(Non-profit and government entities call for proposal)



FOUNDATION

Prices in effect 7/1/2016 through 6/30/2017

AlmostRealProducts.com (ARP) Subscription

Website for a fictitious company offers opportunities for students and adults to practice completing varied online job applications, taking pre-employment tests (grammar and reading comprehension, mathematics, specific competencies), job alignment surveys, written responses to interview questions, and to explore select careers.

Pric	e	Quantity	Total	
50 virtual seats = 100 virtual seats = 250 virtual seats = 500 virtual seats =	\$475 \$550 \$715 \$955			
One to six sites = More than six sites	\$50 per site = \$40 per site			
Add one-time set up fee for the Almost Real Products Subscription: \$50				
Almost Real Products Total				
	100 virtual seats = 250 virtual seats = 500 virtual seats = One to six sites = More than six sites	100 virtual seats =\$550250 virtual seats =\$715500 virtual seats =\$955One to six sites =\$50 per siteMore than six sites =\$40 per siteFee for the Almost Real Products Subsc	100 virtual seats =\$550250 virtual seats =\$715500 virtual seats =\$955One to six sites =\$50 per siteMore than six sites =\$40 per siteFee for the Almost Real Products Subscription:\$50	

Date subscription to start:

Password for account:

LearnDoEarn Games – each serves an unlimited number of students

All game purchases include licensed use of game materials for one year.	Price	Quantity	Total
Avatar University Game Focus: College Readiness. Participants compete in a data-driven college admissions process from a 'behind-the-scenes' perspective. Students learn what colleges value and how to get ready.	\$285		
Budgeteering Game Focus: Financial Literacy. Participants create a four-month budget using diverse salaries and	4005		
'win' the game in unexpected ways. Students learn the importance of education to desired career and life style.	\$285		
Hamburger Hamburger Café Game			
<i>Focus: Career Readiness.</i> Participants practice building a personal and work calendar and balancing work/life responsibilities.	\$285		
Students learn about the importance of work ethic.			
Hiring Game			
Focus: Career Readiness. Participating teams play the role of employers and use signing bonuses to compete for the best engineering, managerial, and administrative talent. Students learn what employers value and need in potential employees.	\$315		
Ready Set Interview Game			
Focus: Career Readiness. Participants learn the fundamentals of how to prepare for and succeed in interviews.	\$315		
Students learn how to prepare and succeed in job interviews. Walk on the Work Side Game			
<i>Focus: Career Readiness.</i> Participants react to workplace issues that require honing a worker's situational judgment.	\$285		
Students practice situational judgment in different scenarios. Sub-total page 1			

Renewal includes a license extending use of the game materials for one year from the current				
containing the game presentation. It does not include any hard copy gar			h drive	
All game purchases include licensed use of game materials for one year.	Price	Quantity	Total	
Avatar University Game	\$75			
Budgeteering Game	\$75			
Hamburger Hamburger Café Game	\$75			
Hiring Game	\$75			
Ready Set Interview Game	\$75			
Walk on the Work Side Game	\$75			
LearnDoEar	LearnDoEarn Game renewal totals			
SAVE \$320! Buy The Almost Real Experience	Kit			
	Price	Quantity	Total	
Almost Real Experience Includes ALL SIX LearnDoEarn games and a one-year license for use with unlimited numbers of individuals served by the organization and a one-year license for 100 virtual seats in AlmostRealProducts.com (can serve hundreds of individuals in a single year).	\$2,050			
Amostical roducts.com (car serve nanareas of marriadais in a single year).				
School Counts Materials				
School Counts Materials School Counts Criteria: maintain a 95% attendance and punctuality rate, maintain at lea graduate in eight consecutive semesters, not getting into trouble, on track to earn more high school graduation.		-		
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School Counts Criteria: maintain a 95% attendance and punctuality rate, maintain at lea graduate in eight consecutive semesters, not getting into trouble, on track to earn more high school graduation. Official LearnDoEarn/School Counts Credential Embosser School Counts Credentials (now full-page certificate with student and employer messaging on back) Freshman Credential (Blue) 50-pack Sophomore Credential (Brown) 50-pack Junior Credential (Red) 50-pack	Price \$65 \$55 \$55 \$55	dits than requ	uired for	

	Sub-to	tal page 2	
The LearnDoEarn Classroom Experience			
Includes licensed use of materials for one year.	Price	Quantity	Total
Middle Grades Classroom Materials Kit Kit includes one set (14) of grade-appropriate LearnDoEarn posters, access to online e-games, and a reusable USB flashdrive containing 9 LearnDoEarn classroom presentations in PowerPoint format, printable reward credentials, reinforcement activities, and parent videos. Reproduce materials for hundreds of students.	\$400		
High School Classroom Materials Kit Kit includes one set (34) of grade-appropriate LearnDoEarn posters, access to online e-games, and a reusable USB flashdrive containing 22 LearnDoEarn classroom presentations in PowerPoint format, printable reward credentials, reinforcement activities, and parent videos. Reproduce materials for hundreds of students.	\$550		
	Sub-t	otal page 3	
	Sub-tot	al page 1	
Sub-total page 2			
Sub-total page 3			
ORDER SUB-TOTAL (pages 1+2+3)			
Subtract Percentage with Discount Code			
TOTAL			
Shipping & Handling excluding the Almost Real Experience (see chart below)			
Shipping & Handling for the Almost Real Experience \$65.00			
	ORD	ER TOTAL	

Shipping & Handlin ARP website subscriptions are not subject to Shipping & Handling (S&H) charge Please do not include ARP subscription amount when determining S&I			
Under \$500	\$18.00	\$1,601 - \$1,900	\$85.00
\$501 - \$900	\$30.00	\$1,901 - \$2,200	\$115.00
\$901 - \$1,300	\$50.00	\$2,201 - \$2,500	\$150.00
\$1,301 - \$1,600	\$65.00	Over \$2,500	Call for pricing

Billing & Shipping Information

Contact Name:				
Title:				
School/Organization Name:				
District:	County:			
Telephone:	Email:			
Billing Address:	Shipping Address:			
City:	City:			
State: Zip:	State: Zip:			

Order Total: \$______ Purchase Order #: _____

Orders will not be processed without a Purchase Order Number. Allow 3 weeks for delivery. Please send orders and make checks payable to:

New Jersey Chamber of Commerce Foundation 216 West State Street, Third Floor, Trenton, New Jersey 08608 Fax 609-656-0697 Phone: 609-789-5278 jennifer@njchamber.com