

**U. S. Department of State  
Request for Applications Announcement**

**U. S. Embassy Nassau Public Affairs  
Small Grants Program**

<b>Announcement Type:</b>	Federal Assistance Award (Grant)
<b>Funding Opportunity Title:</b>	American Corner Nassau Makerspace Program - Federal Assistance Award
<b>Funding Opportunity Number:</b>	S-BF500-16-GR-110
<b>Date Opened:</b>	August 15, 2016
<b>Deadline for Applications:</b>	August 31, 2016
<b>Award Amount:</b>	\$15,000.00
<b>Eligibility:</b>	Organizations and individuals with experience in Science, Technology, Engineering, Art and Math (STEAM)
<b>Electronic Requirement:</b>	Yes (applications must be submitted by email to the email address listed below)
<b>Announcement Type:</b>	New Announcement
<b>Public Affairs Contact:</b>	Grants Officer - Penny Rechkemmer Grants Officer Representative - Chanelle Clare
<b>Email:</b>	NassauSmallGrants@state.gov

**I. EXECUTIVE SUMMARY**

The U. S. Embassy Nassau Public Affairs Section of the U. S. Department of State is pleased to announce an open competition for a Federal Assistance Award (Grant) for the American Corner Nassau MarkerSpace Program. The Public Affairs Section (PAS) invites all organizations and individuals to submit proposals for The American Corner Makerspace Program for consideration. The Public Affairs Section will award the recipient \$15,000.00 to carry out the program for a year in the American Corner Nassau.

**II. BACKGROUND**

In June 2014, the President launched the Nation of Makers initiative, an all-hands-on-deck call to give many more students, entrepreneurs, and citizens access to a new class of technologies – such as 3D printers, laser cutters, and desktop machine tools – that are enabling more Americans to design, build, and manufacture just about anything. America has always been a nation of tinkerers, inventors, and entrepreneurs. In recent years, the rise of the Maker Movement and growing community of self-identified “Makers” is a huge opportunity for the United States. In the same way that the Internet and cloud computing have lowered the barriers to entry for digital startups, the

democratization of the tools need to design and prototype physical products can support entrepreneurship and a renaissance of American manufacturing.

The rapid deployment of advanced tools like 3D printers, CNC machining, and tools for digital design – and their precipitous drop in price – is empowering tinkerers, entrepreneurs, and companies to transform an idea from a drawing on the back of a cocktail napkin to a working prototype faster than ever before.

Traditionally, the capital intensive nature of the manufacturing sector, made it difficult for new factories to open. However, given the affordability as well as public and private investments in modern tools, over the last two years, the first time in decades, more factories have been opening up. These shared-services spaces, and empowered technologists support a culture of making and have unlocked a new American industry.

These new tools can also help recreate “shop class” for the 21st century, giving students the types of hands-on STEAM learning experiences that spark interest in science and technology careers and broader 21st century skills. It is also promoting a “Maker mindset” – dispositions and skills such as curiosity, collaborative problem-solving, and self-efficacy, with mentors and educators also inspiring the next generation to invent, tinker, and learn vital skills in STEAM education.

<https://www.whitehouse.gov/the-press-office/2015/06/12/fact-sheet-new-commitments-support-president%E2%80%99s-nation-makers-initiative>

### **III. PURPOSE OF GRANT**

The goal of this Federal Assistant Award (Grant) is to empower and provide educational opportunities for at-risk and disadvantaged youth through skill development and exploring opportunities with STEAM Careers. The three main objectives of this Federal Assistance Award are to:

- To foster positive development of at-risk youth ages 6 - 17 through creativity and innovation.
- Inspire and empower youth to think, design, experiment and create skills for STEAM (Science, Technology, Engineering, Art and Math) careers.
- Encourage youth to build their own ideas using real tools and materials.

Empowerment of youth through skill development is essential in creating an efficient and capable workforce. Through the four C’s (Collaboration, Communication, Critical Thinking & Creativity) youth will engage in various activities such as 3D Printing, robotics, electronics, etc. to become more innovative and be exposed to the possibilities with Careers in STEAM. This Federal Assistance Award also seeks to enhance relations between Bahamian and U.S. organizations and people in the priority areas, which include youth leadership and development, education and cultural exchange. In furtherance of these goals, grant proposals must include American content. One of the following resources must be used to develop this year long program:

- a. **MakerSpace Online Playbook** (<http://makered.org/wp-content/uploads/2014/09/Makerspace-Playbook-Feb-2013.pdf>)
- b. **Instructables Website** - <http://www.instructables.com/>
- c. **Makezine Website** - <http://makezine.com/>

The above resources provide information on the materials and program ideas needed to execute the yearlong program. **All** programming, equipment and materials purchased for this program will be housed and stored at American Corner Nassau located at the College of the Bahamas at the conclusion of the grant cycle. As a result of participating in this program students should have more interest and appreciation for STEAM careers and have exposure to a unique skill set. All students will be required to complete one project at the end of the program focused on one aspect of STEAM they would have learned during the program.

### **III. ELIGIBILITY REQUIREMENTS**

The U. S. Embassy Nassau Public Affairs Section encourages all individuals and organizations with experience and qualifications in the field of STEAM to apply. Applicants are also encouraged to consider creative, original, and innovative programs designed to inspire and engage the Bahamian community about STEAM. Applicants are required to include funding from other donors, additional in-kind and/or cash contributions from organizations or businesses as cost-sharing demonstrates a strong commitment to the planned activities and will be considered to show great cost effectiveness.

### **IV. SUBMISSION INFORMATION AND APPLICATION**

#### **Submission Information**

**Award Period:** 12 months

**Award Amount:** \$15,000.00

**Application Submission Process:** Applicants must submit all applications and supporting information to [NassauSmallGrants@state.gov](mailto:NassauSmallGrants@state.gov) . For questions about this application, contact:

**Chanelle Clare**  
Education and Cultural Specialist  
Email: [ClareCE@state.gov](mailto:ClareCE@state.gov)  
Phone: 322-1181 ext.4251

**Application Deadline:** All applications must be submitted on or before August 31, 2016. Applications submitted after August 31, 2016 will be ineligible for consideration. **Begin the application process early**, as this will allow time to address any technical difficulties that may arise in advance of the deadline. There will be no exceptions to this application deadline.

## V. APPLICATION

### **SECTION 1- ORGANIZATION INFORMATION**

Name of Organization, club or individual requesting funds:

Name of Contact Person:

Address (street and P.O. Box):

Email:

Phone/Fax:

What is the legal status and nature or type of the applying organization?

When was the organization established and how many members does it have?

What are the names, addresses and positions of the individual(s) who will receive funds and be accountable for their use? Please provide a CV for this person or persons.

### **SECTION 2- PROJECT DESCRIPTION**

Please outline a plan of action that describes the scope and detail of how the proposed work will be accomplished. Provide projections, performance indicators and desired outcomes for the project.

### **SECTION 3- IMPLEMENTATION PLAN**

Applicant must provide program schedule and time-task plan for the 12 month program. This schedule should identify the major activities for the year-long project. These activities should have a focus on a different area of STEAM each session. The schedule should include two sessions per month at the American Corner Nassau. The proposed activities should include materials from the resources listed below:

- a. **MakerSpace Online Playbook** (<http://makered.org/wp-content/uploads/2014/09/Makerspace-Playbook-Feb-2013.pdf>)
- b. **Instructables Website** - <http://www.instructables.com/>
- c. **Makezine Website** - <http://makezine.com/>

**SECTION 4 - BUDGET**

The budget must identify the total amount of funding requested, with a breakdown of amounts to be spent in the following budget categories: personnel; travel; equipment; supplies and contracts. Please see template below:

<b>Item</b> (Ex: personnel, travel, hotel, per diem, materials, supplies, contractual, etc.)	<b>Cost-Sharing (provided by yourself or other organizations)</b>	<b>Requested from US Embassy</b>	<b>Total Cost</b>
Personnel			
Travel			
Supplies			
Contractual			

*You may add more lines if needed.*

How will your organization handle funding for recurrent or follow-up costs once the project is completed?

Please list what other organizations or institutions have been contacted for assistance and what is the status of these requests? (These may include requests for funds or for in-kind support, printers, volunteer time, etc.).

**SECTION 5 – AWARD ADMINISTRATION INFORMATION**

**Award Notices:** The Federal Assistance Award (Grant) shall be written, signed, awarded, and administered by the Grants Officer. The Grants Officer is the Government official delegated the authority by the U.S. Department of State Procurement Executive to

write, award, and administer grants and cooperative agreements. The assistance award agreement is the authorizing document and it will be provided to the Recipient through either mail or facsimile transmission. Organizations whose applications will not be funded will also be notified in writing.

**Anticipated Time to Award:** Applicants should expect to be notified of the within 30 days after the submission deadline.

**Reporting Requirements:** The selected grantee is required to provide program and financial reports per quarter for this program. A final grant report and budget/accounting is due within 90 days after the completion of the grand award end date. The disbursement of funds will be tied to the submission of these reports. All other details related to award administration will be specified in award agreement as well.

**Proposals should be submitted by email to  
NassauSmallGrants@state.gov with the subject line  
AMERICAN CORNER NASSAU MAKERSPACE GRANT  
PROPOSAL**

***DUNS** stands for Data Universal Numbering System (DUNS) number, which is a unique nine digit identification number provided by the Dun & Brad-street (D&B) Credibility Corp. The DUNS Number identifies a single business entity. This number can be used to access a database which details the name of the company, its address, telephone number, line of business and number of employees — along with other pertinent information. Adopted as a Department policy on August 2007, Mandatory **Collection of the Data Universal Numbering System (DUNS) and the Central Contractor Registration (CCR)** applies to both domestic and overseas posts. This policy requires all potential recipient organizations to acquire a DUNS Number and register in CCR. **NOTE:** There is no charge for acquiring a DUNS Number.*