Osmo Announces $100,000 Product Donation to National Girls Collaborative Project (NGCP) In Honor of Women’s History Month

Donation Benefits Programs Across 6 States Promoting STEM Learning for Girls & Helping Boost Their Confidence in Pursuing STEM Careers

(Palo Alto, CA) Osmo Cares, the charitable arm of award-winning STEAM brand Osmo, announces a donation of 1500 units of its best-selling Creative Kit for iPad to National Girls Collaborative Project (NGCP), in honor of Women’s History Month. This product donation, valued at $100,000, will be distributed across six states (California, Tennessee, Oregon, Florida, Montana and Texas), to benefit programs like Girls, Inc., Girl Scouts, and other local non-profit programs, which introduce girls to STEM learning.

“When girls have access to STEM learning at a young age, they can start to develop and nurture an interest in pursuing STEM, which is very important to Osmo,” says Karen O’Dell, Osmo Director of PR and Osmo Cares. “By supporting programs that promote equitable access to STEM, we can help future generations build confidence in pursuing a STEM career, regardless of one’s race, gender, and economic background. We particularly admire NGCP’s broad reach to over 42,000 U.S. organizations that encourage STEM learning among youth, impacting millions of girls and boys across this country.”

“We are so grateful to Osmo for a gift that not only encourages creativity and collaboration, but will provide high-quality STEM activities to programs who are often not able to access these sorts of products,” says Karen Peterson, Founder and CEO of NGCP.

Osmo’s Creative Kit for iPad, used at home and in classrooms across the U.S., features award-winning games that inspire learning, drawing, creativity, and more. It contains the Osmo Base for iPad, Creative Board, 4 erasable markers, a fuzzy eraser pouch, stackable storage for each game, and three best-selling game apps (Monster, Newton, Masterpiece).

Osmo Cares
Since 2016, Osmo Cares has made over $400,000 (USD) in product donations to nonprofit and charitable organizations in the U.S., and established over 50 partnerships with family service and autism awareness organizations. In addition, Osmo currently offers free downloads of the extremely popular Osmo Projector App, which allows teachers to broadcast their desktops and create more engaging virtual classroom environments over popular video conferencing technologies using Osmo’s proprietary AI technology. Projector App is the recipient of the 2020 E-Learning Innovation of the Year Award.
About NGCP
The National Girls Collaborative Project (NGCP) is a network of organizations committed to informing and encouraging careers in science, technology, engineering, and mathematics (STEM), by seeking to connect, create, and collaborate to transform STEM for all youth. Through maximizing access to shared resources and strengthening the capacity of programs, the NGCP seeks to use the leverage of a network and the collaboration of individual girl-serving STEM programs to create the tipping point for gender equity in STEM. NGCP manages the FabFems platform, the IF/THEN® Collection, and The Connectory, databases of STEM programs and media, role models and mentors, passionate about sparking girls’ interest in STEM, dispelling stereotypes, and expanding girls’ perceptions of their STEM career options. Through these initiatives and resources, the National Girls Collaborative supports STEM experiences as diverse as the world we live in. Learn more about the National Girls Collaborative and its programs at ngcproject.org.

About Osmo
Osmo is an award-winning STEAM brand whose products are used in over 30,000 classrooms and 2.5 million homes. It is building a universe of hands-on play experiences that nourish the minds of children by unleashing the power of imagination. The company brings physical tools into the digital world through augmented reality and its proprietary reflective artificial intelligence. Founded in 2013 by ex-Google engineers Pramod Sharma and Jerome Scholler, the Osmo Play System fuses digital gameplay and physical interaction to create fun and nutritious play experiences designed for all kids. Osmo is headquartered in Palo Alto, California. Learn more at playosmo.com. For schools, visit playosmo.com/schools.

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