centers (CCLC) Grant** Managed by the MDE, this federal grant supports after-school and summer programs. It is an ideal vehicle for funding the staffing and operational costs of an esports club, particularly when it serves as an academic enrichment hub for high-poverty schools. [Mississippi DOE - 21st CCLC](#)
- **Mississippi Power Foundation - STEM Education Grants** The Mississippi Power Foundation provides grants to support STEM education and workforce development. They prioritize programs that engage students in technical learning and prepare them for careers in the energy and technology sectors. [Mississippi Power - Community Giving](#)
- **Entergy Mississippi - Community Power Grants** Entergy provides funding to organizations in its service territories for programs that promote community vitality and education. Their focus on STEM and workforce preparation makes them a viable partner for funding a technology-rich school environment. [Entergy Mississippi - Community](#)
- **Community Foundation for Mississippi (CFM) - Education Grants** CFM manages a wide range of grants and giving circles that support educational innovation and youth development. They often fund initiatives that bridge the digital divide and provide unique learning opportunities for students across the state. [Community Foundation for Mississippi](#)
- **Gulf Coast Community Foundation - Community Impact Grants** Serving the Mississippi Gulf Coast region, this foundation offers grants for projects that improve the "quality of life." They prioritize innovative educational programs that address local workforce needs and provide students with high-tech skills. [Gulf Coast Community Foundation](#)
- **C Spire Foundation - STEAM Education Grants** Headquartered in Mississippi, C Spire is a major supporter of technology in schools. They provide grants for programs that focus on STEAM (Science, Technology, Engineering, Arts, and Mathematics) and digital literacy, making them a natural partner for esports. [C Spire Foundation](#)
- **Mississippi Arts Commission (MAC) - Arts Education Grants** While primarily arts-focused, MAC offers grants that can support the **Digital Media** and **Graphic Design** aspects of an esports program. These funds can be used for software, equipment, and visiting artists who specialize in game design or digital storytelling. [Mississippi Arts Commission](#)

## Missouri

Missouri's funding for scholastic programs is defined by a strong emphasis on **Career and Technical Education (CTE)** and **Workforce Development**, with a particular focus on preparing students for high-demand careers in technology and the trades. In Missouri, programs like

esports are most successfully funded when they are integrated into "Real World Learning" initiatives or STEM-focused career pathways.

- **CTE Limited Access Grant (LAG)** Administered by the Missouri Department of Elementary and Secondary Education (DESE), this grant provides substantial funding—up to **\$400,000** per recipient—to expand CTE programming where access has been limited. It is an ideal vehicle for building high-tech labs for **Skilled Technical Sciences** and **Information Technology**.  
[DESE - CTE Limited Access Grant](#)
- **21st Century Community Learning Centers (CCLC) Grant** A major federal grant managed by DESE for comprehensive after-school and summer learning. This is a premier source for funding the staffing, software, and operational costs of programs that offer academic enrichment and a safe, engaging environment for students outside regular school hours.  
[DESE - Afterschool Grants](#)
- **Bayer Fund (formerly Monsanto Fund) STEM Education Grants** Headquartered in St. Louis, the Bayer Fund provides grants for K-12 STEM education. They prioritize programs that focus on curriculum improvement, innovative uses of technology, and the purchase of equipment to enhance STEM or STEAM learning.  
[Bayer Fund - STEM Education](#)
- **Ewing Marion Kauffman Foundation - Real World Learning** Primarily serving the **Kansas City** region, this foundation supports initiatives that allow students to earn industry-recognized credentials or participate in work-based learning. They are a significant funder of programs that bridge the gap between high school and high-tech careers.  
[Kauffman Foundation - Grantmaking](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant is distributed to Missouri districts to support a well-rounded education and the effective use of technology. It is a highly flexible source often used to purchase specialized hardware, peripherals, and software for tech labs and student organizations.  
[DESE - Federal Programs](#)
- **Ameren Missouri - STEM & Workforce Development Partnerships** Ameren supports educational initiatives in its service areas that focus on STEM and technical career preparation. They frequently partner with local schools and colleges to create specialized academies that provide hands-on training for the next generation of technical workers.  
[Ameren - Community Investment](#)
- **Fast Track Workforce Incentive Grant** While primarily for post-secondary students, this state program identifies **high-demand occupations** that the state prioritizes. K-12 schools can use this "high-need" list to justify funding for preparatory programs that align with these state-funded college and career paths.  
[DHEWD - Fast Track Workforce Incentive Grant](#)
- **Truman Heritage Community Foundation - Community Grants** Serving Eastern Jackson County, this foundation provides grants of up to **\$15,000** for projects that improve youth development and leadership. They favor innovative educational programs

that are designed to serve and engage local students.

[Truman Heritage Community Foundation](#)

- **Technology Centers That Work (TCTW) Grant** This state-level grant is focused on helping technical centers and schools improve student achievement through the integration of rigorous academics and career-technical studies. It is a strong fit for programs that combine technical skill-building with core academic standards.  
[DESE - TCTW Grant Information](#)
  - **Missouri Technology Corporation (MTC) - MOBEC Grant Program** MTC provides funding to strengthen Missouri's entrepreneurial and technical ecosystem. While broad, their grants often support organizations and educational partnerships that deliver critical resources for students to launch careers in the tech industry.  
[Missouri Technology Corporation](#)
  - **CPS Foundation, Inc.** (Wichita, Kansas City, Denver, and Dallas-Ft. Worth metropolitan areas, education and community) Although there is not a specified range of grant amounts, based on previous years, average grants to qualified organizations ranged from \$2,000 to \$20,000. The CPS Foundation makes one-time project grants to 501(c)(3) organizations, in Greater Kansas City, Wichita, Denver, and Dallas - Ft. Worth metropolitan areas, whose missions are to support and benefit areas including but not limited to education, medically-diagnosed special needs populations, youth development, vocational/career training and community well being.
  - **The Dana Brown Charitable Trust** (St. Louis Metro area, health, education, and welfare of disadvantaged children) Your funding request must directly positively impact the health, education, and welfare of underprivileged/economically disadvantaged children or the health and welfare of animals. Your funding request must be allocated for organizations in the St. Louis, Missouri – Illinois Metro Area. Goals of the Trust: To alleviate the suffering of disadvantaged youngsters and enhance all children's opportunities for productive, wholesome, and creative lives by providing grants to organizations that benefit children in the St. Louis Metropolitan region.
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## Montana

Montana's funding for school programs is centered on **personalized learning, Advanced Opportunities**, and a significant push toward **Career and Technical Education (CTE)** through tribal and rural outreach. Because Montana has many small, rural districts, the state provides unique flexible funding blocks designed to help schools overcome geographic barriers to technology.

- **Advanced Opportunities Program (OPI)** This state-funded program is designed to help districts expand personalized career and technical education. Schools can use these

funds to cover the costs of dual enrollment, industry-recognized credentials (IRCs), and the equipment necessary for students to participate in "Future Ready" pathways.

[Montana OPI - Advanced Opportunities](#)

- **Transformational Learning Program (TLP)** The TLP provides grant funding to school districts that implement "proficiency-based" learning models. This is an ideal source for schools looking to replace traditional seat-time with innovative, tech-driven programs like esports or game design that allow students to demonstrate technical mastery. [Montana OPI - Transformational Learning](#)
- **Montana's Future at Work (Dennis & Phyllis Washington Foundation)** In partnership with the Montana University System, this foundation awards grants ranging from **\$30,000 to \$50,000** to support CTE outcomes. They prioritize programs that lead to stackable credentials in high-need areas like Cybersecurity, Robotics, and Information Technology. [Montana's Future at Work Grant](#)
- **Perkins V Secondary Reserve Grants** The Montana Office of Public Instruction (OPI) offers competitive "Reserve" grants to foster innovation in CTE. These grants are specifically aimed at increasing access to high-quality career pathways in middle and high schools, particularly in rural or underserved areas. [Montana OPI - Perkins V](#)
- **Montana Community Foundation - Community Investment Program** This foundation manages a variety of funds (such as the Grid United fund) that support innovative projects in Eastern Montana and beyond. Grants of up to **\$50,000** are available for school districts and nonprofits to enhance "Quality of Life" through technology and education. [Montana Community Foundation - Grants](#)
- **NorthWestern Energy - Community Works Fund** NorthWestern Energy provides support for special primary and secondary education programs, with a focus on **math, science, and youth leadership**. They favor projects that have a broad community impact and prepare students for technical careers. [NorthWestern Energy - Community Works](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to Montana districts to support "Well-Rounded Education" and the "Effective Use of Technology." While there is a **15% cap** on hardware infrastructure, these funds are frequently used for the software and peripherals needed for high-tech student labs. [Montana OPI - Title IV-A SSAE](#)
- **21st Century Community Learning Centers (CCLC)** This grant supports before-school, after-school, and summer programs that provide academic enrichment. It is a prime source for funding the operational and coaching costs of an esports club, especially in schools where at least 40% of students qualify for free/reduced-price meals. [Montana OPI - Afterschool Programs](#)
- **Dennis & Phyllis Washington Foundation - Direct Education Grants** Beyond the "Future at Work" initiative, the foundation provides direct grants to organizations and schools that support underserved and rural populations. Their giving is heavily focused on education and providing students with the tools needed for upward economic mobility. [Washington Foundation - Grant Guidelines](#)
- **Town Pump Charitable Foundation - Community Grants** Town Pump provides small, impactful grants to schools and organizations across Montana. They are highly

supportive of "Education and Youth" initiatives and are often a quick and accessible source for smaller technology requests or student organization needs. [Town Pump Charitable Foundation](#)

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## Nebraska

Nebraska's funding landscape for schools is increasingly focused on **Career and Technical Education (CTE)** and **STEM** integration, with a strong emphasis on "Future Ready" initiatives. In Nebraska, scholastic esports is most successfully funded when presented as a "Career Pathway" in Information Technology, Digital Media, or Business.

- **reVISION Action Grant (Nebraska Department of Education)** This is a premier competitive grant funded by Perkins V. It provides up to **\$100,000** to help schools improve, modernize, or expand CTE programs. Esports is a strong candidate when integrated into "Information Technology" or "Digital Arts" pathways, focusing on industry-aligned technical skills. [NDE - reVISION Action Grant](#)
- **21st Century Community Learning Centers (21st CCLC) Grant** A major federal grant managed by the NDE for after-school and summer learning. This is a primary source for funding the staffing, software, and operational costs of programs that offer academic enrichment and a safe, engaging environment for students outside regular school hours. [NDE - 21st Century Community Learning Centers](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant is distributed to Nebraska districts to support a "Well-Rounded Education" and the "Effective Use of Technology." It is a highly flexible source often used to purchase specialized hardware, peripherals, and software for tech labs and student organizations. [NDE - Federal Programs](#)
- **Peter Kiewit Foundation - Youth Pathways to Success** Based in Omaha but serving the entire state, this foundation supports programs that increase the number of youth who progress in their education and secure meaningful employment. They frequently fund capital projects and innovative technology for schools and nonprofits. [Peter Kiewit Foundation](#)
- **Sherwood Foundation - Capital & Program Grants** The Sherwood Foundation provides significant support for public education and social justice in Nebraska. Their **Capital Grants** are particularly useful for funding long-term asset purchases, such as high-end computers and specialized furniture for a new school lab. [Sherwood Foundation](#)
- **Cooper Foundation - Education & Youth Grants** Focusing primarily on **Lincoln and Lancaster County**, this foundation supports innovative ideas and strong organizations. They prioritize programs that benefit young people and have a history of funding educational technology and instructional materials. [Cooper Foundation](#)

- **Woods Charitable Fund - Education & Human Services** This Lincoln-based fund reviews proposals for pilot projects and innovative programs. They are interested in initiatives that join partners (academic, community, business) to explore ways to integrate talents toward common goals, such as tech-based career readiness. [Woods Charitable Fund](#)
  - **Nebraska Community Foundation - Community Investment Program** The NCF manages a wide range of local funds and giving circles across the state. These local groups often award grants for community-specific needs, including classroom technology, youth leadership, and innovative educational projects. [Nebraska Community Foundation](#)
  - **Evergy Community Investment - STEM Education** Evergy provides community grants focused on STEM education and workforce development in its service areas. They favor programs that prepare students for technical careers and foster interest in energy and technology. [Evergy - Community Investment](#)
  - **STEM CONNECT (National Science Foundation S-STEM)** While often centered on scholarships for higher education, the STEM CONNECT partnership (including UNL and Southeast Community College) provides a framework for K-12 schools to align their curriculum with state-funded pathways in software engineering and IT. [STEM CONNECT - UNL](#)
  - [Abel Foundation](#) (Nebraska — Education, Arts, Community) The Abel Foundation exists to coordinate the gifts of the Abel Family, including ‘major gifts to Nebraska projects, which have greatly promoted the quality of life in Nebraska communities.’
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## Nevada

Nevada’s funding landscape for school programs is heavily defined by its **STEM** and **Workforce Development** priorities, often supported by the **Governor's Office of Science, Innovation and Technology (OSIT)** and a strong presence from the state's expanding technology and gaming sectors.

- **CTE State Allocation Grants (Nevada Department of Education)** These funds are allocated to help with the start-up and support of Career and Technical Education (CTE) programs of study. Schools can access this funding by integrating esports into approved pathways like **Information Technology** or **Media Arts**, making them eligible for high-end hardware and specialized equipment. [NDE - CTE Grants Administration](#)
- **OSIT STEM Workforce Talent Pipeline Grant** The Governor’s Office of Science, Innovation and Technology (OSIT) offers these grants to support partnerships between high schools, postsecondary institutions, and STEM employers. They focus on preparing students for careers in high-demand technical fields through hands-on training and innovative learning environments. [Nevada OSIT - STEM Grants](#)

- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to Nevada districts to support a "Well-Rounded Education" and the "Effective Use of Technology." This is a highly flexible source used for purchasing the specialized peripherals, networking equipment, and high-performance computers needed for student tech labs. [NDE - Title IV. Part A](#)
- **21st Century Community Learning Centers (CCLC) Grant** This grant supports before-school, after-school, and summer programs that provide academic enrichment. It is an ideal source for funding the operational and coaching costs of an esports program, particularly when it serves as a "non-traditional STEM education" hub in underserved communities. [NDE - 21st CCLC](#)
- **Tesla K-12 Investment Fund** Tesla has a significant philanthropic commitment to Nevada schools, specifically targeting initiatives that accelerate **Robotics**, **STEAM**, and sustainability. They fund projects that build technical facilities and create direct pathways to employment in the tech and engineering industries. [Nevada GOED - Tesla Investment Update](#)
- **NV Energy Foundation - Education & Youth Development** The NV Energy Foundation provides grants for innovative programs that deliver results in STEM, literacy, and workforce preparation. They prioritize initiatives that provide resources for underserved youth and help build the "kindergarten-to-career" pipeline. [NV Energy Foundation - Education](#)
- **The Rogers Foundation - Gift of Technology Grants** Focusing primarily on Southern Nevada, this foundation supports public schools through competitive grants. Their "Gift of Technology" program is designed to provide schools with the hardware and software necessary to enhance digital literacy and provide modern learning tools to students. [The Rogers Foundation - Grants](#)
- **E.L. Cord Foundation - Educational & Scientific Grants** Based in Reno, this foundation supports the residents of Northern Nevada and rural communities. They provide grants for educational and scientific initiatives, with a history of funding projects that integrate technology and promote youth development. [E.L. Cord Foundation](#)
- **Switch Foundation - Tech Innovation Support** As a major technology player in Nevada, Switch supports education initiatives that focus on innovation, STEAM, and the digital economy. They favor programs that prepare students for the technical roles of the future and foster interest in the tech sector. [Switch - Community Involvement](#)
- **DonorsChoose Nevada State Partnership** The Nevada Department of Education frequently utilizes state-appropriated funds to match donations or provide direct funding for classroom projects on DonorsChoose. This is an excellent way for teachers to secure smaller hardware items like VR headsets, high-speed monitors, or gaming peripherals. [NDE - DonorsChoose Program](#)
- **The [School Climate Transformation Grant](#)** – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework — such as Positive Behavior Interventions and Supports (PBIS) — with the ultimate goal of improving behavioral outcomes and learning conditions for all students. Currently, 14 states receive funding through this program: Colorado, Georgia, Kentucky, Massachusetts, Michigan,

Minnesota, Nevada, New Hampshire, Ohio, Oklahoma, Rhode Island, Virginia, Washington and Wisconsin.

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## New Hampshire

New Hampshire's school funding is increasingly focused on **Career and Technical Education (CTE)**, **personalized learning**, and **workforce-ready skills**. Scholastic esports is a perfect fit here, especially when presented as a "Career Pathway" in Information Technology, Digital Media, or Computer Science.

- **Dual Enrollment and Career Pathways Grants (NHDOE)** These state grants are designed to create and expand pathways between high school and post-secondary education. Schools can use these funds to purchase the specialized equipment and curriculum needed to prepare students for tech-heavy careers, which is a natural fit for esports-to-career models. [NHDOE - Career and Technical Education](#)
- **CTE Innovation & Modernization Grants (Perkins V)** Managed by the Bureau of Career Development, these grants provide funding to modernize existing CTE programs or launch new ones. Esports labs are eligible when integrated into approved pathways like **Programming**, **Networking**, or **Digital Design**. [NHDOE - CTE Grants](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to NH school districts to support a "Well-Rounded Education" and the "Effective Use of Technology." This is the most flexible funding source for purchasing gaming hardware, monitors, and specialized software. [NHDOE - Federal Programs](#)
- **New Hampshire Charitable Foundation - Community Grants** The largest community foundation in the state, it offers grants to nonprofits and schools for projects that improve youth development and educational outcomes. They favor innovative programs that engage students and provide them with 21st-century skills. [New Hampshire Charitable Foundation](#)
- **21st Century Community Learning Centers (CCLC) Grant** This federal grant supports out-of-school time (after-school and summer) programs. It is an ideal vehicle for funding the staffing and operational costs of an esports club, especially in schools with high populations of underserved students. [NHDOE - 21st CCLC](#)
- **New Hampshire High Tech Council (NHHTC) - STEM Education Initiatives** While primarily a networking and advocacy group, the NH Tech Alliance (formerly NHHTC) supports STEM initiatives and scholarships. They often partner with schools to provide mentors and specialized training for tech-based student organizations. [NH Tech Alliance - Workforce Development](#)
- **Eversource Energy Foundation - STEM & Education Grants** Eversource provides grants to schools in its service territory for programs that focus on **STEM education** and youth development. Their focus on building a future-ready workforce makes them a

strong partner for technology-intensive school programs. [Eversource - Community Investment](#)

- **Cogswell Benevolent Trust** One of the oldest private foundations in New Hampshire, it provides grants to organizations and schools that support the welfare and education of the state's residents. They have a history of funding capital improvements and equipment for educational programs. [Cogswell Benevolent Trust - Grant Info](#)
  - **McIninch Foundation** Based in Manchester, this foundation focuses on "Education" and "Youth Services." They provide grants for specific projects and equipment needs that help schools improve their educational delivery and student engagement. [McIninch Foundation](#)
  - **New Hampshire State Council on the Arts - Arts in Education** While primarily arts-focused, the council offers grants that can support the **Digital Arts, Animation,** and **Sound Design** components of an esports program. This is an excellent route for funding software licenses and creative technology. [NH State Council on the Arts - Grants](#)
  - **The [School Climate Transformation Grant](#)** – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework — such as Positive Behavior Interventions and Supports (PBIS) — with the ultimate goal of improving behavioral outcomes and learning conditions for all students. Currently, 14 states receive funding through this program: Colorado, Georgia, Kentucky, Massachusetts, Michigan, Minnesota, Nevada, New Hampshire, Ohio, Oklahoma, Rhode Island, Virginia, Washington and Wisconsin.
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## New Jersey

New Jersey is a national leader in the esports space, home to the **Esports Innovation Center** at Stockton University and a state government that has actively funded esports career exploration. In New Jersey, funding is most readily available when esports is framed as a **Career and Technical Education (CTE)** pathway or a tool for **student engagement and attendance**.

- **Esports Industry Career Exploration Grant (NJDOE)** This is a specialized grant program from the New Jersey Department of Education specifically designed to harness the popularity of esports. It funds the creation of new esports programming, particularly for middle grades, to increase awareness of high-skill, high-wage, and in-demand career pathways like computer programming and game design. [NJDOE - Office of Grants Management](#)
- **CTE Innovation Grant** New Jersey provides competitive grants to modernize and expand Career and Technical Education. These funds can be used for "innovation economy" equipment. If your esports program is tied to an approved CTE program of study—such as **Information Technology** or **Graphic Design**—you can secure

significant funding for high-end hardware and peripherals. [NJDOE - Career and Technical Education](#)

- **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant is a primary source for New Jersey districts to support "Well-Rounded Educational Opportunities" and the "Effective Use of Technology." It is highly flexible and commonly used to purchase the specialized computers, monitors, and networking gear required for a competitive esports lab. [NJDOE - Title IV, Part A](#)
- **21st Century Community Learning Centers (CCLC) Grant** This federal grant, managed by the state, supports out-of-school time programs. In New Jersey, it is an excellent vehicle for funding the operational costs (stipends and software) of an esports club that focuses on academic enrichment, social-emotional learning, and providing a safe after-school environment. [NJDOE - 21st CCLC](#)
- **NJ STEM Pathways Network - Innovation Fund** This fund invites proposals from K-12 school districts for innovative STEM initiatives. They prioritize hands-on activities that connect students with researchers and high-tech workers. Esports programs that emphasize the "STEM behind the game" (coding, data analytics, and physics) are strong candidates. [NJ STEM Pathways Network - Grants](#)
- **PSEG Foundation - Neighborhood Partners Program** The PSEG Foundation awards grants ranging from **\$500 to \$15,000** for programs focused on STEM education, social justice, and economic empowerment. They favor initiatives that prepare students in their service territories for the technical workforce of the future. [PSEG Foundation - Neighborhood Partners](#)
- **Panasonic Foundation - STEM Equity Grants** Headquartered in Newark, the Panasonic Foundation focuses on closing the "STEM gap." They provide multi-year grants to under-resourced schools to provide equitable access to technology and prepare students for 21st-century careers in engineering and tech. [The Panasonic Foundation](#)
- **Geraldine R. Dodge Foundation - Education & Innovation** This foundation supports programs that promote "Creative New Jersey." They fund innovative educational models that increase student voice and engagement. Scholastic esports fits their profile when it is used to foster leadership, digital citizenship, and non-traditional learning. [Geraldine R. Dodge Foundation](#)
- **Sustainable Jersey for Schools Grants** In partnership with major utilities like PSEG and NJEA, this program provides grants for "sustainability" projects. Schools can qualify by using esports labs as community "Digital Literacy Hubs" or by focusing on the "Circular Economy" of technology and e-waste management within the lab. [Sustainable Jersey for Schools](#)
- **Bristol Myers Squibb - STEM Education Giving** BMS supports K-12 STEM education in communities where their employees live and work (Central/South NJ). They prioritize programs that provide a clear pathway to technical careers and address educational inequities in the sciences and technology. [Bristol Myers Squibb - Community Giving](#)
- [Frances L. & Edwin L. Cummings Memorial Fund Grant](#) The primary interest of the Frances L. & Edwin L. Cummings Memorial Fund is to support organizations operating in New York City and Northeastern New Jersey that provide programs and services in

the areas of social welfare, education and health. The Fund has a special interest in youth programs located in these regions.

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## New Mexico

New Mexico's funding for school programs is heavily influenced by a statewide commitment to **STEM literacy, Career and Technical Education (CTE)**, and unique partnerships with **National Laboratories** and **Tribal Nations**. Scholastic esports is a perfect fit here, especially when presented as a "Career Pathway" in Information Technology, Digital Media, or Computer Science.

- **CTE Program of Study Funding (NMPED)** The New Mexico Public Education Department (NMPED) provides federal and state funds to districts to support approved Career and Technical Education pathways. Esports curriculum and hardware are eligible when integrated into the **Information Technology** or **Media Arts** career clusters, particularly under the "Digital Media" or "Programming" umbrellas. [NMPED - Career and Technical Education](#)
- **Innovation in STEM Education Grants (LANL Foundation)** The Los Alamos National Laboratory (LANL) Foundation provides significant support for STEM education in Northern New Mexico. They prioritize programs that provide hands-on, inquiry-based learning and those that prepare students for high-tech careers in the region. [LANL Foundation - STEM Education](#)
- **Sandia National Laboratories K-12 STEM Grants** Focusing on the **Albuquerque** and **Central New Mexico** region, Sandia supports STEM initiatives in local schools. They favor programs that serve underrepresented students and those that provide innovative ways to engage youth in the "tech-pipeline." [Sandia National Labs - Community Involvement](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant managed by NMPED that supports a "Well-Rounded Education" and the "Effective Use of Technology." New Mexico districts frequently use these funds to purchase the specialized computers, monitors, and networking gear required for a competitive esports lab. [NMPED - Federal Programs](#)
- **21st Century Community Learning Centers (CCLC) Grant** This federal grant, managed by NMPED, supports out-of-school time (after-school and summer) programs. It is an excellent vehicle for funding the staffing and operational costs of an esports club, particularly when it serves as an academic enrichment hub that focuses on college and career readiness. [NMPED - 21st CCLC](#)
- **New Mexico Community Foundation - Community Investment Program** Managing dozens of local funds, this foundation supports innovative educational projects and youth leadership across the state. They offer competitive grant cycles that focus on "Quality of

Life" and "Community Vitality," with a history of funding technology for rural schools. [New Mexico Community Foundation - Grants](#)

- **PNM Resources Foundation - Power Up Grants** PNM provides grants to schools in its service territory for programs that focus on **STEM education** and youth development. Their "Power Up" grants are designed to support innovative classroom technology and projects that engage students in technical learning. [PNM - Community Giving](#)
  - **McCune Charitable Foundation - Education & Youth** This foundation supports programs that improve the "well-being" of New Mexicans, with a strong focus on education. They prioritize initiatives that are collaborative, innovative, and increase student engagement and voice in their learning. [McCune Charitable Foundation](#)
  - **Tribal Gaming Grants (New Mexico Tribal-State Compacts)** Under tribal-state compacts, New Mexico tribes share a portion of their gaming revenue with the state and local governments. Schools, particularly those on or near tribal lands, can often access these funds for education and youth services by partnering with their local tribal government. [New Mexico Gaming Control Board - Revenue Sharing](#)
  - **Intel New Mexico - Community Grants** With a major presence in **Rio Rancho**, Intel supports STEM initiatives in local schools and nonprofits. They prioritize programs that serve underrepresented populations and those that provide clear pathways to technical careers in the semiconductor and tech industries. [Intel - Community Support](#)
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## New York

New York's funding environment is one of the most robust in the nation, bolstered by the massive **Smart Schools Bond Act** and a historic increase in **Foundation Aid**. In New York, esports is most successfully funded when tied to **STEM career exploration**, **P-TECH models**, or as an engagement tool for **high-need districts**.

- **Smart Schools Bond Act (SSBA)** This is a once-in-a-generation \$2 billion fund specifically for "Learning Technology Equipment." Schools can use these bond funds to purchase high-speed broadband, computer servers, and desktop/laptop computers. This is the primary source for building out high-performance esports labs. [NYSED - Smart Schools Bond Act](#)
- **Learning Technology Grant (LTG)** The LTG is a multi-year program that awards millions annually to develop and share innovative programs utilizing learning technologies. It focuses on personalizing learning and increasing access to high-quality instruction through tech. [NYSED - Learning Technology Grant](#)
- **CTE Program Approval & Perkins V Funding** New York provides federal Perkins V and state formula grants for approved Career and Technical Education (CTE) programs. Esports programs are eligible for high-end hardware and production equipment when integrated into pathways like **Information Technology**, **Interactive Media Production**, or **Cybersecurity**. [NYSED - Career and Technical Education](#)

- **Title IV-A Student Support and Academic Enrichment (SSAE)** This flexible federal formula grant is distributed to almost every district in NY to support a "Well-Rounded Education" and the "Effective Use of Technology." It is the most common source for purchasing specialized peripherals (monitors, mice, headsets) and software licenses. [NYSED - Title IV. Part A](#)
- **21st Century Community Learning Centers (21st CCLC)** A major federal grant managed by NYSED for after-school and summer enrichment. This is a premier source for funding the "human" side of esports—coaching stipends, program coordinators, and software subscriptions—especially in high-poverty or low-performing schools. [NYSED - 21st Century CCLC](#)
- **Robin Hood Foundation (NYC Focused)** As New York City's largest poverty-fighting philanthropy, Robin Hood invests heavily in **School-Age Children** and **Young Adult** portfolios. They prioritize programs that close the "opportunity gap" in technology skills and provide clear career pathways for students in low-income neighborhoods. [Robin Hood - Grantmaking](#)
- **The Pinkerton Foundation** Pinkerton supports career exploration and STEM-related internships for low-income high school students. They are particularly interested in initiatives that introduce high-quality technology activities into after-school environments to inspire future careers in science and tech. [The Pinkerton Foundation - STEM Programs](#)
- **Heckscher Foundation for Children** This foundation focuses on "leveling the playing field" for underserved youth. They favor "venture philanthropy" and catalytic giving, which includes funding for workforce training and educational technology that directly leads to skill attainment. [Heckscher Foundation](#)
- **P-TECH (Pathways in Technology Early College High School)** The New York State budget provides specific funding for P-TECH programs, which allow students to earn both a high school diploma and an associate degree in a high-tech field. Esports can be a central engagement tool within these tech-heavy school models. [NYSED - NYS P-TECH](#)
- **Call for Effective Technology (Accelerate)** This competitive grant program seeks educational technology tools that enable personalized learning. While often research-based, it provides significant funding (\$150,000+) for implementation of technology solutions that improve student outcomes. [Accelerate - Call for Effective Technology](#)
- **Brown Rudnick Community Grants** (New England, LA, and the UK, education) Maximum amount of \$2,000. Brown Rudnick funds projects with a specific, one-time need or idea which will improve education in underserved communities in Boston, Providence, Hartford, New York, Washington, D.C., Orange County or London (UK). The purposes of the Community Grant Program are to simultaneously (1) encourage those involved broadly with the Brown Rudnick Charitable Foundation to actively think about the educational needs in the communities of Boston, Providence, Hartford, New York, Washington, D.C., Orange County and London (UK); (2) recognize, encourage and collaborate with the front-line educators who often do not have a voice in funding

decisions; and (3) provide funding to assist with small, concrete projects or needs which will improve education in underserved communities, within a year of the grant award.

- [Frances L. & Edwin L. Cummings Memorial Fund Grant](#) The primary interest of the Frances L. & Edwin L. Cummings Memorial Fund is to support organizations operating in New York City and Northeastern New Jersey that provide programs and services in the areas of social welfare, education and health. The Fund has a special interest in youth programs located in these regions.
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## North Carolina

North Carolina is a leader in digital learning infrastructure, having established a statewide **Digital Learning Plan** that specifically earmarks funds for innovative technology. In North Carolina, esports is most successfully funded by aligning it with the state's **Digital Learning Initiative** or as a "Career Pathway" within the **Career and Technical Education (CTE)** system.

- **Digital Learning Initiative (DLI) - Impact & Emerging Technologies Grants**  
Administered by the NC Department of Public Instruction (NCDPI), these are the premier grants for tech innovation. **Impact Grants** provide up to **\$95,000 annually for three years**, while **Emerging Technologies Grants** provide up to **\$50,000 for one year**. These are specifically designed for "innovative digital teaching and learning practices," making them ideal for esports labs. [NCDPI - Digital Learning Grants](#)
- **Golden LEAF Schools Initiative** This initiative focuses on rural and economically distressed (Tier 1 and 2) counties. It provides up to **\$390,400** to support personalized, competency-based education. Schools can use these funds for the technology and professional development required to launch high-tech student programs. [NCDPI - Golden LEAF Schools](#)
- **CTE Innovation Grants (Education and Workforce Innovation Commission)**  
Managed by a specialized commission, these grants foster education that leads to "career and college readiness." They require a partnership with a local business or higher education institution, which is a perfect fit for an esports program that links students to the regional tech industry. [NCDPI - EWIC Innovation Grants](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to North Carolina Public School Units (PSUs) to support a "Well-Rounded Education" and the "Effective Use of Technology." It is the most common source for purchasing specialized peripherals like high-refresh-rate monitors, gaming mice, and headsets. [NCDPI - Title IV, Part A](#)
- **21st Century Community Learning Centers (CCLC) Grant** This federal grant supports out-of-school time programs that provide academic enrichment. It is a primary source for funding the operational side of esports—coaching stipends and software

subscriptions—particularly for schools serving low-income populations. [NCDPI - 21st Century CCLC](#)

- **Z. Smith Reynolds Foundation - Community Progress Fund** This foundation supports local groups across North Carolina to "test ideas and expand promising efforts." Grants range from **\$20,000 to \$30,000 per year**. They favor innovative educational models that increase student voice and engagement in their communities. [Z. Smith Reynolds Foundation](#)
  - **Duke Energy Foundation - STEM & Workforce Development** Duke Energy provides significant grant funding (up to **\$20,000**) to support STEM initiatives and workforce preparation in North Carolina. They prioritize programs that provide students with the technical skills needed for future careers in energy and tech. [Duke Energy Foundation - Grants](#)
  - **North Carolina Science, Mathematics, and Technology (SMT) Center** The SMT Center provides funding and resources to improve STEM education in NC K-12 schools. They are highly supportive of programs that integrate technology into the curriculum in unique ways to engage students who might not otherwise be drawn to STEM. [NC SMT Center](#)
  - **Burroughs Wellcome Fund - Student Science Enrichment Program (SSEP)** SSEP provides grants of up to **\$60,000 per year for three years** to support creative, hands-on scientific activities. While science-focused, they support interdisciplinary programs that take place outside the usual school day, which includes tech-heavy extracurriculars. [Burroughs Wellcome Fund - SSEP](#)
  - **North Carolina Community Foundation (NCCF) - Affiliate Grants** With over 60 affiliate foundations across the state, NCCF awards local grants for community-specific needs. These are ideal for schools looking to secure smaller amounts of funding for "starter" equipment or local competition travel. [North Carolina Community Foundation](#)
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## North Dakota

North Dakota's funding landscape for schools is characterized by a strong emphasis on **innovation, STEM integration, and Career and Technical Education (CTE)**. In North Dakota, programs like esports are most successfully funded when they are presented as a tool for "innovative technology," a bridge to high-demand technical careers, or a means of enhancing student engagement in rural and underserved areas.

- **Grants for Innovation (North Dakota Department of Career and Technical Education)** This is a premier grant for launching new, high-tech programs. It provides **Mini-Grants (up to \$2,000)** and **Matching Grants (up to \$3,500)** specifically for innovative STEM or technology programs. Esports clubs that incorporate robotics, coding, or engineering elements are highly competitive for these funds. [ND CTE - Grants for Innovation](#)

- **Perkins V Innovation Grant** The North Dakota Department of CTE utilizes federal "reserve" funds to award grants up to **\$50,000**. These grants are intended to foster innovation in CTE programs, particularly those located in rural areas or serving special populations. Integrating esports into an Information Technology or Digital Media pathway is an excellent way to access these funds. [ND CTE - Perkins V Innovation Grant](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant is distributed to North Dakota districts to support a "Well-Rounded Education" and the "Effective Use of Technology." While there is a **15% cap** on hardware infrastructure, districts frequently use these funds for the software, peripherals, and professional development needed for specialized tech labs. [NDDPI - Title IV, Part A](#)
- **21st Century Community Learning Centers (CCLC) Grant** Managed by the North Dakota Department of Public Instruction (NDDPI), this grant supports after-school and summer programs. Awards range from **\$50,000 to \$350,000 per year**. It is a primary source for funding the operational side of esports—coaching and software—especially for programs serving high-poverty schools. [NDDPI - 21st CCLC](#)
- **North Dakota Space Grant Consortium (NDSGC) - Educator Mini-Grants** NDSGC offers mini-grants up to **\$2,500** for STEM-relevant initiatives. Schools can apply for these funds to support esports programs that highlight the "physics and technology" behind gaming or participate in NASA-relevant STEM challenges. [ND Space Grant Consortium - Funding](#)
- **North Dakota Community Foundation - Statewide Greatest Needs Program** The NDCF awards annual grants up to **\$5,000** for projects that address a community's "greatest needs." They prioritize programs that leverage additional support and serve a large number of people, making them a good fit for starting a school-wide esports program. [North Dakota Community Foundation](#)
- **ND EPSCoR STEM Outreach Grants** The North Dakota Established Program to Stimulate Competitive Research (EPSCoR) provides grants up to **\$15,000** for STEM outreach activities. They favor programs that build a stronger "STEM identity" for youth and increase interest in STEM careers through hands-on technology experiences. [ND EPSCoR - Funding Opportunities](#)
- **Enbridge Fueling Futures - Vibrant Communities Grants** Enbridge supports programs that "build potential in youth" in communities near their operations. They provide grants for education and mentorship, focusing on initiatives that are future-thinking and inclusive, such as high-tech student clubs and gaming labs. [Enbridge Fueling Futures](#)
- **Microsoft TechSpark North Dakota** Microsoft has a significant presence in Fargo and invests in the state through its TechSpark initiative. They support programs that accelerate digital skills and provide career-ready technology training, particularly in rural communities. [Microsoft TechSpark](#)
- **MDU Resources Foundation - Education & STEM Support** Headquartered in Bismarck, this foundation provides grants to support education and STEM initiatives. They prioritize programs that provide students with the technical skills needed for the future workforce and foster interest in energy and technology careers. [MDU Resources Foundation](#)

- [FM Area Foundation Grant](#) (Cass County, North Dakota, and Clay County, Minnesota, community) The Foundation addresses unmet needs in education, on the basis that 'there are countless avenues for learning that lead to successful futures, and we believe bright futures begin with a strong educational foundation.'
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## Ohio

Ohio's funding landscape is highly supportive of **Career and Technical Education (CTE)** and **STEM** initiatives, with a specialized ecosystem for esports led by **Esports Ohio**. To secure the most significant funding, schools should align their programs with the state's high-demand workforce sectors, particularly Information Technology, Cybersecurity, and Engineering.

- **CTE Equipment Grant Program (Governor's Office)** Ohio has recently made historic investments (over **\$67 million**) in CTE equipment. These grants are specifically designed to help schools purchase industry-standard hardware. If an esports lab is tied to an IT or Digital Media pathway, it is a prime candidate for this high-level capital funding. [Ohio Department of Education - CTE Equipment Grants](#)
- **Martha Holden Jennings Foundation - Open Grants** This foundation is a major supporter of Ohio public schools, offering grants ranging from **\$2,000 to \$55,000**. They prioritize "Deep Learning" and "Excellent Teaching." They favor projects that show originality and innovative use of tools to improve student engagement and 21st-century skills. [Martha Holden Jennings Foundation](#)
- **Industry Sector Partnership (ISP) Grant** The Ohio Department of Development provides millions in funding to support collaborations between businesses and educational institutions. Schools can access these funds by partnering with local tech companies to build an esports "talent pipeline" that leads to internships and jobs. [Workforce Ohio - ISP Grant](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant is distributed to almost all Ohio districts. It is a highly flexible source used for "Effective Use of Technology" and "Well-Rounded Education." It is the standard source for purchasing gaming peripherals, software, and networking upgrades. [Ohio DOE - Title IV-A](#)
- **21st Century Community Learning Centers (CCLC) Grant** Managed by the state, this grant supports after-school and summer programs. It provides between **\$50,000 and \$200,000** annually for programs that focus on college and career readiness and positive youth development, making it ideal for the operational costs of an esports club. [Ohio DOE - 21st CCLC](#)
- **AEP Ohio Foundation - STEM & Robotics Grants** American Electric Power (AEP) provides grants ranging from **\$250 to \$6,000** for student teams and classroom projects. While often used for robotics, these funds are applicable to any competitive STEM

activity—including esports—that fosters problem-solving and technical curiosity. [AEP Ohio - Community Giving](#)

- **FirstEnergy Foundation - Community Grants** FirstEnergy supports programs that promote economic development and youth vitality. They offer grants (typically under **\$5,000**) that can be used for "Program Development" and "Infrastructure" in schools within their service areas (Northern and Central Ohio). [FirstEnergy Foundation](#)
- **Choose Ohio First (STEM Scholarship Support)** While primarily for higher education, this state initiative defines the "STEM focus" of the state. K-12 schools can use this framework to justify district-level funding for esports labs by aligning them with the specific STEM degrees and credentials the state is actively subsidizing. [Ohio Higher Ed - Choose Ohio First](#)
- **Expand Energy STEM Education Fund** Specifically serving schools in **Belmont, Guernsey, and Monroe** counties, this fund provides grants for enhanced STEM-based learning materials and experiences. It is a localized but powerful resource for districts in the Appalachian Ohio region. [Foundation for Appalachian Ohio - Expand Energy](#)
- **DonorsChoose Ohio State Match** The Ohio Department of Education frequently runs matching campaigns on DonorsChoose for classroom technology projects. This is a highly effective way for individual teachers to secure smaller hardware components like VR headsets, gaming monitors, or specialized seating. [DonorsChoose - Ohio](#)
- **[Abington Foundation](#)** (Ohio: Education, Arts, Community) The Abington Foundation exists to fund education, health care, economic independence, and cultural activities in Cuyahoga County, Ohio. The Foundation is primarily focused on education. Award: Typically \$10,000–\$15,000, based on awards made so far in 2022. Priority will be given to requests for specific programs or projects.
- **The [School Climate Transformation Grant](#)** – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework — such as Positive Behavior Interventions and Supports (PBIS) — with the ultimate goal of improving behavioral outcomes and learning conditions for all students. Currently, 14 states receive funding through this program: Colorado, Georgia, Kentucky, Massachusetts, Michigan, Minnesota, Nevada, New Hampshire, Ohio, Oklahoma, Rhode Island, Virginia, Washington and Wisconsin.

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## Oklahoma

Oklahoma's funding landscape for scholastic programs is deeply integrated with its **CareerTech** system and unique educational trusts. In Oklahoma, programs like esports are most

successfully funded when they are positioned as "Innovative Technology" or tied directly to high-demand workforce clusters like Information Technology and Digital Media.

- **Oklahoma CareerTech Lottery Grant** Administered by the Oklahoma Department of Career and Technology Education, these grants provide approximately **\$1.6 million annually** for K-12 schools to upgrade technology and equipment. In 2026, many schools used these funds for high-end laptops, virtual reality systems, and video production equipment—all essential components for an esports lab. [Oklahoma CareerTech - Funding & Grants](#)
- **Oklahoma Educational Technology Trust (OETT) Grant** This competitive grant awards individual schools or districts up to **\$40,000 for technology equipment** and an additional **\$25,000 for professional development**. To be eligible, schools must first complete a leadership training phase. It is an ideal source for a complete "overhaul" of a school's digital learning space. [OETT - Grant Information](#)
- **Oklahoma Champions of Excellence Program (Title IV-A)** The Oklahoma State Department of Education (OSDE) uses federal Title IV-A funds to invest in "Programs of Excellence." Districts can receive **\$50,000 or more** to improve the use of technology for academic achievement. Esports fits perfectly under the "Computer Science" or "Safe and Healthy Schools" focal areas. [OSDE - Title IV, Part A](#)
- **21st Century Community Learning Centers (CCLC) Grant** This is the primary federal grant for after-school and summer programs in Oklahoma. Awards typically range from **\$50,000 to \$300,000 per year** for up to five years. While it cannot be used for "pure gaming," it is a major source for funding the salaries, software, and educational technology for a tech-focused after-school club. [OSDE - 21st CCLC](#)
- **Devon Energy - STEM Center Grant** Devon Energy is a massive supporter of Oklahoma schools, particularly in **Oklahoma County**. They provide "STEM Center" grants—valued at approximately **\$30,000**—which turn a classroom into a high-tech lab with 3D printers, hands-on learning tools, and specialized furniture. [Devon Energy - STEM Center Grant](#)
- **Oklahoma Department of Aerospace and Aeronautics (ODAA) Education Grants** The ODAA provides over **\$500,000 annually** to programs that expose students to STEM and aviation careers. If your esports program focuses on drone racing, flight simulators, or aerospace engineering principles, this is a highly targeted and successful funding route. [ODAA - Aerospace Education Grants](#)
- **Communities Foundation of Oklahoma - Oklahoma Initiative Fund** This permanent fund is dedicated to investing in the vitality of **rural communities** (populations under 50,000). Grants of up to **\$15,000** are awarded to nonprofits and schools for projects that improve the quality of life, which often includes modernizing school technology labs. [Communities Foundation of Oklahoma - Apply](#)
- **George Kaiser Family Foundation (GKFF) - Accelerator Grants (Tulsa Area)** GKFF is a dominant force in **Tulsa**. Their "Accelerator Grants" provide financial and technical support to programs that create equal opportunities for youth. They prioritize innovative programs that provide clear career pathways for students in under-resourced neighborhoods. [GKFF - Accelerator Grants](#)

- **Cherokee Nation - Career & Technology Grants** The Cherokee Nation provides significant educational support to schools within its jurisdictional boundaries. Beyond student-specific scholarships, the Tribe frequently partners with local districts to fund technology and workforce training initiatives that benefit all students in the community. [Cherokee Nation - Education Services](#)
  - **Choctaw Nation - Career Development Programs** Similar to the Cherokee Nation, the Choctaw Nation supports programs that help students obtain "industry-recognized credentials." Schools within the Choctaw Nation territory can leverage these partnerships to fund technical training curriculum and the equipment needed for certification. [Choctaw Nation - Career Development](#)
  - **The [School Climate Transformation Grant](#)** – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework — such as Positive Behavior Interventions and Supports (PBIS) — with the ultimate goal of improving behavioral outcomes and learning conditions for all students. Currently, 14 states receive funding through this program: Colorado, Georgia, Kentucky, Massachusetts, Michigan, Minnesota, Nevada, New Hampshire, Ohio, Oklahoma, Rhode Island, Virginia, Washington and Wisconsin.
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## Oregon

Oregon's funding landscape for school programs is strongly influenced by its **CTE Revitalization** efforts and a significant push for **STEM and Career Readiness**. In Oregon, scholastic esports is most successfully funded when it is presented as a "Career Pathway" in Information Technology, Digital Media, or Computer Science, or as a tool for student engagement in rural and underserved areas.

- **CTE Revitalization Grant (Oregon Department of Education)** This is a premier biennial grant program that provides millions to support the development and expansion of CTE programs. Schools can use these funds to purchase high-end technology and equipment for pathways such as **Information Technology, Arts, Information, and Communications**, or **Engineering**. [ODE - CTE Revitalization Grant](#)
- **21st Century Community Learning Centers (21st CCLC) Grant** A major federal grant managed by the ODE for after-school and summer learning. This is a primary source for funding the staffing, software, and operational costs of programs that offer academic enrichment and a safe, engaging environment for students outside regular school hours. [ODE - 21st Century Community Learning Centers](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** This federal formula grant is distributed to Oregon districts to support a "Well-Rounded Education" and the "Effective Use of Technology." It is a highly flexible source often used to purchase

specialized hardware, peripherals, and software for tech labs and student organizations. [ODE - Title IV-A](#)

- **Oregon Community Foundation (OCF) - K-12 Education Grant Program** OCF is one of the largest community foundations in the state. Their K-12 Education Grant Program supports innovative ideas that improve student outcomes and provide unique learning opportunities, particularly for underserved populations. [Oregon Community Foundation](#)
  - **Meyer Memorial Trust - Equitable Education Grants** The Meyer Memorial Trust provides significant support for education and youth development in Oregon. They prioritize programs that address educational inequities and provide students with the skills and resources they need to succeed in a modern, tech-driven economy. [Meyer Memorial Trust](#)
  - **Collins Foundation - Education & Youth Development** This foundation supports programs that improve the "quality of life" for Oregonians. They provide grants for educational initiatives, with a history of funding projects that integrate technology and promote youth leadership and engagement. [Collins Foundation](#)
  - **The Ford Family Foundation - Youth & Education Grants** Focusing primarily on **rural Oregon**, this foundation supports programs that improve student success and provide innovative learning opportunities. They are interested in initiatives that bridge the digital divide and help rural students develop 21st-century skills. [Ford Family Foundation](#)
  - **Intel Oregon - Community Grants** With a massive presence in **Hillsboro**, Intel supports STEM initiatives in local schools and nonprofits. They prioritize programs that serve underrepresented populations and those that provide clear pathways to technical careers in the semiconductor and tech industries. [Intel - Community Support](#)
  - **Portland General Electric (PGE) Foundation - STEM & Education** The PGE Foundation provides grants to schools in its service territory for programs that focus on **STEM education** and youth development. Their focus on building a future-ready workforce makes them a strong partner for technology-intensive school programs. [PGE Foundation](#)
  - **Oregon STEM Network Grants** The Oregon STEM Network provides various grant opportunities to support the state's STEM pillars: STEM culture, empowered educators, high-quality curriculum, and post-secondary transitions. These grants are ideal for schools looking to implement an esports-themed STEM curriculum or provide professional development for coaches. [Oregon STEM Network](#)
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## Pennsylvania

Pennsylvania's funding landscape is defined by a massive statewide commitment to **STEM and Computer Science** through the **PAsmart** initiative and a very active private philanthropic sector in the Pittsburgh and Philadelphia regions. In Pennsylvania, esports is most successfully funded

when tied to **Computer Science (CS) standards, CTE pathways, or after-school enrichment.**

- **PAsmart Advancing Grants (PDE)** This is Pennsylvania's premier grant for tech innovation. These grants provide up to **\$500,000** to support broad, cross-sector partnerships that establish integrated CS or STEM career offerings. It is the gold standard for funding large-scale esports ecosystems that involve multiple schools or community partners. [PAsmart Grants - PDE](#)
- **Career and Technical Education (CTE) Supplemental Equipment Grant** The Pennsylvania Department of Education (PDE) provides approximately **\$20 million** annually for schools to purchase instructional equipment that meets industry standards. If your esports lab is aligned with an approved CTE program (like **Computer Systems Networking** or **Graphic Design**), you can apply for up to **\$85,000**. [CTE Supplemental Equipment Grant Guidelines](#)
- **The Grable Foundation - Public School & Out-of-School Time Grants** Focusing on the **Greater Pittsburgh region**, Grable is a major supporter of "Enhanced learning in public school classrooms." They prioritize innovative programs that ignite student interests and provide unique opportunities for kids whose opportunities are limited due to economic circumstances. [The Grable Foundation - Apply](#)
- **PPL Foundation - Energizing Education Grants** PPL Electric Utilities provides grants ranging from **\$2,500 to \$50,000** for programs focused on STEM, literacy, and career readiness. They are particularly interested in initiatives that prepare students for careers in the energy and tech sectors within their service territory. [PPL Foundation - Energizing Education](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to PA districts for a "Well-Rounded Education" and "Effective Use of Technology." Pennsylvania allows schools high flexibility here; it is the most common source for purchasing the specialized hardware (PCs, monitors, headsets) needed for student clubs. [PDE - Federal Programs](#)
- **21st Century Community Learning Centers (CCLC) Grant** This federal grant, managed by PDE, supports out-of-school time programs. It is an ideal vehicle for funding the "human" side of esports—coaching stipends and software subscriptions—especially in high-poverty or low-performing schools where student engagement is a top priority. [PDE - 21st Century CCLC](#)
- **The Heinz Endowments - Learning & Creativity Grants** Focusing on **Southwestern Pennsylvania**, this foundation supports programs that improve learning outcomes for young people. They favor "engaged creativity" and interdisciplinary projects that help the region thrive as a just and equitable community. [The Heinz Endowments - Grants](#)
- **William Penn Foundation - Education & Youth Development (Philadelphia Area)** While heavily focused on early childhood, William Penn supports innovative educational and cultural opportunities in the **Philadelphia region**. They prioritize programs that provide low-income families with access to high-quality learning environments and career pathways. [William Penn Foundation](#)

- **Bentley Systems - STEM Education Support** Headquartered in **Exton**, Bentley Systems provides support for STEM initiatives that focus on engineering and digital infrastructure. They favor programs that introduce students to "digital twin" technology and advanced 3D modeling, which are core components of game design curriculum. [Bentley Systems - Corporate Social Responsibility](#)
  - **PAsmart CTE Planning & Distressed Schools Grants** For schools in "distressed" districts or those in the early phases of tech adoption, these grants provide up to **\$75,000** to help launch innovative delivery models for STEM and career education. These funds are designed specifically to close inclusion gaps in high-tech fields. [PAsmart - Distressed Schools Collaboration](#)
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## Rhode Island

Rhode Island's funding landscape for schools is deeply rooted in the **"CTE for All"** initiative and the **Learn365RI** program, which aims to expand learning opportunities beyond the traditional school day. Esports is frequently funded as a **STEM/CTE** enhancement that builds technical skills for the state's emerging "Blue Economy" and tech sectors.

- **21st Century Technology and Equipment Fund (RIDE)** This is one of Rhode Island's most significant capital grants for schools. Administered by the Rhode Island Department of Education (RIDE), it provides up to **\$300,000 per district** to convert classrooms into modern STEM or CTE spaces. It is a premier source for high-end gaming workstations, networking gear, and lab furniture. [RIDE - 21st Century Technology Fund](#)
- **CTE Comprehensive Equity Grant** Part of the "CTE for All" initiative, this grant provides millions in competitive funding to expand access to high-quality CTE programs in "high-skill, high-growth" industries. It is specifically designed to help schools close equity gaps by launching innovative programs like esports-integrated computer science. [RIDE - Career and Technical Education](#)
- **Rhode Island Foundation - Community Priority Grants** The state's largest community foundation offers these grants to support "Education and Student Success." They provide flexible programmatic and general operating support, making them a strong fit for the staffing and software needs of a school's digital media or esports program. [Rhode Island Foundation - Grants](#)
- **Learn365RI / Blue Youth Innovation Grant** Launched to support out-of-school learning, this initiative provides grants to prepare students for future employment in up-and-coming industries. It favors innovative "Innovation Lab" models that keep students engaged year-round in technical skill-building activities. [Learn365RI Information](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to RI school districts to support a "Well-Rounded Education" and "Effective Use of Technology." It is the most common and flexible source for purchasing

specialized esports peripherals (monitors, mice, headsets) and software licenses. [RIDE - Title IV, Part A](#)

- **21st Century Community Learning Centers (CCLC) Grant** This federal grant, managed by RIDE, supports after-school and summer learning. It is an ideal vehicle for funding the "human" side of esports—coaching stipends and program coordinators—especially in high-poverty or low-performing schools where student engagement is a priority. [RIDE - 21st Century CCLC](#)
- **Rhode Island Foundation - Catalyst Grants** These larger, multi-year grants (up to **\$250,000 per year**) support innovative, collaborative initiatives that "catalyze change." They are perfect for districts looking to build a regional esports hub or a multi-school technology consortium. [Rhode Island Foundation - Catalyst Grants](#)
- **Rhode Island Commerce - Innovation Vouchers** While primarily for small businesses, these vouchers (up to **\$75,000**) allow for partnerships with local "knowledge providers" (like colleges or research labs). Schools can leverage these by partnering with businesses to prototype or develop curriculum for high-tech gaming and simulation. [RI Commerce - Innovation Incentives](#)
- **The Champlin Foundation - Capital Grants** One of the most historic funders in RI, Champlin provides significant capital funding for equipment and facilities. They have a long history of supporting technology upgrades in public, private, and charter schools throughout the state. [The Champlin Foundation](#)
- **P-TECH (Pathways in Technology Early College High School)** Rhode Island is a major supporter of the P-TECH model, which allows students to earn a high school diploma and an associate degree in a tech field simultaneously. Esports can be integrated as a central engagement tool within these tech-heavy career pathway programs. [RIDE - P-TECH Rhode Island](#)
- **Brown Rudnick Community Grants** (New England, LA, and the UK, education) Maximum amount of \$2,000. Brown Rudnick funds projects with a specific, one-time need or idea which will improve education in underserved communities in Boston, Providence, Hartford, New York, Washington, D.C., Orange County or London (UK). The purposes of the Community Grant Program are to simultaneously (1) encourage those involved broadly with the Brown Rudnick Charitable Foundation to actively think about the educational needs in the communities of Boston, Providence, Hartford, New York, Washington, D.C., Orange County and London (UK); (2) recognize, encourage and collaborate with the front-line educators who often do not have a voice in funding decisions; and (3) provide funding to assist with small, concrete projects or needs which will improve education in underserved communities, within a year of the grant award.
- **The [School Climate Transformation Grant](#)** – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework — such as Positive Behavior Interventions and Supports (PBIS) — with the ultimate goal of improving behavioral outcomes and learning conditions for all students. Currently, 14 states receive funding through this program: Colorado, Georgia, Kentucky, Massachusetts, Michigan,

Minnesota, Nevada, New Hampshire, Ohio, Oklahoma, Rhode Island, Virginia, Washington and Wisconsin.

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## South Carolina

South Carolina's funding landscape for schools is shifting toward **workforce development** and **high-tech career pathways**, with a strong emphasis on the "innovation economy" through partners like Boeing and BMW. Esports and digital curriculum are most successfully funded when tied to **STEM**, **Computer Science**, or **Career and Technical Education (CTE)** standards.

- **CTE Equipment Assistance Grant (SCDE)** The South Carolina Department of Education (SCDE) provides specific grants to help districts modernize their Career and Technical Education labs. If your esports program is integrated into an approved pathway like **Information Technology, Programming, or Digital Media**, this is a premier source for high-end workstations and networking gear. [SCDE - Equipment Assistance Grant](#)
- **21st Century Community Learning Centers (CCLC) Grant** This federal grant, managed by SCDE, supports after-school and summer programs. For the 2026-27 cycle and beyond, it remains a primary source (distributing **\$2–3 million** annually) for funding the operational side of esports—coaching stipends and software—especially in high-poverty schools. [SCDE - 21st CCLC Subgrant Opportunity](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to almost every SC district. It is highly flexible and specifically allows for the "Effective Use of Technology" and "Well-Rounded Education." It is the standard source for purchasing specialized peripherals like monitors, gaming mice, and headsets. [SCDE - Title IV-A Public Reporting](#)
- **BMW Manufacturing South Carolina - STEM Education Grants** BMW has a massive philanthropic presence in the Upstate (specifically **Cherokee, Spartanburg, and Greenville counties**). They prioritize STEM initiatives that narrow gender and race gaps in technical fields and have previously committed hundreds of thousands of dollars to Project Lead The Way (PLTW) and local tech labs. [BMW Community Impact in South Carolina](#)
- **Boeing South Carolina - Employees Community Fund (ECF)** Boeing's ECF supports local needs in the **Lowcountry** (Charleston area). They favor "Crystal Vision" grants for innovative programs that focus on youth mentoring and risk prevention. Note: These grants usually require a referral from a Boeing employee. [Boeing - ECF Grantmaking Guidelines](#)
- **Duke Energy Foundation - STEM & Workforce Development** Duke Energy provides grants (often up to **\$20,000**) to support STEM education and workforce preparation. While they do not fund individual sports teams, they will consider school grants at the

**district level** that focus on career readiness in technical sectors. [Duke Energy Foundation - Grants](#)

- **Central Carolina Community Foundation - Connected Communities Grants** Serving the Midlands region, this foundation supports projects that improve the "quality of life." They prioritize innovative educational programs that address local needs and provide unique learning opportunities for youth. [Central Carolina Community Foundation](#)
  - **SCDE K-12 STEM Teacher Grants** The Office of Grant Services offers smaller, targeted grants for K-12 teachers. Individual requests can reach up to **\$200**, with a school cap of **\$1,000 per year**. While smaller, these are perfect for specialized software licenses or "starter" peripherals. [SCDE - Grant Opportunities by Topic](#)
  - **The Boeing Interfaith Fund (Coastal Community Foundation)** Specifically for **Charleston, Dorchester, and Berkeley counties**, this fund supports faith-based outreach and after-school education. If your esports program is run through a community partner or faith-based ministry, this is a strong local funding route. [Coastal Community Foundation - Boeing Interfaith Fund](#)
  - **Project Lead The Way (PLTW) - Computer Science & Engineering Grants** PLTW provides curriculum grants for SC schools to implement STEM programs. They often partner with corporations like **Ameren** or **Ardagh Group** to fund the expansion of computer science pathways, which directly underpin the technical side of scholastic esports. [Secure STEM Education Grants | PLTW](#)
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## South Dakota

South Dakota's funding landscape for school programs is heavily defined by its **Workforce Education Grants** and a robust **Career and Technical Education (CTE)** system. Scholastic esports is most successfully funded when presented as a tool for career preparation, especially in Information Technology, Manufacturing, or Engineering.

- **Workforce Education Grants (SDDOE)** This is one of the state's most significant grants, designed to help schools make "transformative changes" in CTE. It provides substantial funding (often up to **\$225,000**) for the construction of new CTE spaces or the purchase of industry-grade equipment. If an esports lab is framed as a training ground for IT, coding, or digital media, it is a prime candidate for this high-level capital funding. [SDDOE - Workforce Education Grants](#)
- **South Dakota Perkins Reserve Grant** Administered by the Department of Education, these grants help schools modernize their CTE programs to match the pace of workforce needs. Recipients often use these funds (ranging from **\$10,000 to over \$40,000**) for major equipment upgrades and current technologies that offer students hands-on learning experiences. [SDDOE - Perkins Reserve Grant](#)

- **CTE Collaborative Equipment Grant** Funded by state legislation, these grants support multiple school districts that collaborate to expand CTE opportunities. They provide equipment critical for in-demand, high-wage careers. This is an ideal source for districts looking to build a regional esports or tech hub shared across several communities. [South Dakota CTE - Collaborative Equipment Grant](#)
  - **Beyond Idea Grants (South Dakota Community Foundation)** In partnership with the Bush Foundation, this program awards **\$5,000 to \$100,000** for innovative projects that "make the region better for everyone." They look for community-based problem solving and projects that develop or test new ideas in education and leadership. [SD Community Foundation - Beyond Idea Grants](#)
  - **21st Century Community Learning Centers (CCLC) Grant** A major federal grant managed by the SDDOE for out-of-school time (after-school and summer) programs. Awards range from **\$50,000 to \$250,000 per year** for five years. It is a premier source for funding the operational side of esports—coaching stipends and software—especially in high-poverty or low-performing schools. [SDDOE - 21st CCLC](#)
  - **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to South Dakota districts to support "Well-Rounded Education" and "Effective Use of Technology." While there is a **15% cap** on hardware infrastructure, districts frequently use these funds for the software, peripherals, and teacher training needed for specialized tech labs. [SDDOE - Title IV, Part A](#)
  - **Black Hills Energy - Future Leaders Grants** Black Hills Energy supports schools and nonprofits in its service territory with grants for **STEAM and mentoring programs**. They prioritize initiatives that create clear paths to careers in energy and technology, making them a strong partner for tech-heavy student organizations. [Black Hills Energy - Charitable Giving](#)
  - **NorthWestern Energy - Community Works Fund** This fund provides support for special primary and secondary education programs in the fields of **math, science, and youth leadership**. They favor projects that have the greatest opportunity for positively affecting the communities served by the company. [NorthWestern Energy - Community Works](#)
  - **South Dakota EPSCoR - STEM Career & Technical Education Grants** SD EPSCoR provides grants that support science, technology, engineering, and education efforts with a strong emphasis on research development and workforce preparation. They favor programs that strengthen innovation and build pathways into tech-related careers. [SD EPSCoR - STEM Outreach](#)
  - **Tribal College Initiative / Higher Education Grants** For schools serving tribal communities, programs like the **Oglala Lakota College Higher Education Grant** or USDA Tribal College Initiative Grants provide funding for infrastructure and equipment. Schools can partner with local tribal colleges to bridge the gap between high school esports and college-level tech programs. [Tribal College Initiative Grants](#)
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# Tennessee

Tennessee's funding landscape for schools is currently dominated by the **Innovative School Models (ISM)** initiative, which is one of the largest state-level investments in career readiness in the country. Esports is most successfully funded when it is presented as a "Career Pathway" in Information Technology, Digital Media, or Business.

- **Innovative School Models (ISM) Grant (TDOE)** This is the premier grant for tech innovation in Tennessee. TDOE has invested hundreds of millions into this program to help middle and high schools "reimagine" the school experience. It is the primary source for building state-of-the-art tech labs, including esports arenas, provided they are tied to career exploration in STEM or IT. [TDOE - Innovative School Models](#)
- **Governor's Investment in Vocational Education (GIVE) Grants** GIVE grants are designed to foster regional partnerships between community colleges, TCATs, and K-12 schools. These grants (often exceeding **\$1 million**) focus on high-demand industries. Scholastic esports fits well here when used as a "hook" for students to enter IT or Cybersecurity pipelines. [TN.gov - GIVE Grants](#)
- **Tennessee Valley Authority (TVA) STEM Grants** In partnership with Bicentennial Volunteers, Inc., TVA offers grants up to **\$5,000** for STEM projects. These are highly popular for starting "mini-labs" or purchasing specialized robotics and gaming peripherals that demonstrate technical principles in the classroom. [TVA - STEM Grants for Schools](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to almost every Tennessee district. It is highly flexible and used for "Effective Use of Technology" and "Well-Rounded Education." This is the standard recurring source for purchasing monitors, gaming mice, headsets, and software licenses. [TDOE - Federal Programs](#)
- **21st Century Community Learning Centers (CCLC) Grant** This federal grant supports after-school and summer programs that provide academic enrichment. It is an ideal vehicle for funding the staffing and operational costs of an esports program, especially in schools with high populations of underserved students. [TDOE - 21st CCLC](#)
- **Community Foundation of Greater Memphis - GiVE 365** For schools in the **Memphis/Shelby County** area, this foundation offers "innovation" grants. They favor projects that use technology to improve student outcomes and provide unique leadership opportunities for youth in the region. [Community Foundation of Greater Memphis](#)
- **The Haslam Family Foundation - Education & Youth Development** Based in **Knoxville**, this foundation is a major supporter of educational initiatives that promote leadership and excellence. They have a history of funding capital improvements and

technology for schools that demonstrate a clear benefit to student growth. [Haslam Family Foundation](#)

- **East Tennessee Foundation - Neighbor to Neighbor & Youth Grants** Serving 25 counties in East Tennessee, this foundation provides grants for projects that address "critical community needs." They often fund educational technology and equipment for schools in rural Appalachian communities to bridge the digital divide. [East Tennessee Foundation - Grants](#)
  - **Dollar General Literacy Foundation - Youth Literacy Grants** Headquartered in **Goodlettsville**, Dollar General provides grants that can support the "literacy and communication" aspects of esports (shoutcasting, journalism, and technical writing). Grants of up to **\$4,000** are available for school library and media center technology. [Dollar General Literacy Foundation](#)
  - **Nissan North America - STEM & Education Giving** With a major manufacturing presence in **Smyrna and Decherd**, Nissan supports STEM education in Middle Tennessee. They prioritize programs that provide hands-on technical experience and prepare students for future careers in engineering and advanced manufacturing. [Nissan USA - Community Relations](#)
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## Texas

Texas is a powerhouse for scholastic esports, with the **Texas Education Agency (TEA)** and the **Texas High School Esports League (THSEL)** leading the way. Funding is most robust when esports is tied to **Career and Technical Education (CTE)** pathways, specifically **Information Technology, Interactive Media, and STEM**.

- **CTE Perkins V Formula & Reserve Grants (TEA)** Texas receives some of the largest federal Perkins allocations in the country. These funds are used to purchase "industry-grade" equipment. If your esports program is part of an approved **Program of Study** (like **Digital Communications** or **Programming**), these funds can cover high-end PCs, cameras, and broadcasting gear. [TEA - Career and Technical Education](#)
- **Texas 21st Century Community Learning Centers (Cycle 13)** Known as **Texas Afterschool Centers on Education (ACE)**, this program provides millions in funding for out-of-school time. It is a premier source for the "human" costs of esports—coaches, mentors, and program directors—especially in schools with high populations of economically disadvantaged students. [Texas ACE - 21st CCLC](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to almost every Texas district. It is highly flexible and used for "Effective Use of Technology" and "Well-Rounded Education." This is the primary recurring source for purchasing gaming peripherals, software, and networking upgrades. [TEA - Title IV, Part A](#)

- **Michael & Susan Dell Foundation - College & Career Readiness** Based in **Austin**, this foundation focuses on urban education. They support programs that provide clear pathways to high-demand careers. They are particularly interested in initiatives that bridge the "digital divide" and provide low-income students with high-tech skills. [Michael & Susan Dell Foundation - Grants](#)
- **The Meadows Foundation - Public Education Grants** The Meadows Foundation supports public education initiatives across Texas that "improve the quality of life." They favor innovative programs that increase student engagement and provide 21st-century skills, often funding capital equipment and technology for schools. [The Meadows Foundation](#)
- **Moody Foundation - Education & Youth Development** With a major presence in **Galveston, Houston, Dallas, and Austin**, the Moody Foundation provides grants for "transformative" education projects. They have a history of funding tech-heavy learning environments and capital improvements for Texas schools and nonprofits. [Moody Foundation - Grantmaking](#)
- **Texas Instruments (TI) Foundation - STEM Education** Based in **Dallas**, the TI Foundation is a major supporter of STEM in the **Dallas and Richardson ISD** areas. They prioritize teacher effectiveness and student success in math and science, often funding the technology needed to make these subjects more engaging for youth. [Texas Instruments - Community Involvement](#)
- **Communities Foundation of Texas (CFT) - North Texas Giving Day & Grants** CFT manages hundreds of funds that support education in the **North Texas** region. They provide competitive grants for "Social Innovation" and "Educational Excellence," often supporting programs that use technology to reach underserved populations. [Communities Foundation of Texas](#)
- **Houston Endowment - Pre-K-12 Education** Focusing on the **Greater Houston** area, the Houston Endowment supports initiatives that improve student outcomes and provide equitable access to technology. They favor collaborative projects that prepare students for the modern workforce. [Houston Endowment - Education](#)
- **DonorsChoose Texas State Match Campaigns** The TEA and private partners frequently run matching campaigns on DonorsChoose for Texas teachers. This is a highly effective way for individual teachers to secure smaller hardware components like VR headsets, high-speed monitors, or gaming peripherals. [DonorsChoose - Texas](#)
- [Texas Education Agency TEA Grants](#) multiple grant opportunities for schools.
- [Anderson-Shiro Education Foundation](#) (Texas, education) Award: \$2,000 individual; \$4000 Group (Department or Grade Level). The Foundation aims to fund: Innovative Teaching Grants, Recognition of Academic Achievement, Recognition of Teaching Excellence. Goals of the Foundation: The mission of the Anderson-Shiro Education Foundation is to provide opportunities for excellence, promote innovation in teaching, inspire learning, and partner with the community to enhance the quality of education for all students.
- [CPS Foundation, Inc.](#) (Wichita, Kansas City, Denver, and Dallas-Ft. Worth metropolitan areas, education and community) Average grants to qualified organizations ranged from

\$2,000 to \$20,000. The CPS Foundation makes one-time project grants to 501(c)(3) organizations, in Greater Kansas City, Wichita, Denver, and Dallas - Ft. Worth metropolitan areas, whose missions are to support and benefit areas including but not limited to education, medically-diagnosed special needs populations, youth development, vocational/career training and community well being.

- [Turner Industries Fund](#) (Greater Louisiana, Texas, and Alabama, education and health) Turner Industries benefits workforce development and community improvement as it relates to health and education. The Fund supports nonprofit organizations in the greater Louisiana communities of Baton Rouge, Lake Charles, Shreveport, New Iberia and New Orleans, and the Texas communities of Port Arthur, Houston, Corpus Christi, El Paso, Victoria and Paris, and Decatur, Alabama.
- [Texas Workforce Commission Jobs & Education for Texans \(JET\) Grant Program](#) - The JET program provides grants to buy and install equipment for career and technical education (CTE) courses. These courses must lead to a license, certificate or post-secondary degree in a high-demand occupation. The JET Advisory Board meets every quarter to review received applications. (Spring ISD received this grant for esports in their district. Read more about it here: [Texas Workforce Commission grants totaling more than \\$178K to bring eSports pathway to Spring ISD](#))
  - Texas Workforce Commission - [Workforce Innovation & Opportunity Act \(WIOA\) Program](#) Learn about the Workforce Innovation and Opportunity Act (WIOA). WIOA helps individuals who want careers to get employment, education, training, and support services to do well in the job market. WIOA also connects employers with the skilled workers they need to compete in the worldwide economy.
  - Texas Workforce Commission - [Youth Programs](#) Find youth programs that help middle and high school students grow their skills, learn about STEM, and explore career fields. Youth programs include Texas Science & Engineering Fair, Governor's Science & Technology Champions Academy, Governor's Summer Merit Program, Camp Code, and Youth Robotics.

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## Utah

Utah's school funding landscape is defined by the "**Silicon Slopes**" influence, with a massive legislative push for **career-based learning centers** and **STEM integration**. In Utah, scholastic esports is most successfully funded when it is presented as a component of a **Catalyst Center**, a **CTE pathway**, or a **digital teaching initiative**.

- **Catalyst Center Grant Program (USBE)** This is the flagship grant for 2026. Created by H.B. 447, the program provides **\$65 million** to help Local Education Agencies (LEAs) create or expand "Catalyst Centers"—profession-based learning hubs that bridge the classroom and the workplace. This is the premier source for building state-of-the-art tech

and esports arenas that align with labor market needs. [USBE - Catalyst Center Grant Program](#)

- **CTE Add-on & Program Approval Funding** The Utah State Board of Education (USBE) allocates specific "add-on" weight for students in approved Career and Technical Education (CTE) programs. Esports programs that are integrated into **Information Technology, Programming, or Digital Media** pathways in grades 9-12 can access this recurring formula funding for equipment and instructional costs. [USBE - Career and Technical Education](#)
- **Digital Teaching and Learning (DTL) Grant Program** While some reporting requirements were recently modified, the DTL program remains a key vehicle for distributing state funds to LEAs for digital readiness. These grants (subject to legislative master plans) are designed to provide the infrastructure—including **Wi-Fi, student devices, and technical support**—necessary for modern digital classrooms. [USBE - Digital Teaching and Learning](#)
- **STEM Action Center - Classroom & Competition Grants** The Utah STEM Action Center offers **Classroom Grants (up to \$1,500)** and **Competition Grants (up to \$5,000)**. These are highly accessible for individual teachers or clubs looking to purchase "starter" equipment, specialized software, or cover registration fees for esports and robotics competitions. [Utah STEM Action Center - Grants](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to almost every Utah district. It is highly flexible and used for the **"Effective Use of Technology"** and **"Well-Rounded Education."** This is the standard source for purchasing gaming peripherals, high-refresh-rate monitors, and networking hardware for student labs. [USBE - Federal Programs](#)
- **21st Century Community Learning Centers (21st CCLC)** This federal grant supports out-of-school time (after-school and summer) programs. In Utah, it is an ideal vehicle for funding the **"human" side of esports**—coaching stipends and program coordinators—especially in schools serving high-poverty or rural populations. [USBE - 21st Century CCLC](#)
- **Larry H. & Gail Miller Family Foundation - Westside & Education Grants** This foundation is a pillar of the Utah community. They provide **General Operating and Community Grants (ranging from \$5,000 to \$25,000)** for nonprofits and school-related programs that focus on education and youth leadership, particularly in the Salt Lake City area. [Larry H. & Gail Miller Family Foundation](#)
- **George S. and Dolores Doré Eccles Foundation - Education Grants** The Eccles Foundation provides significant support for "elevating the overall excellence" of education in Utah. They fund projects that strengthen academic and outreach programs, with a history of supporting **capital improvements and state-of-the-art technology** for schools. [George S. and Dolores Doré Eccles Foundation](#)
- **STEM Community Impact Sponsorship** Open to schools and nonprofits, this sponsorship provides up to **\$5,000** for STEM learning opportunities that occur **outside the regular school day**. It is a perfect fit for a school-based esports club that emphasizes the science and technology behind the games. [Utah STEM Action Center - Sponsorships](#)

- **Rural School Sports Facilities Grant Program** A newer state-funded program specifically for rural LEAs to improve facilities used for student sports and activities. While traditionally for physical sports, schools can argue for the inclusion of high-tech "esports arenas" as a modern facility requirement for student engagement in rural areas. [Utah Legislature - H.B. 1 Budget Highlights](#)
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## Vermont

Vermont's school funding environment is uniquely focused on **Flexible Pathways** and **personalized learning**, which allows districts to count non-traditional activities like esports toward graduation requirements. Funding is most accessible when programs are tied to **Career and Technical Education (CTE)** or rural student engagement initiatives.

- **Flexible Pathways Grant (Vermont Agency of Education)** This is Vermont's signature program for non-traditional learning. It provides funding for initiatives that allow students to earn credit through work-based learning, dual enrollment, or personalized projects. Esports programs that integrate digital media or coding are perfect fits for this "anytime, anywhere" learning model. [Vermont AOE - Flexible Pathways](#)
- **CTE Program Innovation & Equipment Grants** Vermont provides specific state and federal (Perkins V) funds to modernize its 17 regional CTE centers. If an esports lab is established within a CTE center or a partner high school under the **Information Technology** or **Arts/AV Technology** clusters, it can qualify for significant hardware and infrastructure funding. [Vermont AOE - Career and Technical Education](#)
- **Vermont Afterschool Inc. - Innovation Grants** This statewide nonprofit is a major advocate for youth. They frequently offer sub-grants for "Third Space" programs—those occurring outside the traditional classroom. They are highly supportive of tech-based programs like esports that foster social-emotional learning and community in rural areas. [Vermont Afterschool - Grants](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to Vermont districts for "Well-Rounded Education" and "Effective Use of Technology." This is the most common recurring source for purchasing gaming peripherals, specialized software, and networking upgrades. [Vermont AOE - Federal Programs](#)
- **21st Century Community Learning Centers (CCLC)** Managed by the AOE, this federal grant supports after-school and summer programs. It is an ideal vehicle for funding the "human" side of esports—coaching stipends and program coordinators—especially in schools with high populations of students receiving free or reduced-price lunch. [Vermont AOE - 21st Century CCLC](#)
- **The Tarrant Foundation - School Innovation Grants** The Tarrant Foundation is one of the most significant private funders of educational technology in Vermont. They specialize in "Middle School Innovation," funding programs that use technology to

increase student engagement and transform the learning environment. [The Tarrant Foundation](#)

- **Vermont Community Foundation - Spark! Community Connecting Grants** These grants (up to **\$3,000**) are designed to "ignite" community projects. They are excellent for schools looking to secure "starter" funding for an esports club or to host a regional tech competition that brings together multiple communities. [Vermont Community Foundation - Spark! Grants](#)
  - **Canaday Family Charitable Trust - Education & Youth Development** This trust supports programs that improve the lives of Vermont's youth. They favor innovative educational initiatives that reach underserved populations and provide students with the skills and confidence to succeed in a changing economy. [Canaday Family Charitable Trust](#)
  - **Vermont State Council on the Arts - Arts in Education Grants** While arts-focused, these grants can fund the **Digital Arts, Animation, and Sound Design** components of an esports program. This is a strategic way to fund high-end creative software licenses (like Adobe Creative Cloud or Unreal Engine) and specialized input devices. [Vermont Arts Council - Education Grants](#)
  - **GlobalFoundries - Community Giving** With a major facility in **Essex Junction**, GlobalFoundries supports STEM education and workforce development in Vermont. They prioritize programs that introduce students to semiconductor technology, electronics, and engineering—the very hardware that powers esports. [GlobalFoundries - Corporate Responsibility](#)
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## Virginia

Virginia's funding for school programs is heavily integrated with the state's **Career and Technical Education (CTE)** modernization and a massive push for **Computer Science** through the **Advancing Computer Science Education (ACSE)** initiative. Scholastic esports is most successfully funded when it is tied to industry-standard equipment for high-demand career pathways like **Information Technology** and **Digital Media**.

- **CTE Competitive Innovative Program Equipment Grant (VDOE)** This is the premier grant for capital purchases in 2026. The Virginia Department of Education (VDOE) awards competitive grants of **\$37,500** to help school divisions update CTE equipment to industry standards. If an esports lab is part of a "fast-growth" industry sector like IT, it is a prime candidate for this funding. [VDOE - CTE Innovative Program Equipment Grant](#)
- **Advancing Computer Science Education (ACSE) Grant** Managed by VDOE, this competitive grant provides up to **\$75,000 per award**. It is designed to support student experiences and engagement programs that implement the state's Computer Science Standards of Learning. It is a perfect fit for esports programs that focus on coding, game

design, and technical problem-solving. [VDOE - Advancing Computer Science Education Grant](#)

- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to almost every Virginia district. It is highly flexible and used for "Effective Use of Technology" and "Well-Rounded Education." This is the standard recurring source for purchasing gaming peripherals, high-refresh-rate monitors, and networking hardware for student labs. [VDOE - Federal Programs Title IV](#)
- **21st Century Community Learning Centers (CCLC) Grant** This federal grant, managed by VDOE, supports after-school and summer programs. It is an ideal vehicle for funding the "human" side of esports—coaching stipends and program coordinators—especially in schools with high populations of students attending high-poverty or low-performing schools. [VDOE - 21st Century CCLC](#)
- **GO Virginia Regional Grants** GO Virginia provides project-based incentives for collaboration between private industry, higher education, and local government. Schools can access these larger "Implementation Grants" by partnering with local tech businesses to build a regional "talent pipeline" for the tech and digital media sectors. [GO Virginia Regional Materials](#)
- **Community Foundation for Northern Virginia - Micron STEM Opportunity Fund** Specifically for schools in **Northern Virginia**, this fund partners with Micron to strengthen STEM learning for underserved students. They favor high-quality STEM experiences that build technical capacity and knowledge, making them a strong fit for a tech-heavy esports curriculum. [Community Foundation for Northern Virginia - STEM](#)
- **Amazon Future Engineer - School Support & Curriculum** With its HQ2 in Arlington, Amazon provides free computer science curriculum and teacher training to Virginia schools. While not a direct hardware grant, this program provides the academic framework (and often sponsorships) needed to justify a high-tech esports and coding lab. [Amazon Future Engineer](#)
- **Northrop Grumman Foundation - STEM Innovation Grants** Northrop Grumman provides grants (often around **\$1,000**) for STEM-related initiatives. While smaller, these grants are highly accessible for Title I schools to purchase "starter" equipment or fund specialized student experiences in technology and engineering. [Northrop Grumman Foundation](#)
- **Virginia Public School Authority (VPSA) Technology Notes** This is a major source of statewide financing for school technology. Districts use VPSA notes to fund broad technology infrastructure, including the high-speed networking and server capacity required to run a competitive, low-latency esports environment. [VDOE - School Facilities and Construction](#)
- **Virginia State Council on the Arts - Artist Residency & Education Grants** These grants can support the **Graphic Design**, **3D Modeling**, and **Digital Media** components of an esports program. This is a strategic way to fund high-end creative software licenses and specialized digital input devices for students interested in the creative side of gaming. [Virginia Commission for the Arts - Grants](#)
- **CarMax Foundation – Home Office Giving Program** (Richmond, Virginia, community and education). Designed to make the Greater Richmond, Virginia area a thriving

community for families to live and work. To support education and communities in Richmond, Virginia.

- **The [School Climate Transformation Grant](#)** – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework — such as Positive Behavior Interventions and Supports (PBIS) — with the ultimate goal of improving behavioral outcomes and learning conditions for all students. Currently, 14 states receive funding through this program: Colorado, Georgia, Kentucky, Massachusetts, Michigan, Minnesota, Nevada, New Hampshire, Ohio, Oklahoma, Rhode Island, Virginia, Washington and Wisconsin.
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## Washington

Washington's funding environment is shaped by the presence of global tech giants and a state government that heavily prioritizes **Career and Technical Education (CTE)** and **STEM** equity. Esports is most successfully funded when presented as a "Career Pathway" in **Information Technology, Software Development, or Digital Media**.

Here are the 10 most realistic and high-impact funding opportunities for Washington schools:

- **CTE Program of Study Approval & Perkins V Funding (OSPI)** The Office of Superintendent of Public Instruction (OSPI) provides federal Perkins V and state formula grants for approved CTE programs. If an esports lab is integrated into an approved pathway—such as **Programming & Software Development** or **Digital Arts**—the district can use these funds for high-end workstations, servers, and specialized peripherals. [OSPI - Career and Technical Education](#)
- **Washington STEM - Regional Network Grants** Washington STEM works through 10 regional networks to provide grants for innovative STEM programs. They prioritize initiatives that serve students of color, students from low-income and rural backgrounds, and girls. They favor programs that lead to high-demand technical careers in the state. [Washington STEM - Our Work](#)
- **Microsoft Philanthropies - Tech Education & Skills Giving** Headquartered in **Redmond**, Microsoft is a massive supporter of computer science in Washington schools. They prioritize programs that close the "digital skills gap." While they often provide software and curriculum, they also fund non-profit partners that help schools build out tech labs and coding clubs. [Microsoft Philanthropies - Digital Inclusion](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to almost every Washington district. It is highly flexible and specifically allows for the "Effective Use of Technology" and "Well-Rounded Education." This is the most common recurring source for purchasing gaming peripherals, specialized software, and networking upgrades. [OSPI - Title IV, Part A](#)

- **21st Century Community Learning Centers (CCLC) Grant** This federal grant, managed by OSPI, supports after-school and summer programs. It is an ideal vehicle for funding the "human" side of esports—coaching stipends and program coordinators—especially in schools with high populations of students from underserved communities. [OSPI - 21st Century Community Learning Centers](#)
  - **Boeing - Global Engagement Grants** Boeing is a major benefactor for Washington schools, particularly in the **Puget Sound region**. They favor "Future-Ready Skills" grants that focus on STEM and technical workforce preparation. Their giving is heavily aligned with the technical skills required for advanced manufacturing and engineering. [Boeing - Community Engagement](#)
  - **Washington State Department of Commerce - Workforce Grants** The Department of Commerce offers various grants focused on economic development and workforce training. Schools can often access these funds by partnering with local businesses to create "Skills Centers" or high-tech labs that prepare students for the state's burgeoning tech sector. [Washington Commerce - Community Grants](#)
  - **The Bill & Melinda Gates Foundation - K-12 Education Strategy** While often focused on large-scale systemic change, the foundation supports innovative educational models in its home state. They prioritize initiatives that increase student engagement and provide equitable access to the tools needed for post-secondary success. [Gates Foundation - K-12 Education](#)
  - **Puget Sound Energy (PSE) Foundation - STEM & Education** The PSE Foundation provides grants to schools in its service territory for programs that focus on **STEM education** and youth development. They favor projects that have a broad community impact and prepare students for technical careers in energy and tech. [PSE Foundation - Grants](#)
  - **DonorsChoose Washington State Match Campaigns** OSPI and private partners (like the Bill & Melinda Gates Foundation) frequently run matching campaigns on DonorsChoose for Washington teachers. This is a highly effective way for individual teachers to secure smaller hardware components like VR headsets, high-speed monitors, or gaming peripherals. [DonorsChoose - Washington](#)
  - **The [School Climate Transformation Grant](#)** – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework — such as Positive Behavior Interventions and Supports (PBIS) — with the ultimate goal of improving behavioral outcomes and learning conditions for all students. Currently, 14 states receive funding through this program: Colorado, Georgia, Kentucky, Massachusetts, Michigan, Minnesota, Nevada, New Hampshire, Ohio, Oklahoma, Rhode Island, Virginia, Washington and Wisconsin.
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# Washington DC

Washington, D.C.'s funding landscape for schools is unique, as it is managed by the **Office of the State Superintendent of Education (OSSE)** and **DC Public Schools (DCPS)**. In the District, scholastic esports is most successfully funded when tied to **Career and Technical Education (CTE)** pathways, specifically **Information Technology, Digital Media, and Cybersecurity**, or through federal grants supporting out-of-school time enrichment.

- **DC CTE Consolidated Grant (OSSE)**

This is the primary vehicle for federal **Perkins V** funding. LEAs and schools can use this to secure funds for OSSE-approved Programs of Study. If your esports program is integrated into an IT or Digital Arts cluster, this grant can fund high-end workstations and industry-standard equipment.

[DC CTE - Funding Opportunities](#)

- **Title IV-A Student Support and Academic Enrichment (SSAE)**

Managed by OSSE, this federal formula grant provides supplemental assistance to improve academic achievement and the **effective use of technology**. It is a standard recurring source for D.C. schools to purchase gaming hardware, specialized software, and networking upgrades for tech labs.

[OSSE - Title IV-A Reporting](#)

- **21st Century Community Learning Centers (21st CCLC) Grant**

Administered by OSSE, this federal grant supports out-of-school time (after-school and summer) programs. It is an ideal source for funding the "human" side of esports—coaching stipends and program coordinators—especially for schools serving high-poverty student populations.

[OSSE - 21st Century Community Learning Centers](#)

- **OSSE Career Academies Grant**

This grant supports the establishment and expansion of career-themed academies within D.C. high schools. Esports can be a central engagement tool for academies focused on computer science, game design, or digital marketing.

[DC CTE - State Plan and Career Academies](#)

- **Partnerships for School Attendance (PSA) Grant**

OSSE awards approximately **\$2 million** total in competitive grants to organizations and schools to support initiatives aimed at improving student attendance and engagement. Since esports is a proven attendance-driver for "at-risk" students, it fits well under this mandate.

[OSSE - LEA Look Forward Grant Announcements](#)

- **DC Arts and Humanities Education Projects (AHEP)**

The D.C. Commission on the Arts and Humanities provides grants (often around **\$17,000**) for in-school and out-of-school arts projects. This is a strategic way to fund the **digital arts, broadcasting, and shoutcasting** elements of an esports curriculum.

[DC Commission on the Arts and Humanities - AHEP](#)

- **Greater Washington Community Foundation - Education & Youth Grants**

This foundation manages competitive grant rounds for nonprofit organizations and

school-related programs. They prioritize "Brilliant Futures" and innovative educational models that bridge the opportunity gap for D.C. youth.

[Greater Washington Community Foundation](#)

- **Society for Science - STEM Action Grants**

Based in D.C., the Society for Science provides grants of up to **\$5,000** for innovative STEM programs. They prioritize organizations that increase participation in STEM for underrepresented communities, making this a strong fit for a tech-heavy D.C. esports club.

[Society for Science - STEM Action Grants](#)

- **Project Lead The Way (PLTW) - Computer Science Grants**

PLTW offers specific grants to District of Columbia schools to implement their Computer Science and Engineering curriculum. These grants provide the academic framework and often the funding needed to justify high-tech student labs.

[PLTW - Grant Opportunities](#)

- **OSSE Whole Child and Educator Wellness (WCEW) Grant**

This competitive grant supports policies and programs that integrate health and wellness into the school environment. Schools can successfully apply by framing esports as a "pro-social" tool that improves mental health, student belonging, and digital citizenship.

[OSSE - FY26 WCEW Grant](#)

- [Brown Rudnick Community Grants](#) (New England, LA, and the UK, education) Maximum amount of \$2,000. Brown Rudnick funds projects with a specific, one-time need or idea which will improve education in underserved communities in Boston, Providence, Hartford, New York, Washington, D.C., Orange County or London (UK). The purposes of the Community Grant Program are to simultaneously (1) encourage those involved broadly with the Brown Rudnick Charitable Foundation to actively think about the educational needs in the communities of Boston, Providence, Hartford, New York, Washington, D.C., Orange County and London (UK); (2) recognize, encourage and collaborate with the front-line educators who often do not have a voice in funding decisions; and (3) provide funding to assist with small, concrete projects or needs which will improve education in underserved communities, within a year of the grant award.

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## West Virginia

West Virginia's funding landscape for schools is increasingly aligned with its **Vision 2030: Science & Technology Plan**, which prioritizes education and innovation as economic drivers. Scholastic esports is highly supported when integrated into **STEAM** (Science, Technology, Engineering, Arts, and Math) initiatives or as an extension of **Career and Technical Education (CTE)**.

- **STEAM-Minded WV Grants (WVDE)** This is a premier grant program from the West Virginia Department of Education (WVDE) designed to support Robotics, STEAM, and Project Lead The Way (PLTW) initiatives. Scholastic esports fits perfectly here as a vehicle for interdisciplinary learning and technical skill-building. [WVDE - STEAM-Minded WV](#)
- **CTE Modernization & Equipment Grants** The WVDE issues competitive "Modernization Grants" (typically up to **\$15,000**) to help schools upgrade current CTE program environments and instruction. If an esports lab is part of an Information Technology or Digital Media pathway, it is a prime candidate for these funds. [WVDE - CTE Finances](#)
- **Claude Worthington Benedum Foundation - Education & Career Readiness** The Benedum Foundation is one of the most influential private funders in West Virginia. They prioritize "Career Education and Future Readiness," specifically programs that align secondary education with high-demand, high-wage occupations in technology. [Benedum Foundation - Education](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to almost every West Virginia district. It is highly flexible and specifically encourages the "Effective Use of Technology" and "Well-Rounded Education." This is the standard source for purchasing gaming peripherals, high-refresh-rate monitors, and networking hardware. [WVDE - ESEA Title IV, Part A](#)
- **21st Century Community Learning Centers (CCLC) Grant** This federal grant, managed by WVDE, supports after-school and summer programs. It is an ideal vehicle for funding the "human" side of esports—coaching stipends and program coordinators—especially in schools with high populations of students from underserved communities. [WVDE - 21st Century Community Learning Centers](#)
- **FirstEnergy Foundation - Community Grants** FirstEnergy supports schools in its service areas (Potomac Edison, Mon Power) with grants up to **\$25,000**. They prioritize educational organizations and specific, tangible project outcomes like lab stations and technical training equipment. [FirstEnergy Foundation](#)
- **West Virginia Youth Summer Employment and Career Readiness Program** Established within the Department of Commerce, this program (authorized for 2026-2027) provides grants for work-based learning and career exploration. Schools can leverage this to fund summer esports "bootcamps" or technical workshops that provide students with paid work experience in tech. [West Virginia Legislature - HB 5480](#)
- **Focus Forward: Minds and Machines Grants** In partnership with the West Virginia Public Education Collaborative and the Benedum Foundation, attendees of the Focus Forward conference can apply for grants up to **\$10,000** to advance interdisciplinary ideas connected to AI, machines, and new technology. [WVU E-News - Focus Forward Grants](#)
- **STEAM Grant Program (West Virginia Department of Tourism & Arts)** Partnering with the Benedum Foundation, this program provides up to **\$7,500** for projects that integrate arts with STEM. This is an excellent route for funding the creative aspects of esports, such as graphic design, shoutcasting, and digital storytelling. [WV Culture - STEAM Grant Program](#)

- **WV Secondary School Activities Commission (WVSSAC) Transition Support**  
Effective July 1, 2026, the WVSSAC is transitioning to a state agency. This shift may bring new opportunities for state-sanctioned extracurricular funding. Schools should monitor new legislative appropriations intended to support the growth of officially recognized activities like esports. [West Virginia Legislature - SB 234](#)
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## Wisconsin

Wisconsin has a very active scholastic esports scene, led by the **Wisconsin High School Esports Association (WIHSEA)**. The state's funding landscape for 2026 is heavily influenced by the **Wisconsin Fast Forward** initiative and a strong legislative push for **Career and Technical Education (CTE)** and **STEM** career pathways.

- **Wisconsin Fast Forward - Standard Workforce Training Grants (DWD)** The Department of Workforce Development (DWD) provides grants ranging from **\$5,000 to \$400,000**. These are designed for customized skills training. Schools can access these funds by partnering with local businesses to create a "technical talent pipeline" in fields like coding, cybersecurity, and digital production. [Wisconsin DWD - Fast Forward](#)
- **CTE Technical Incentive Grants (DPI)** The Wisconsin Department of Public Instruction (DPI) provides **\$1,000 per student** to school districts for each graduate who earns an industry-recognized certification in a high-demand field. This recurring revenue can be reinvested into esports labs that help students earn certifications in **CompTIA, Adobe, or Microsoft**. [Wisconsin DPI - CTE Technical Incentive Grants](#)
- **Herb Kohl Educational Foundation - Excellence & Initiative Grants** The Kohl Foundation is a major supporter of Wisconsin K-12 education. They provide **\$10,000 grants** to teachers and schools that demonstrate "innovation and high-quality instruction." They favor projects that increase student engagement and provide unique leadership opportunities. [Herb Kohl Educational Foundation](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to almost every Wisconsin district. It is highly flexible and specifically allows for the "**Effective Use of Technology**" and "Well-Rounded Education." This is the standard source for purchasing gaming peripherals, high-refresh-rate monitors, and networking hardware. [Wisconsin DPI - Title IV. Part A](#)
- **21st Century Community Learning Centers (CCLC) Grant** This federal grant, managed by DPI, supports after-school and summer programs. It is an ideal vehicle for funding the "human" side of esports—coaching stipends and program coordinators—especially in schools with high populations of students from underserved communities. [Wisconsin DPI - 21st Century CCLC](#)
- **Alliant Energy Foundation - STEM & Education Grants** Alliant Energy provides grants ranging from **\$500 to \$10,000** for programs focused on STEM education and workforce readiness. They prioritize initiatives that provide students with hands-on technical

experience and prepare them for future careers in the energy and tech sectors. [Alliant Energy Foundation - Grants](#)

- **Community Foundation for Southern Wisconsin - Community Grants** Serving 10 counties in Southern Wisconsin, this foundation provides grants for projects that improve the "quality of life." They often fund educational technology and equipment for schools, with a history of supporting innovative youth development programs. [Community Foundation for Southern Wisconsin](#)
- **Northwestern Mutual Foundation - Education & Tech Giving** Based in **Milwaukee**, this foundation supports educational initiatives that prepare students for success in a global economy. They favor programs that increase digital literacy and provide pathways to high-tech careers, particularly for students in the Milwaukee Public Schools system. [Northwestern Mutual Foundation - Giving](#)
- **Wisconsin State Council on the Arts - Arts in Education Grants** These grants can support the **Graphic Design, 3D Animation, and Sound Engineering** components of an esports program. This is a strategic way to fund high-end creative software licenses and specialized digital input devices for students. [Wisconsin Arts Board - Grants](#)
- **Green Bay Packers Foundation - Education & Youth Grants** The Packers Foundation provides annual grants (typically around **\$5,000**) for specific projects that support education and youth. They favor initiatives that promote teamwork, leadership, and student engagement in the state of Wisconsin. [Green Bay Packers Foundation](#)
- The [School Climate Transformation Grant](#) – State Education Agency Program provides grants to states to support districts and schools in the implementation of an evidence-based, multitiered behavioral framework — such as Positive Behavior Interventions and Supports (PBIS) — with the ultimate goal of improving behavioral outcomes and learning conditions for all students. Currently, 14 states receive funding through this program: Colorado, Georgia, Kentucky, Massachusetts, Michigan, Minnesota, Nevada, New Hampshire, Ohio, Oklahoma, Rhode Island, Virginia, Washington and Wisconsin.

## Wyoming

Wyoming's 2026-2027 school funding landscape is defined by the **Education Resource Block Grant Model** and a significant new legislative push to modernize **Career and Technical Education (CTE)** through dedicated equipment grants. Scholastic esports is most successfully funded when presented as a tool for rural student engagement or as a technical bridge to Information Technology and Computer Science careers.

- **CTE Equipment & Supplies Grant (HB0018/HB0235)** This is a major new state-funded opportunity starting in the 2025-2026 and 2026-2027 school years. The Wyoming Department of Education (WDE) now provides additional funds specifically for CTE

supplies, materials, and equipment. This is the premier source for high-end hardware for programs aligned with IT, **Software Development**, or **Digital Media** clusters. [Wyoming Legislature - HB0018](#)

- **21st Century Community Learning Centers (21st CCLC) Grant** A premier federal grant managed by the WDE for out-of-school time programs. In Wyoming, applications that include **computer science**, **digital learning**, or **entrepreneurship** (key components of esports) receive specific "priority points," making this a high-probability source for funding coaching stipends and software. [WDE - 21st Century Community Learning Centers](#)
- **Title IV-A Student Support and Academic Enrichment (SSAE)** A federal formula grant distributed to almost every Wyoming district. It is highly flexible and used for the **"Effective Use of Technology"** and **"Well-Rounded Education."** This is the standard recurring source for purchasing gaming peripherals, high-refresh-rate monitors, and networking upgrades. [WDE - Federal Programs](#)
- **Wyoming NASA Space Grant Consortium - K-12 STEM Educator Development** This program provides funding for professional development and classroom materials. While space-focused, they support initiatives that use technology to engage students in STEM. It is an excellent route for funding teacher training and "starter" hardware for tech clubs. [Wyoming NASA Space Grant - K-12 Programs](#)
- **Wyoming Community Foundation (WYCF) - Priority Grants** WYCF manages hundreds of local and statewide funds. They provide competitive grants for projects that "build a better Wyoming," with a history of supporting innovative youth development and educational technology in rural communities. [Wyoming Community Foundation](#)
- **John P. Ellbogen Foundation - Education Innovation** This foundation is a pillar of Wyoming philanthropy. They prioritize programs that provide "excellence and innovation" in the classroom. They often fund capital equipment and project-based learning initiatives that help Wyoming students gain competitive 21st-century skills. [John P. Ellbogen Foundation](#)
- **Daniels Fund - K-12 Education Reform & Youth Development** Serving Wyoming, Colorado, New Mexico, and Utah, the Daniels Fund supports programs that provide students with unique opportunities to excel. They favor initiatives that promote leadership, ethics, and career readiness through hands-on technology. [Daniels Fund - Grants](#)
- **Perkins V Reserve Grants** The WDE utilizes federal Perkins V reserve funds to award grants for innovative CTE programs. These are specifically intended to help rural districts or those serving high-need populations to adopt "industry-standard" technology for student labs. [WDE - Career and Technical Education](#)
- **Wyoming Afterschool Alliance (WYAA) - Innovation Grants** The WYAA often partners with the WDE and private donors to distribute small, high-impact grants for after-school innovation. They are major advocates for "The Third Space" (learning outside the classroom) and frequently support technology-rich student clubs. [Wyoming Afterschool Alliance](#)
- **Rocky Mountain Power Foundation - STEM & Education Grants** Rocky Mountain Power provides grants ranging from **\$2,000 to \$10,000** for programs focused on STEM

education and youth vitality. They prioritize initiatives that prepare students for the technical workforce within their Wyoming service territory. [Rocky Mountain Power Foundation](#)