

## Model for Academy Philanthropy Application

Name of Institution \_\_\_\_\_

Address \_\_\_\_\_

Web address for school \_\_\_\_\_

Work \_\_\_\_\_ Cell \_\_\_\_\_ Email \_\_\_\_\_

Fax \_\_\_\_\_

Principal \_\_\_\_\_ Time in Current Position \_\_\_\_\_

Fundraising Experience/Exposure – Yes \_\_\_\_\_ No \_\_\_\_\_ Role \_\_\_\_\_

Conference President \_\_\_\_\_ Time in Current Position \_\_\_\_\_

Fundraising Experience/Exposure – Yes \_\_\_\_\_ No \_\_\_\_\_ Role \_\_\_\_\_

School Board Chairman \_\_\_\_\_ Time in Current Position \_\_\_\_\_

Fundraising Experience/Exposure – Yes \_\_\_\_\_ No \_\_\_\_\_ Role \_\_\_\_\_

School Establish in \_\_\_\_\_ Year - Serving Grades \_\_\_\_\_

Fundraising Database Software \_\_\_\_\_ None \_\_\_\_\_

Alumni Database – Yes \_\_\_\_\_ No \_\_\_\_\_ Number of Records \_\_\_\_\_

Fundraising Personnel – Yes \_\_\_\_\_ No \_\_\_\_\_ Name \_\_\_\_\_

Dollars raised in past two years – YTD \$ \_\_\_\_\_ Last FY \$ \_\_\_\_\_

Reason for applying for grant \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Application Checklist

\_\_\_\_\_ Completed application with signatures

\_\_\_\_\_ Operating budget with actuals for current YTD and previous school year

\_\_\_\_\_ School strategic plan or most recent school evaluation

\_\_\_\_\_ Copy of letter for prior fundraising appeals (if applicable)

\_\_\_\_\_ Completed board profile

\_\_\_\_\_Program component sign-off

**Please mail application and supporting materials to:**

Michael Brown, Associate Director  
MAP Program Coordinator PSI  
12501 Old Columbia Pike  
Silver Spring, MD 20904  
301.680.6134 Wk  
301.680.6137 Fax

\_\_\_\_\_  
Principal

\_\_\_\_\_  
Chair

\_\_\_\_\_  
Date

\_\_\_\_\_  
Date

**Model for Academy Philanthropy**

**Rationale:**

As in the academic world, to be successful, a foundation must first be established. In fundraising, this means creating a culture of philanthropy at your school. This is achieved by educating each person at your institution about their role so they may participate effectively in creating this environment.

**Grant:**



