

Digital Wellness Grant Program

We recognize the promise of technology for children's education, expression, inclusion and, of course, entertainment, as our digital lives continue to expand rapidly. Disney is committed to delivering positive, inclusive, and curated content and experiences designed for children of all ages and their families to enjoy together.

The Disney Digital Wellness Grant Program provides grants to non-profit organizations that educate children, parents and educators about digital wellness, including positive, safe and responsible use of technology. In 2025, Disney funded the following 9 organizations and projects around the world.

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[Chicos.net](#) is an Argentina-based NGO that promotes the rights of children, adolescents, and young people in digital environments. In collaboration with civil society, government, the private sector, educators and communities, Chicos.net develops programs that build the skills necessary to actively, safely and creatively navigate the digital world. Disney has provided support to the Digital Citizenship and Literacy program which aims to reduce the socio-digital divide among communities in Latin America through enabling literacy in digital languages and formats among children. In 2025, the program is expanding to include the topic of artificial intelligence (AI). Through funding, the program will focus on training sessions aimed at educators to understand basic AI concepts, pedagogical criteria for including AI in the classroom and how to use generative AI tools to enhance activities that involve reading, writing, expression and creation.



[Childnet International](#) is a UK NGO that empowers young people to navigate the digital world safely and with confidence. As a member of the UK Council for Internet Safety and the INSAFE network, Childnet collaborates with key partners such as CEOP, the Internet Watch Foundation, Childline, and Meta's Safety Advisory Council to promote responsible technology use. With Disney's contribution, Childnet is developing digital safety skills in children, increasing resilience to online risk, and empowering parents and teachers with the skills to prevent and respond to online risks. The program includes delivering a range of resources and activities to children, parents and teachers, hosting educational sessions and promoting awareness-raising campaigns such as Safer Internet Day, a national Childnet Film Competition, and Film School Friday, a global event featuring young filmmakers.



The [European Association for Viewers Interests \(EAVI\)](#) is an international non-profit organization based in Belgium dedicated to media literacy advocacy that focuses on youth, parents and educators. In 2025, with Disney's contribution, EAVI is designing, producing, and distributing a comprehensive portfolio of digital wellness educational resources which include podcasts, short videos, infographics, and interactive campaigns to empower youth, parents, and educators across Europe. These resource activities will culminate in a hackathon event in Brussels and a panel discussion in Sofia to foster civic engagement and cross-sector collaboration.



[Emirates Safer Internet Society](#) or eSafe's mission is to promote digital safety and wellbeing in schools with a focus on early childhood and primary school years. Disney's contributions are helping to expand the Digital Wellbeing in Childhood project in the United Arab Emirates (UAE) that aims to deliver face-to-face training sessions for early childhood educators on online gaming safety as well as artificial intelligence (AI), including empowering students to build a foundational understanding of AI, natural language processing and ethical considerations for practical use in an educational setting.



The [Family Online Safety Institute](#) is an international non-profit organization that convenes leaders in industry, government, and non-profit sectors to find innovative solutions to make the online world safer for kids. With Disney's contribution, FOSI is continuing its Online Safety Survey, a critical project that aims to provide clear data on the online safety perspectives of children and parents. This latest funding allows FOSI to expand its bi-annual Online Safety Survey internationally to Australia to capture insights from children and parents during a pivotal moment before and after the country's social media ban for under-16s takes effect. The results of the survey will inform FOSI's Digital Parenting programming as well as provide evidence to educate policymakers on the various opportunities and risks online.



[Fundacion Fad Juventud](#) is a non-profit organization based in Spain that aims to improve the well-being of young people by reducing the influence of risk factors that may impact their socialization. With Disney's contribution, Fad Juventud is expanding *The SHEILD: Cyber-Informed Families* project by designing, producing, and distributing a multilingual video course titled "Digital Families: Detecting Misinformation". This course along with interactive resources and webinars, will empower parents to guide their children ages 11-16 in safe, ethical, and critical digital engagement about their children's digital well-being when exposed to misinformation and online risk.



The [Internet Watch Foundation](#) is a UK-based non-profit organization working to prevent and remove online child sexual abuse imagery. They offer the public a safe and anonymous international hotline to report child sexual abuse they may have seen on the internet and to ensure the image or video is removed. With Disney's latest contribution, IWF aims to deliver the next phase of its prevention campaign, "A Safer Internet for All," which will produce and distribute educational materials such as videos, guides, and interactive resources to raise awareness among youth, parents, and educators about the harms of sharing sexual content online. The campaign will focus on young people, parents and educators to better protect young people online and to create an open dialogue that empowers everyone to make safer choices and reduce harms while navigating the internet.



The [National Center for Missing & Exploited Children \(NCMEC\)](#) is a U.S based non-profit that works with families, victims, the private sector, law enforcement, and the public to help find missing children. They also work directly to prevent abduction and exploitation of children. With Disney's contribution, NCMEC is designing, producing, and distributing a Gaming Safety Toolkit titled "*Game On! What Families Need to Know About Gaming and Online Safety*," which aims to empower parents and caregivers with the knowledge, tools, and confidence to protect their children while gaming online. The Toolkit will share best practices for using parental controls, in-game chats and other features that promote gaming safety.



[Yayasan Ganara Mariberbagi Seni](#) is an Indonesian-based organization that aims to shape the creative mindset in each student through art education. With Disney's contribution, Ganara Art aims to deliver the "Digital Wellness Camp," a multi-city initiative featuring talk shows, workshops, and a creative camp where students design wearable art to promote digital wellbeing. The program will also distribute a digital wellness handbook for parents and educators to raise awareness about children's digital well-being.