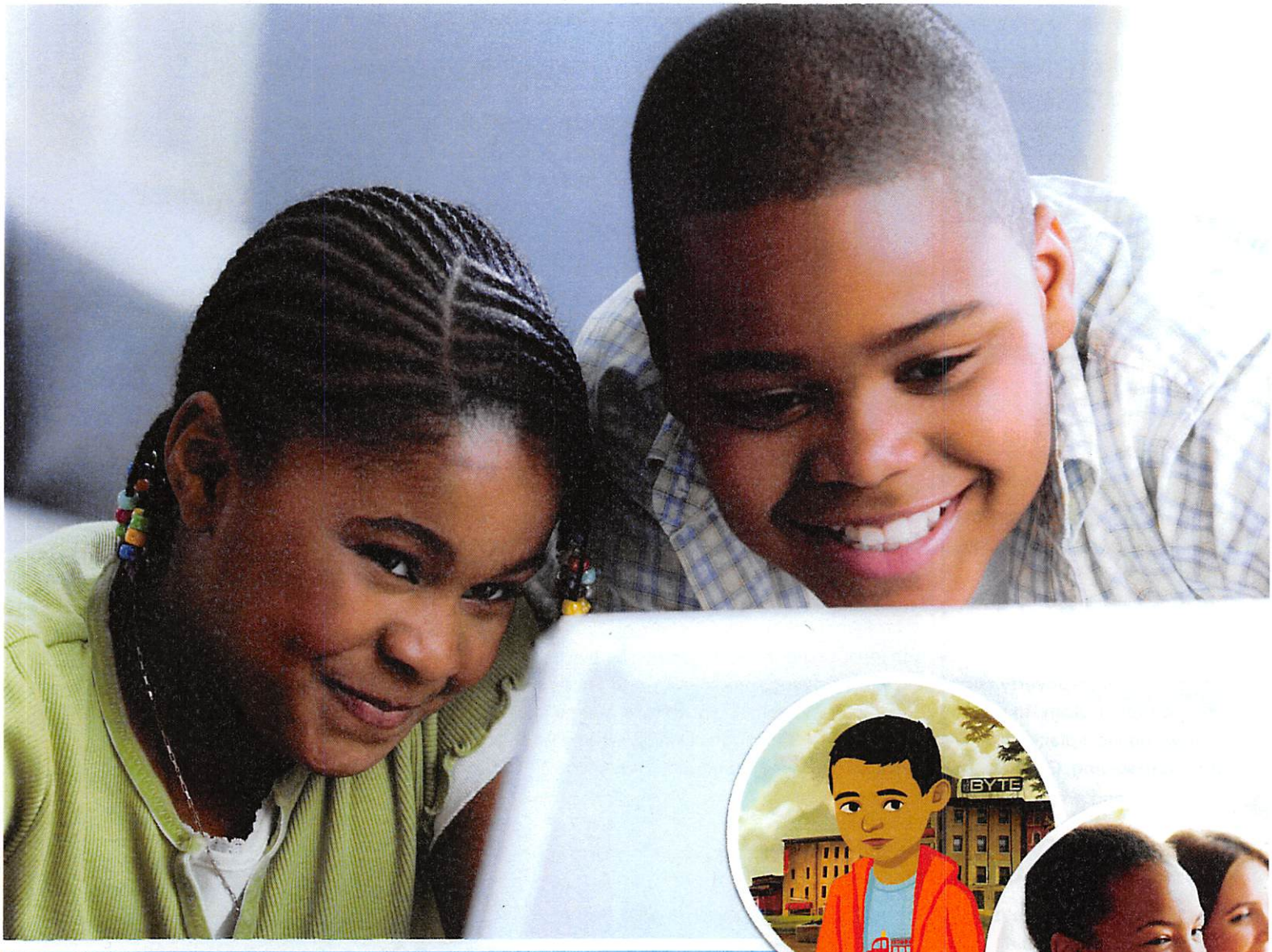
Classroom, Inc.







TURBOCHARGING Literacy and Leadership

IN OUT-OF-SCHOOL TIME

READ TO LEAD

Literacy skills for the leaders of tomorrow



About Us

Classroom, Inc. is an innovative, non-profit edtech transforming the lives of youth in high-poverty communities by growing their literacy and life skills through technology. In our free digital learning games, youth take charge in a real-world workplace and overcome challenges through reading, writing, and problem-solving. Our digital support tools ensure that educators and youth have a fun and empowering learning experience.

About Read to Lead in OST

Read to Lead incorporates values-based discussion, hands-on activities, and optional service-learning projects. With the turn-key curriculum, program leaders guide online and offline activities for 45-60 minutes each program day over a multi-week, semester-long, or summer-learning session.

Our program turbocharges youths' abilities to learn 21st-century literacy skills by engaging them in an interactive workplace that leverages career exposure and life skills through an innovative gaming environment.

Read to Lead aligns with 21st-century workplace skills and reading attitudes, behaviors, and competencies:

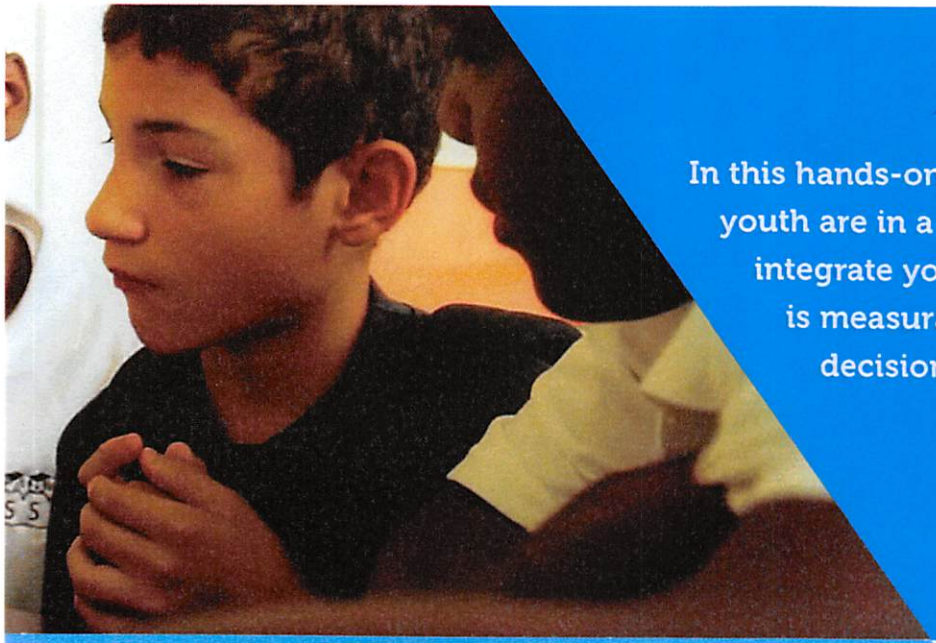
- Building cooperation for the team to address a set of challenging issues
- Taking on responsibility for sorting out and taking on problems
- Considering multiple perspectives when getting to the heart of a matter
- Maintaining a high level of integrity amidst challenges

Our Impact

Read to Lead drives clear, life-changing results in literacy and leadership skills:

- Youth see themselves as a boss and develop key workplace skills
- More than 77% of our youth report developing decision-making, problem-solving, and critical thinking skills through our learning games
- Reading gains exceed expectations by 60%, enabling struggling readers to now finish the school year above grade level





In this hands-on, free-form OST atmosphere, youth are in a club not a classroom—helping to integrate youth voices and choices. The result is measurable growth in problem-solving, decision-making, and teamwork.

Explore
the Read to Lead Suite

Community in Crisis (target grades 5-6)

Players act as the Director of Common Ground Community Center, a local organization responding to the effects of a hurricane. As youth collect information from workplace texts, speak with clients and staff, and oversee the center's operations, they gain exposure to elements of crisis management, including finding housing for clients and locating missing persons.

Vital Signs (target grades 6-8)

As the Medical Director of a health clinic, players must manage a staff during a community health crisis. They split their time between treating patients, researching diseases affecting their community, and running the clinic's business operations.

After the Storm (target grades 7-9)

In this game, players are the Editor-in-Chief of a digital magazine covering a hurricane's effects on their community. As they manage a team of reporters, write articles, and monitor social media, they learn journalistic integrity, crisis management, and the impact the media.

What You Get

- 12-20 workplace learning game episodes
- Easy-to-use guides for facilitators and program leaders
- Fun hands-on projects and activities that tap into youth voice and interest





A No-Cost Solution

All Read to Lead digital tools and curriculum are absolutely free! Every youth deserves to achieve their full potential in workplace literacy and leadership –and that is priceless.

We'd Love to Hear From You!

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Classroom, Inc.

Engaging Students • Supporting Teachers

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