

KIDS GIVE TO KIDS

THE POWER OF GIVING

The story of a simple idea, a new technology, and an ecosystem where every child can choose, give and belong.

**NEW TOYS + USED TOYS + DONORS + FAMILIES + SPONSORS + PARTNERS +
TECHNOLOGY**

One connected system built around the power of a child choosing a toy - and the power of another person choosing to give.

Book edition: August 30, 2026

Chapter 1 - Where Kids Give to Kids Began

Kids Give to Kids began with a belief that giving should not only be something adults do for children. Children themselves should be able to experience the joy, responsibility and pride that comes from giving.

The original program grew from a small beginning into a real community effort. Families donated toys. Children could choose toys. Local businesses and restaurants became part of the experience. Over time, Kids Give to Kids grew from an apartment-based effort into a roughly 4,000-square-foot operation. The program's founder has described the total value of toys provided during those years as more than \$2 million.

Public coverage from 2019 captured the idea early: Kids Give to Kids was trying to change the dynamics of giving by giving children choice - the choice to give a toy and, for a child receiving help, the choice to select a toy. The early concept also imagined a free online marketplace for children and a community of strangers helping one another without needing to know exactly who was on the other side.

That original idea was powerful, but the physical model was difficult. Toys had to be collected, stored, organized, moved and distributed. Raising enough money to keep the operation running became a constant challenge. After Christmas in late 2024, the physical operation closed.

The mission did not disappear. The lesson became the foundation for the next version.

Chapter 2 - What We Learned

The old model proved something important: families want to help, children want to choose, businesses want to participate, and toys can connect people who may never meet.

It also revealed the hardest part of traditional toy giving: logistics. A warehouse means rent. Boxes mean handling. Handling means labor. Labor means more fundraising. A toy may be free, yet getting that toy from one family to another can still cost money and time.

The new Kids Give to Kids is designed around a different question:

What if the organization could run the *system* without having to physically handle every toy?

That question changes everything. Instead of building another warehouse, the new version builds a digital ecosystem. Retailers can fulfill new toys directly. Families can pass approved used toys directly to another family through a protected delivery process. Donors can see how their money creates real impact. Sponsors can fund specific toy categories or brands. Promotion partners can participate through configurable roles. Kids Give to Kids becomes the connection point.

Chapter 3 - The Power of Giving: Making Every Kid Equal

The heart of Kids Give to Kids is not simply the toy. It is **choice**.

In many forms of charity, one child is called the giver and another child is called the receiver. Kids Give to Kids is designed to soften that dividing line. A child who receives today may give tomorrow. A family that needs help at one moment may donate later. A child with an outgrown game may become the person who creates another child's happy day.

Inside the app, dignity should not depend on how much money a family has. The child sees toys they are eligible to choose. They are not asked to stand in a different line, explain their family's hardship to another family, or meet the person who funded the toy.

The giver does not need to be wealthy either. Someone may give \$20. Someone may give a clean board game their child no longer uses. A company may give \$1,000. A toy brand may sponsor products. Different kinds of giving become part of the same ecosystem.

Every kid deserves the feeling that their choice matters. Every kid should have the opportunity to experience giving, not only receiving.

That is what 'making every kid equal' means in this vision: not pretending every family has the same circumstances, but building an experience where every child is treated with dignity and can participate in the power of choice and generosity.

Chapter 4 - The New Kids Give to Kids Ecosystem

Part of the ecosystem	What they do
Children & families	Choose eligible toys; give eligible outgrown toys; confirm delivery; share reviews.
Individual donors	Put money into the Toy Fund and see how it is used.
Monthly donors	Keep the Toy Fund replenished over time.
Toy brands / sponsors	Fund general or restricted toy pools and see program impact.
Retailers / vendors	Provide eligible new-toy catalog data and direct fulfillment where supported.
Play-It-Forward givers	Upload approved used toys for another child.
Delivery providers	Move used toys directly between protected pickup and delivery points.
Promotion partners	Help promote or participate according to permissions controlled by Kids Give to Kids.
Kids Give to Kids	Runs the technology, safety rules, funding logic, privacy, accounting and connections.

The child experiences **one Kids Give to Kids toy catalog**. Behind that one catalog may be many retailers, sponsors and families. The complexity stays behind the scenes.

The goal is an ecosystem in which toys move while Kids Give to Kids coordinates rather than warehouses.

Chapter 5 - Test Story: A Child Chooses a New Toy

Meet Ava. Ava and her parent have an approved Kids Give to Kids account.

1. Ava opens **Choose a Toy** with her parent.
2. She sees one simple catalog. She does not need to understand which of 20 possible retailers is behind each product.
3. Ava finds a building set she likes and taps **Choose This Toy**.
4. The system quietly checks the important things: Is Ava eligible? Is the toy still available? What does it cost now? Can it be delivered? Is there enough permitted funding?
5. If a sponsor has money restricted to that toy or brand, the system can use that eligible sponsor fund. Otherwise, the General Toy Fund may be used according to program rules.
6. The order is placed through an approved retailer/vendor workflow.
7. Whenever the retailer supports it, the toy ships **straight to Ava's approved delivery destination**. Kids Give to Kids does not receive the box first.
8. The accounting system records the purchase and permitted delivery costs.
9. The donor whose money helped can receive a privacy-safe message such as: **Your donation helped provide a building set to a child.**
10. After the experience is completed, Ava's parent can leave an in-app review.

Chapter 6 - Test Story: A \$100 Donor

Meet Carlos. Carlos wants to help but does not know which child needs which toy. He does not have to.

Carlos taps **Donate a Toy** and chooses \$100. The payment-processing fee is shown separately and Carlos pays it in addition to his donation. The full \$100 is credited to the Toy Fund.

Example checkout	Amount
Toy Fund contribution	\$100.00
Processing fee	Separate, clearly shown
Total charged	\$100.00 + processing fee

A few days later, suppose \$34.47 of Carlos's contribution is allocated to an eligible toy transaction. His My Impact page can show that \$34.47 has been used and \$65.53 is still waiting to help.

Later, another toy or permitted delivery may use more of his contribution. Carlos can see the story of his donation instead of wondering where the money went.

After Carlos sees real impact, the app can ask: **Would you like to keep helping every month?** He can choose a monthly amount and become a recurring Toy Hero.

Chapter 7 - Test Story: One Used Toy Becomes Another Child's Toy

Meet Maria. Her child has a board game that is clean, complete and no longer being used.

Before Maria uploads anything, the app shows the current Play-It-Forward rules. Stuffed animals and plush toys are not allowed. The toy must weigh 15 pounds or less and fit within the current maximum packaged size of 36 inches by 60 inches. It must meet cleanliness, condition, safety, completeness, eligibility and recall requirements.

Maria takes the required photos and enters the requested information. If the item required replaceable batteries, she would also include the required **new batteries** and photograph them with the toy.

AI helps review the submission. It checks for prohibited plush items, size/weight issues and other eligibility evidence. Anything uncertain can be sent to a human reviewer.

Maria's board game passes. It becomes available in the same Kids Give to Kids catalog.

Now meet James and his child. They see Maria's board game and choose it. The system immediately reserves that one physical toy so nobody else can claim it.

Maria receives: **Your toy was chosen!** She is asked to confirm when the packaged game will truly be ready for pickup.

Chapter 8 - The Used Toy Delivery

The app requests a delivery quote from an approved courier. Suppose the permitted delivery cost is \$12.

The same General Toy Fund used for eligible new toys can also pay the permitted cost of delivering an approved used toy. The system checks the balance and reserves \$12.

Maria taps **READY FOR PICKUP**. Only then is the courier dispatched.

The courier receives the information required to do the job. Maria does not receive James's address. James does not receive Maria's address. The two families do not need to call or coordinate directly.

The courier picks up the game and delivers it to James's approved destination. James confirms that it arrived. The actual delivery charge is finalized in the Toy Fund accounting.

Maria's My Impact page now shows that her child's board game was successfully passed forward. James can leave an in-app review.

**One used toy. No warehouse. No family-to-family address exchange.
Another child gets to choose.**

Chapter 9 - Test Story: A Toy Company Becomes a Sponsor

Imagine a toy company chooses to provide \$1,000 each month. It may decide that the money can only be used for eligible products from its own brand.

Kids Give to Kids creates a separate restricted sponsor pool. The \$1,000 cannot quietly be spent on another brand. When a child chooses an eligible sponsored product, the funding engine can use that sponsor pool according to the written agreement.

The sponsor can receive simple reporting: how many eligible toys were funded, how much was used, what permitted costs were included under the agreement, and how much money remains.

When the sponsor balance becomes low, the system can invite the company to replenish it.

A sponsor is not simply buying an advertisement. It can become part of a measurable chain that ends with a child choosing a toy.

Chapter 10 - Promotion Partners: A Community That Can Grow

Kids Give to Kids may eventually work with many promotion partners - businesses, organizations, community locations or other approved participants.

The new system is designed so these partners are **not hard-coded** into the app. Kids Give to Kids can add a new partner from an admin screen without hiring a programmer to change the app each time.

Each partner can have different participation powers. Kids Give to Kids can turn a partner on or off completely, or turn individual abilities on and off: appearing in the app, participating in promotions, receiving referral attribution, displaying offers, sponsoring toys, promoting Kids Give to Kids, participating by location, accessing approved reporting and future capabilities.

If a partner stops participating, the system can stop new activity immediately while keeping the historical records intact.

That makes the ecosystem expandable. The technology is built for the community to grow around it.

Chapter 11 - Every Toy Can Tell a Story

When an approved toy becomes available, the system can prepare a social-media post for connected Kids Give to Kids accounts. The post may show the approved toy, category, age range, general area and a link back to the app.

Before anything is published, the system checks for private information such as addresses, phone numbers, documents, license plates and faces. Child photos require specific parent/guardian consent.

When a toy is chosen, the system can share a privacy-safe message such as **Another toy found a new home!**

After a completed experience, a parent can leave a 1-to-5-star review inside Kids Give to Kids. Reviews can cover toy condition, delivery, ease of use and the overall experience. Reviews are moderated for privacy and safety, but negative reviews are not hidden simply because they are negative.

The current plan keeps these reviews inside Kids Give to Kids rather than sending them to Yelp.

Chapter 12 - Why This Could Change the Way We Give

Traditional toy giving often happens in a straight line: someone buys a toy, an organization collects it, volunteers sort it, a warehouse stores it, and eventually someone distributes it.

Kids Give to Kids is trying to create a circle instead.

A donor funds possibility. A child chooses. A retailer fulfills. A used toy gets another life. A giver sees impact. A sponsor sees results. A family that received can later become a giver. Promotion partners help the circle grow.

The system also changes the emotional experience. The child is not merely handed whatever is left. Choice becomes part of dignity. The donor is not merely shown a total raised. Impact becomes visible. The used toy is not merely cleared from a bedroom. The child who gives can know it was chosen by another child.

Giving becomes less about who has more and who has less - and more about what each person can contribute to the circle.

If the model works as intended, technology removes friction without removing the human meaning. The app handles the complexity so the people can experience the simple part: choosing to care.

Chapter 13 - The Complete Workflow at a Glance

New toy journey	Used toy journey
1. Donor/sponsor funds Toy Fund	1. Parent uploads eligible outgrown toy
2. Child browses one KG2K catalog	2. AI/manual checks approve toy
3. Child chooses eligible new toy	3. Toy appears in same KG2K catalog
4. System checks price, stock, funding	4. Child chooses toy; it is reserved
5. Correct fund is reserved	5. Giver receives 'Your toy was chosen!'
6. Retailer/vendor order is placed	6. Courier quote is obtained
7. Retailer ships directly where supported	7. General Toy Fund reserves permitted delivery
8. Delivery is confirmed	8. Giver confirms READY FOR PICKUP
9. Funds are reconciled	9. Courier picks up and delivers
10. Donor sees impact	10. Recipient confirms; expense reconciles
11. Parent may review	11. Giver sees impact; parent may review

Both paths meet in one place: a child gets to choose, and the system makes the connection happen.

Chapter 14 - What Happens When Something Goes Wrong?

A trustworthy ecosystem must also work when the perfect path does not happen.

If a new toy sells out: the system does not pretend it is available. It can try another approved source or return the selection to an appropriate state.

If two children choose the same used toy at the same time: only one reservation can succeed.

If a courier pickup fails: the toy is not marked delivered. Any actual permitted charge is recorded and unused reserved delivery money is released.

If a sponsor's restricted fund cannot pay for a toy: the system cannot silently use it for something outside the sponsor's rules.

If a promotion partner is turned off: new participation stops, but past activity remains in the records.

If a review contains private information: moderation protects the family before the content is publicly displayed.

Trust is created not only by what happens when everything works, but by how honestly the system handles the moments when it does not.

Chapter 15 - Showing Donors Where the Money Goes

The Toy Fund and normal Kids Give to Kids operating expenses are designed as separate accounting systems.

A donor who chooses \$100 pays the processing fee separately. The full \$100 is credited to the Toy Fund. The Toy Fund tracks eligible toy purchases, permitted delivery/fulfillment costs, restricted sponsor money, refunds, reservations and remaining balances.

The app can provide a public transparency view generated from the accounting system, not a number typed into a marketing page.

Illustrative transparency screen	Example only
Toy Fund contributions received	\$50,000
Eligible toy purchases	\$31,500
Permitted shipping/delivery	\$4,500
Available for future toys	\$14,000
Unrelated operating expenses from Toy Fund	\$0

These figures are only an example of how transparency could be displayed. They are not actual current Kids Give to Kids financial results.

The promise is strongest when donors do not have to take anyone's word for it. The system should make the trail visible.

Chapter 16 - A Complete Toy Ecosystem

The long-term vision is larger than a toy store and larger than a toy drive.

It is a system where **new toys and used toys live together**; where individual donors and corporate sponsors fund the movement of toys; where retailers fulfill instead of a nonprofit warehouse; where delivery providers move used toys safely; where promotion partners help the program reach more people; where families can give and receive; and where every action can create another action.

A \$20 donation can help a toy move. A \$1,000 sponsor fund can help many children choose. A board game that once sat on a shelf can become the toy another child picked for themselves. A family that received a toy can become a donor next month. A child who gave a toy can see that it found a new home.

That is an ecosystem: not one transaction, but a network in which giving keeps creating more giving.

Chapter 17 - The Future We Are Building

Kids Give to Kids began with a simple conviction: children understand giving, and choice matters.

The first version proved the heart of the idea. The new version is designed to remove the physical barriers that made the old model so difficult to sustain.

Instead of asking Kids Give to Kids to own every toy, store every toy and move every box, the technology connects the people and organizations already capable of doing those things.

The result is meant to feel simple:

**A child chooses.
A person gives.
A toy moves.
Another child smiles.
And the circle continues.**

***The ultimate goal is not to label one child fortunate and another less fortunate.
It is to create a community where every child can experience dignity, choice
and the power of giving.***

Kids Give to Kids

The Power of Giving - Book Edition - August 30, 2026

About the historical account: Public 2019 coverage documented Daniel Barrett's early Kids Give to Kids vision around choice, children giving toys to other children, and a free online toy marketplace. Public nonprofit records also document Kids Give to Kids as a youth-development charitable organization. Statements in this book about later operating history, the 4,000-square-foot facility, more than \$2 million in toy value, and the late-2024 closure are based on the founder's account supplied for this book.

Planning note: The new-version workflows in this book describe the intended product model. Actual retailer, payment, courier, social-platform and sponsor capabilities depend on contracts, APIs and final legal/accounting/privacy review before launch.