

2017-2018 ConnectHome - Program-Based Partnerships, 7-31-18

Lisa: All right. Good afternoon, everyone. This is Lisa again. And welcome to the ConnectHomeUSA webinar on program-based partnerships. Today, we are lucky enough to have a few speakers and presenters on the call today.

We are going to start off with Bill Bright from the Boys and Girls Club. He is the senior director of government relations. And then we will proceed into a presentation from Dr. Becky Palacios. She is the senior curriculum advisor at Age of Learning, which houses the program ABCmouse; as well as her colleague, Rebecca Friendly, who is the manager of communication and corporate learning.

So I will turn it over to our wonderful contractors Enterprise to go over a few of the functionalities of the webinar and then we will get started.

Christina Payamps-Smith: Hi. Welcome to the call. I just have a few administrative notes to go over.

First of all, this call will be recorded to be available at a later date. Second of all, if you have a question during the Q&A session, there is a button on the right-hand side of your screen; it's an icon that looks like a hand. That hand raising button is how we're going to do the Q&A. There's also a chat box at the bottom right-hand side of your screen and you can use that if you want to ask questions privately. Thank you so much.

Lisa: Thank you for that. And we will now start off with Bill from the Boys and Girls Clubs.

Bill Bright: Well, thank you very much. I appreciate the introductions and we certainly from Boys and Girls Clubs appreciate the opportunity to talk to you folks about a little bit about our organization and our local affiliates and what we can help -- and what we can work with you all on to help meet your ConnectHome goals.

So I'm a senior director of government relations, as I said, with Boys and Girls Clubs of America. I'm based in Washington, D.C. and work on behalf of the organization doing federal government work, representing the organization here before Congress and the administration.

You know, Boys and Girls Clubs of America is really in a unique position certainly in regards to this project and then the work we do generally. For more than 150 years, Boys and Girls Clubs have opened their doors to get young people a safe place to go after school, in the evenings, and during the summer, basically during the out of school time hours, which give us really vital time to reach our youth with critical programs that will keep all members on track to graduate from high school with a plan for the future. That's our mission, demonstrating good character and citizenship and living a healthy lifestyle.

Our national Boys and Girls Clubs of America is really serving as a leading voice of -- to and of our federated movement around the country. We have about 4,300 clubs -- it's really pushing

more like 4,400 clubs now -- club sites around the country. And we're serving 4.3 million kids in diverse communities nationwide. Today, we are in 1,659 school based sites. We're in over 1,000 clubs in rural areas, rural communities. We're in almost 500 affiliated youth centers on military installations worldwide. We have 177 club sites on native lands. And important to this movement here with the ConnectHome initiative, we have 287 Boys and Girls Clubs sites that are located in public housing communities around the country.

And that kind of footprint really lays us out as really the largest out of school time provider of youth developments programs in the United States and the leading youth development provider to rural communities, native, and military communities. So we're very proud of that and certainly puts us in a good space to work on projects like ConnectHome.

So a little bit about some of our outcomes and our data just to know where we're coming from. Our scale, our insights, our data, and our approach to really the development of the full child really allow us to have those -- the potential each kid has. Our clubs are integral part of an ecosystem for all children.

And with our data collection and tracking and the way we're interacting with our local clubs and the kids, we've really moved from really an outcome intended to an outcome driven practice in our clubs. We are really being very intentional about what our goals are and how we want to see kids developed along the way.

Our programs are offered across three main pillars -- priority areas; health and wellness, academics, and leadership and good character, which really includes 21st century skill development. And as I said earlier, we really know our approach works. And through their experiences at the clubs, we know that America's youth are learning and the kids that are coming through our doors are really expanding their ability to cope with the various obstacles they face at school, at home, and in their neighborhoods.

We conduct an annual national youth outcomes survey where we're surveying our club members across the country to really hear from them how they're doing, what they're doing. That survey asks questions that are similar to the youth risk behavior survey. So we're really trying to compare apples to apples to how kids in clubs are doing versus our national average.

And just to give you a couple of data points that we're really proud of, 97 percent of our club teens expect to graduate from high school. We've got 51 percent of our club members who are girls have expressed an interest in STEM careers, and that's compared to just 14 percent nationally. Eighty-four percent of our club teens compared to 58 percent nationally abstain from alcohol.

Eighty percent are saying that the club have a positive impact on their health and fitness. Ninety-four percent -- I really like this -- that 94 percent of our club members believe that they can make a difference in their community and just that attitude brings -- they're committed to the other parts of the club and the programming that they participate in.

And as a final stat, well over half of our club members and alumni say the club literally saved my life. They literally are saying they don't believe they'd be even alive today if it weren't for the safety and the influence that they've had a club.

So again, it's something we're bringing to the table. We're happy to share it with you and look for ways to partner with you in your local communities on this particular effort.

BGCA signed on as a national partner to the ConnectHome initiative back in 2015. It was launched -- in fact, I believe the initial launch event was held at a native club in Ohio. So we're very proud of that. And we are committed to working with you all to celebrate the closing of the digital divide among children and families living in the public housing communities around the country.

You know, in the initial pilot group of 28 sites, we had public housing club sites in 22 of those communities. In the first cohort that was announced a little while ago, we're in about half of those communities. So we probably have a footprint in the communities you're working on for most of you who are on the phone end to a certain extent to folks where we may not have a club specifically in a public housing authority. In your public housing authority, there's probably a good chance we've got a club site close that may be able to work with you as well.

So getting to where what we're bringing to the table in support of this initiative now. Boys and Girls Clubs of America has really committed to work with you with local and national partners and in cooperation with our local club affiliates to make our real core digital youth development programming and our core My.Future Essentials program is available to you at local club sites within a near participating ConnectHome housing communities. My.Future is really our core fundamental digital literacy programming and that is what the main thing -- probably the number one thing that clubs can bring to the table in your communities to help move your goals forward.

So what is My.Future Essential? Like I said, it's basically our core digital literacy platform and it's really built around activities that require web exploration, media production, robotics coding. All those types of things are built into this platform. And it's really an expanded way to teach club members about our digital world and really ignite their passion for technology.

My.Future really provides members with a safe, fun digital platform to showcase their work and earn recognition in the form of stars, badges, and master badges through the platform. It's a space where kids can connect with each other, read from the prospect of cyber bullying, and share their accomplishments locally and nationally. It's a great way to really experience our national digital programming as well as make friends and build the positive self-image through this online environment.

Through the My.Future's platform, which was developed in conjunction with Comcast, our youth are engaging in digital programming in a self-directed way and with support from club staff in using a combination of facilitated and self-led experiences as well digital gaming platforms. Young people are really learning the skills that they'll need to serve them well going forward. What the system really offers are in these four key areas of digital recognition, in the form of stars, which recognize the individual activities that young people do in clubs; badges, which

recognize clusters of activities and master badges was recognized when a young person has completed significant programming in the form of a specific learning pathway.

Safe socialization through likes, follows that are supported by other young people in this safe controlled environment and allows you to watch media makers who matter to them most. We have project and media sharing that allows young people to break down walls and share media both with one another across the Boys and Girls Clubs movement and that means across all the club sites in the country and in a controlled way with a broader audience outside of the club environment. And obviously, the club would be moderating some of those means.

As well as recognition at in-club digital signage that really promoted and recognize what the young people are doing in a visible way. And it's essentially our version -- a digital version of [inaudible] that are used in clubs physically where we would be recognizing a young person for something exciting that they did, something well that they did, and their picture would be put on the wall and maybe a little blurb of why they're being recognized. So the digital signage serves that same role for us.

So our partnerships at the local level, usually what happens is folks will contact me here in Washington to help facilitate the initial contact with the club and then we really -- we look to the local club and the PHA folks to really get together to determine what are the goals that PHA has with their digital literacy, how are they thinking about directing young people to the club, how can we help do that.

Are there other outreach that you may want to do with the club? It may be involving families? You know, obviously, some of these clubs hold family nights and things like that. Are there things you can work together on to engage the entire family at a club, not just the kid?

And so some examples of how some of these partnerships have worked. You know, it's the programming, right? The initial thing I've talked about is the My.Future Essentials programming and bringing that to the kids. An example of that is the Boys and Girls Clubs in Rockford, Illinois partnering with the Rockford Housing Authority to really bring -- to advertise this programming, to advertise the opportunity to try and drive youth to the club to partake in this.

The Albany Public Housing Authority in Georgia worked with their local Boys and Girls Club to actually find some financial support, which allowed that local club to offer expanded and enhanced programming not just around the digital literacy, but some around some STEM work and some other kind of computer science work at the club to club members and expanded some of that to include nights where, like I said, families were involved in that as well.

The support of the local PHA there in Albany also allowed the club to establish a parent advisory committee as well as to open their technology lab to parents of the club members who live within the public housing authority site.

Some of our clubs have partnered to do what I'll call digital inclusion training. Our clubs in Seattle, Washington, Newark, New Jersey, Durham, North Carolina, for example, partnered with one of the ConnectHome other national partners called GitHub to really present this digital

inclusion training to youth at club sites in public housing. These were one day events that included a build-your-own-device segment where GitHub was bringing basically the components to what ended up being a fully functional Wi-Fi connected laptop.

So you had the build your own device portion of it. And then you move -- once the devices were built and connected to the internet and Wi-Fi, the club then provided a starter prep, if you will, on digital literacy programming, digital literacy training to try and give them at least the initial beginning skills to use their device. And in many of those cases, those kids were returning back to the club to continue working with the club staff and whatnot to continue learning how to use those devices at the club and at home. They got to keep those devices and take them home with them.

And then just in a general way, depending on the other types of things that are happening with your ConnectHome efforts, clubs are [inaudible] hold events in conjunction with their housing authorities. In some cases, it's sign up events for internet access. It may be a day when Comcast, let's say, is signing people up for their internet essential program. Some of that may be happening that day at the local Boys and Girls Club.

It may be hardware and device distribution events that can happen at the club and really build it around a family atmosphere. And it's those types of events -- they're one-off events but they're important because they move your connection goals forward and also introduces folks who maybe didn't know the club was there or didn't have the opportunity to be introduced to the club and brought into that club environment.

So for Boys and Girls Clubs, that's the rundown of our participation with ConnectHome. Again, we've been very happy and proud to join in this effort and look forward to hearing from some of you if you're interested in reaching out. If it's not part of the deck, I'll make sure folks have my contact information and please reach out and we can help connect you locally to start those conversations. Thank you very much.

Rebecca Friendly: Hello, everyone. My name is Rebecca Friendly and I am joined here by my colleague, Dr. Rebecca Palacios and we're from the ABCmouse team. And we're excited to be here today to share a little more information about this digital education program that's available to all of you for free and to talk about our commitment to ConnectHome and as well with an end goal of making sure that you get signed up and that you're able to use this with your children to boost their foundational skills across all academic subjects.

So one of the reasons why we're here today and why Age of Learning, our company, was founded 10 years ago is because we were really concerned about young children in America and the fact that we are failing our youngest learners. So this is the nation's report card and by fourth grade, unfortunately, many of our students are not proficient in math and reading. And as you can see, we really want to make that red bar a lot smaller and the green bar a lot larger.

And so one of the ideas that we had was empowering not only teachers but also families, librarians, community centers, and after school programs to really come up with a holistic community solution to help children succeed. And as we know, third grade reading and third

grade readiness is a pivotal milestone in a child's education and can really predict whether they are going to succeed long-term and graduate from high school. So that's where our focus lies.

And so our mission is to help children everywhere build a strong foundation for future academic success. Our solution for doing so is through digital learning tools that can scale across to children of all ages. Right now, we're focused on ages two to eight because of that critical period and we don't want children to fall behind.

So ABCmouse Early Learning Academy is the program and it's a digital curriculum available online on desktops, mobile devices, tablets. We have more than 10,000 learning activities and over 1,000 books. So when you think about trying to create a library at home for your children or trying to create a library in your community center that children can enjoy, that takes a lot of time and money. But with ABCmouse, we want to provide that digital library at their fingertips and open up a whole world of discovery. So we really look at ABCmouse as a world of learning and discovery.

So we have books, puzzles, games, art, animation. And all of these activities are actually really fun for the kids. So one of the things we hear a lot is my kids are actually asking to use it. They don't see this as homework or they don't see this as part of something that they have to do. It's something that they want to do.

And while they're doing this, they're exposed to reading and language arts, math, science, health, social studies, art, and music. And all of this content is aligned with national and state standards - very specific content that they would have to learn in school. So in that regard, it's supplemental to what they're learning.

So we are very committed to children of this age range, but we understand that not all kids can afford necessarily to -- or not all families can afford necessarily to subscribe to ABCmouse. It is a subscription service that costs \$9 a month. And so our CEO and our leadership is very committed since the beginning to make sure that a subscription is not a barrier to a child.

And so we created our education access initiative, which allows us to provide ABCmouse at no cost to community institutions, such as classrooms, libraries, afterschool programs, and public housing authorities. And so as you can see, ConnectHome is one of our most important partners in this effort and that's why we are here today to talk to you about this because this is something that we care about and we hope that you can make this part of your daily routine as well.

So a little bit about our partnership with HUD and ConnectHome. So we joined ConnectHome in 2015 and pledged to make ABCmouse available to all the initial group, the initial cohort. Since then, as ConnectHome has grown, we have also expanded our pledge to make ABCmouse available to all public housing authorities in their community centers and computer rooms. And as part of our commitment, we're also, in addition to providing access, we are providing webinar trainings, we mail kits with printed resources to public housing staff as well to give them the tools they need to succeed.

And so here's a quick overview of the impact that we've had so far in public housing authorities. So we are now available in public housing authorities in 45 states around the country. And we have seen children complete more than 50,000 learning activities through their public housing authorities. So we hope to partner with you all and continue to grow these numbers and make sure that children are using the product and getting the most out of it.

I wanted to highlight some of the featured feedback that we've heard from public housing authorities and other leaders and just to get a sense of how they're using it and also why it's beneficial to them. So this one is from a community development manager in Los Angeles. And you can read it, but she basically is saying that ABCmouse is really vital educational resource to them.

It provides academic enrichment for the families they serve who have limited resources. And they actually have a community center that families visit and children go to after school. And so that becomes a safe haven for children to receive homework help and tutoring and they integrate ABCmouse into that. So children can use ABCmouse as an educational resource during that after school time when they need further enrichment and support.

And we heard a similar story from Alexandria Redevelopment & Housing Authority. They were actually really excited when we expanded our content to second grade because they said that it keeps their kids really engaged. Kids are asking for it. Kids love the experience of personalizing their own avatar, earning tickets and rewards for activities they've completed.

They also have a resource center that has become a safe haven for kids to get homework help and to focus on literacy and to get free play time. And they actually use ABCmouse as a reward. So once the child has finished their homework, they can engage with ABCmouse because they find it to be educational and fun at the same time.

So with that, I would like to turn it over to my colleague, Dr. Rebecca Palacios and she's going to show you how to sign up for a free ABCmouse for community centers account. And she can also touch on some of the academic advantages. She is a curriculum advisor and an educator that has had over 30 years of classroom experience and helped with creating this program.

Becky Palacios: Thank you so much, Rebecca. It's so great to be able to show you how to sign up for ABCmouse. I think that's the exciting part of it is how do I get to use this wonderful resource free in our community centers. And so what I'd like to show you next is the actual free account sign up so that you can take this with you and it is recorded so you'll be able to see the links and be able to see those connections in your centers.

So it's really easy to use. And what we've done is because a community center has lots of different children, different ages, we've created what we really call a teacher account, which has the opportunity to provide a lot of avatars for children to sign in to -- much like a teacher has in the classroom. Instead of just creating just one account, it provides multiple avenues for children to enter into the account. And so creating the account is really simple. You just go to ABCMouse.com/communitycenters and it'll take you about five to seven minutes to complete the sign up form and all the data that we need to be able to have the account created.

And to create that account, you definitely have to put in their public housing authority and you click on next. And it'll actually give you an account welcome page and you can save your password and your email address, which is really important. I counsel most of the people that are doing this to make something that's generic so that if the person is creating the account is not there, another person who takes over will easily be able to log in for the children. You don't want to have the password unavailable to whoever's in charge of the computer lab or the computer center or the family resource center. So to be able to keep that in a nice safe place, we ask that it can be printed and saved.

And then once you click continue, it asks you to really personalize that account and we call that a teacher account because the person in charge is basically a teacher. And so there's two really important ways to enter into ABCmouse once the steps are created. And I'm just going to -- I'll give you this overview piece as you look at this so that you can understand how this works.

So with the teacher account, whoever's in charge of it, even though we know that it's personnel there, we would designate them as that teacher who can look at the children and then log in there as the center. So the great part of this is that as you're creating the account, if you do have the parent's email addresses, you can enter those in there and it'll provide parents an email with a code where they can sign up for lessons that that what we call a teacher or that facilitator create for children to see at home if, by chance, they do have devices at home. So I want to keep -- you to keep that in mind as I go through this.

So the beginning is you create the teacher account. It's basically what the children see, their avatar. As teachers, it displays the classroom. And as you create an app for students, those that do have email addresses that you can add would be great because then again those parents get that invite here.

This is the screen where you would add the students and add those email addresses and birthdays. And some of these are optional. You don't have to have those. If the parents do not have email addresses and you choose not to select that feature, then you can actually print out codes to hand out to the children individually. So either email or a print version is available for the children to take home if you want to connect those lessons.

So in that invite families piece, again it's another step for that facilitator or that teacher to do. So let's just say that I'm working in -- and I'm from Corpus Christi, Texas so I'm working in Corpus Christi, Texas and I want to do a ConnectHome piece. So I would then list all the children in my center here in step three. I would print out those codes for families. But what it is important to note is that I, as a facilitator, can assign lessons or assign work to those children if I know them really well and I want to take it to that next step.

And so what happens is once you assign and you invite families, that facilitator can take, for example, for Mary, rhyming words and assign them to her or to Johnny who needs counting one to 100. So those facilitators and teachers really know those children. They can do these assignments where the children can see it free at home and that's the invite families piece. They cannot see the full site like they would in the center, but they can see whatever is assigned to

them and that's important. And step three enables parents and those facilitators if those centers choose to do so.

And so getting started is pretty easy. There's a little video that helps with understanding what's in there, in the teacher's dashboard, the curriculum overview, the class builder, a lesson builder inviting families. So if everything that I've said is difficult to remember later on as you go through and help others to learn about it, there's a how-to section that they can click on in the options menu that will help them understand what is in ABCmouse and how that helps them out.

There's also a dashboard available for the planner the facilitator or teacher -- I'm using those words interchangeably -- to be able to assign lessons and monitor the progress and to look at those student's views and the student progress. So you can actually see what the children are working on in the center.

And for children who especially in the summer need that reinforcement and have practice, ABCmouse is wonderful. The books are read out loud to the children and they're fun and engaging books. There's puzzles that have 10 different levels. So even though they may have finished a puzzle at a level one, two, or three, which are very simple at the very difficult end, the level 10, the picture on the back of the puzzle disappears so there's no scaffold and the pieces actually rotate around and they have to problem solve and figure out how they go back together.

So a lot of thinking, a lot of discussion, a lot of preparation of vocabulary, which we know is important in this crucial age and time. And that is what happens in the summer where they have that summer learning loss and we don't want to lose that. So populating that vocabulary and those concepts and those fun engaging experiences with those games and those animations, it's like have little teachers there with them that'll explain about habitats and environments and grammar and using punctuation, and just a variety of wonderful topics in science and social studies, in art, music, and reading and math. So the choices are just incredible.

We have over now 9,000 activities for children to choose from. So there's always something to do. And many of our games, I would say 98 percent of them are original. Every time they play them, it's a whole different letter set or number set or skill set that they're planning with at different beginner or challenge level. So they don't memorize, click. They're all going to be unique experiences every time they come and work with ABCmouse and enjoy it.

So as the children come into the center and visit ABCmouse, they can see their profile as you see there. I only have a few on there. But they click their avatar, they learn to memorize their picture or avatar. With the tickets that they earn, they can become a tree frog or they can learn vocabulary about I can have ABCmouse avatar. I can have green hair. And again, it's all about vocabulary and being creative and having fun and engaging and learning in a unique and personal way.

You can also create social situations where two children can share and that way that vocabulary increases as you're sharing with a peer that may just need some help. Or maybe they're just at the same level, but they help one another to learn. So just a variety of ways and opportunities for

children to learn and explore with ABCmouse. We also have lots and lots of music, a lot of animations that have music in them.

So children that learn by moving up and down and singing and dancing, that's great for them. Fingers, those that need to play and move games and learn that way, that's there. Coloring, dot to dot, a lot of children love those kinds of ways to learn. So just a variety of learning styles for children are available as well as unique visual and auditory experiences that we provide with ABCmouse that's there.

As the children encounter the site, they will see this main page. This is what we call the home page. They'll be able to work rather individually. They can work by exploring any of those 9,000 activities. The top left-hand corner, you'll see my learning path. We've organized all that learning from toddlers all the way to second grade in a continuum of learning for those simple to the more complex skills. So they can choose a learning path or the children in that center that facilitates their learning can select them to be a learning path for a center amount of time.

This also -- in the classroom area on the top right hand corner, there are actually two classrooms. There's a preschool, Pre-K classroom and then there's a first and second grade classroom that you can toggle to at the bottom left hand corner of that screen. So they have a lot of virtual choices as well as a farm and a zoo, an interactive map so they can go visit different things. We also have wonderful things coming out every single day. So we have a what's-new feature at the bottom and then featured activities in the middle, and then things to do.

We also have included a whole set of about 800 new Spanish activities for children to work on that we just unveiled in the last few months. And that's going to include some wonderful new Spanish animations coming in the next week. We're going to release about 20 new math animations and science animations and we should have about 100 by the end of the year.

So we're constantly adding to ABCmouse and we're hoping that you will enjoy it and the use of ABCmouse and we just ask that you raise awareness by logging in to ABCmouse on your computers and bookmarking it on your browser or downloading the app if your center has tablets and just stay logged in to the site and click on the app that's there.

So wonderful opportunities for children to grow and learn with ABCmouse. There's also an opportunity to receive a welcome kit. Rebecca would be glad to send that to you to raise awareness about ABCmouse. And if you have any questions, we also have an email address on there, communitycenters@aofl.com, which stands for ageoflearning.com.

So thank you so much for the opportunity to share ABCmouse with you. And we're hoping that you will bring this learning to life in all of your centers.

Lisa: Thank you for that. I would love to give both all three of our presenters a big thanks and thank you. All the information was wonderful.

I did get a question while ABCmouse was speaking and it's related to multi-family. So this is directly for ABCmouse. "Would multi-family properties with community rooms be able to receive free access to ABCmouse as well, or is it for only public housing?"

Rebecca Friendly: Yeah. They would also be able to receive -- if they have a community room, they could sign up for ABCmouse for community centers.

Lisa: Wonderful. Because I'm not sure if you are aware, but multi-family is expanding ConnectHomeUSA into those types of units. So that would be a great resource.

Becky Palacios: Well, we definitely want to help those children keep learning. So we welcome that opportunity for them to do so to connect.

Lisa: All right. Thank you for that. Were there any other questions or comments from any of the participants? Well, I personally would like to say that I have seen ABCmouse in action at the Camden ConnectHome site and it was -- I was with Dina and it was wonderful to see how enthused the children were with learning. And the games and learning that they were utilizing were -- seemed very beneficial and that they were taking away a lot from it. So thank you for that.

Becky Palacios: Thank you so much. And if there's any feedback from them, anything they'd like to see or know more about, we would welcome any feedback as well.

Lisa: Thanks for that. And then -- oh. Did someone have a question? Sorry. I thought I heard something. I have one question for Bill. I might've -- maybe I missed -- I didn't hear it. But I did see that you coordinated with GitHub.

Bill Bright: Yep.

Lisa: Would you be able -- I just don't remember hearing an example of what you did together.

Bill Bright: Sure. So I think the GitHub partnership, I should say in a couple of places -- a good example would be the one year anniversary of ConnectHome that was held in the Washington, D.C. Boys and Girls Club. And Secretary Castro at the time attended that event. That event was really what happens -- has happened in some other clubs.

Essentially, the front half of the event was run by GitHub where they had brought in the materials. I think between 30 and 40 kits. And then they conducted -- they walked the kids through and worked with them and walked them through building their own device. So that took maybe an hour or so, maybe a little bit more. But that was basically what you ended up with through coaching, with GitHub and the kits was each kid ended up with having built a laptop that is fully functional, Wi-Fi connected.

We then connected them to the internet at the club. And then the club staff took them through some exercises, some basic digital literacy training, took them through some exercises, and then worked with them and the folks who had volunteered and were there to work with them on using

their computers. Those were devices that they, at the end of the time together, they walked out of the club with. That was their device. They owned it. And what we see when those happened is kids are coming back with the devices to continue participating in club activities and then training and those things at the club.

Lisa: Oh, that's great. Were the devices donated or did they have to be purchased through an organization?

Bill Bright: They were donated by -- GitHub took care of that side of it.

Lisa: Oh. Okay. Thank you for that.

Bill Bright: Yeah.

Lisa: So we have about eight minutes left. Were there any last-minute questions? And if not -- I know everyone's busy. I do see who's on and I know you all are busy and I have no problem giving you back the eight minutes. I didn't know if Enterprise had any other updates that they wanted to announce.

Christina Payamps-Smith: No. Nothing that we'd like to announce. Once again, if you'd like to ask a question, please use the hand raise button and we will un-mute you. Otherwise, that's about it.

Lisa: All right. Well, again, thank you to our presenters. Really appreciate it. Great information shared today. And I know that everyone listening has already been using your resources or will hopefully have new resources in their pockets now. So thank you for your time, everyone.

Bill Bright: Thank you.

Rebecca Friendly: Thank you.

(END)