Educational apps are an allowable use of ESA+ funds, as educational technology, but are not available to purchase on the ClassWallet Marketplace. As a courtesy to families, SEAA currently allows parents to be reimbursed for approved educational apps. Apps must be approved by SEAA staff prior to purchase.

Steps to Request an Educational App:

1. Submit your request to esa@ncseaa.edu. Please include your student's full name and the name of the educational app you wish to purchase (skip this step if the app you wish to purchase is listed below).

2. Purchase the app and email your receipt to esa@ncseaa.edu.

3. SEAA will notify ClassWallet to temporarily add the reimbursement feature to your account.

4. Once reimbursement is added, you will receive instructions to log in to ClassWallet and link your bank account.*

5. Once you have linked your bank account, ClassWallet will upload the receipt.

6. ESA+ staff reviews the receipt before the transaction can be completed.

7. Once approved, the funds will transfer electronically from your ESA+ account to your bank account.

You only need to do this once. If you've been reimbursed before, you won't have to link your bank account again.

Timing

Timing depends on how long it takes the parent, SEAA staff, and ClassWallet staff to complete required tasks.

Examples of Allowable Educational Apps*

You do not need to email in advance to request approval for the apps listed below.

Avaz AAC

Babble

Busuu

Duolingo

Dyslexia Buddy

Endless Alphabet

Get Epic

Grid AAC

LAMP Words for Life

Math Tango

National Geographic VR

Pinkfong Shapes & Colors

Prodigy Math

Proloquo2Go AAC

Sherwood Kids

TD Snap

TouchChat (AAC)

 Not an exhaustive list. If the app you wish to purchase is not listed, refer to the instructions provided above.