

# Call for Educational Games and Tools

Dear [Recipient's Name],

We are excited to announce an initiative aimed at enhancing after-school programs through the integration of innovative educational games and tools. We believe that engaging learning experiences can significantly improve students' skills and motivation.

We invite educators, game developers, and organizations to submit their educational games and tools for consideration. The selected items will be featured in our after-school programs, providing students with enjoyable and impactful learning opportunities.

## **Submission Guidelines:**

- Games and tools should be suitable for children aged 6 to 18.
- Submissions must include a brief description, target age group, and any relevant research or outcomes.
- Deadline for submission: [Insert Deadline].

We look forward to receiving your innovative ideas that can inspire and educate our youth. Thank you for your contributions to making after-school programs more dynamic and effective.

Sincerely,

[Your Name]

[Your Position]

[Your Organization]

[Your Contact Information]