<u>CARES Expanded Learning Program Partnership with</u> <u>"QUEST School Year Experience"</u> 2023-2024 Summary

QUEST offers a unique and engaging experience to prepare students for the future. QUEST incorporates technology to engage students and educators, develops social and emotional wellness through team building challenges. The QUEST School Year Experience (https://www.questboxes.com/) is an innovative and connected solution that gamifies literacy, social/emotional awareness and active learning in a fresh, fun, and inclusive experience that keeps engaged from beginning to end. The QUEST School Year Experience is designed for 109 Quest Club cohorts with the physical and digital resources to support up to 2,500 students in CARES 21 TK-8 schools. The cohorts will be organized as follows:

- 17 elementary buildings will serve a primary (K-2) and intermediate (3-5) cohort of players each trimester.
- 1 K-8 campus will implement a primary, intermediate and secondary (6-8) cohort each trimester.
- 3 middle school campuses will serve a single secondary cohort each trimester.

The QUEST Club Gambox and includes reusable, all inclusive QUEST game box, teacher resource kit, student consumables, seven episode boxes with over 200 unique game items.

The total purchase price for QUEST School year Experience for 2,500 students across 21 sites is \$187,163.75 which consists of:

- \$52,500.00 QUEST Facilitator Online Access (non-taxable)
- \$5,500 Base Game Kit (Season 2) (taxable)
- \$9,000 Quest Certification (up to 25 attendees) (non-taxable)
- \$109,000 Quest Club-Student Materials (taxable)
- \$11,163.75 (tax)