

2008 -- S 2124

LC00892

STATE OF RHODE ISLAND

IN GENERAL ASSEMBLY

JANUARY SESSION, A.D. 2008

A N A C T

RELATING TO EDUCATION -- ADULT EDUCATION

Introduced By: Senators Pichardo, Gallo, Alves, Goodwin, and C Levesque

Date Introduced: January 30, 2008

Referred To: Senate Constitutional & Regulatory Issues

It is enacted by the General Assembly as follows:

1 SECTION 1. Legislative findings.

2 (1) The state of Rhode Island benefits from increase in the education levels of its citizens.

3 (2) Although new immigrants to the state of Rhode Island are eager to learn English, a  
4 shortage of funds available for adult education and English classes have limited the  
5 availability of such classes for immigrants.

6 SECTION 2. Chapter 16-63 of the General Laws entitled "Adult Education" is hereby  
7 amended by adding thereto the following section:

8 **16-63-18. State lottery appropriations.** – During the fiscal year ending June 30, 2009,  
9 the state lottery division within the department of revenue shall conduct, pursuant to chapter 42-  
10 61 of the general laws, an instant game to be known as the “Life-long Learning Game”. The net  
11 revenue from the first two (2) months of the running of the “Life-long Learning Game” shall be  
12 deposited in a restricted revenue account to be used by the Community College of Rhode Island  
13 to provide scholarships to adult students enrolled in courses or programs that comply with section  
14 16-63-65 of the general laws. The net revenue from the third and fourth months of the running of  
15 the “Life-long Learning Game” shall be deposited in a restricted revenue account to be used by  
16 the office of adult education as described in section 16-36-6 of the general laws for the purpose of  
17 providing increased access to adult literacy programs.

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1 SECTION 3. This act shall take effect upon passage.

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EXPLANATION  
BY THE LEGISLATIVE COUNCIL  
OF  
A N A C T  
RELATING TO EDUCATION -- ADULT EDUCATION

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1           This act would mandate the state lottery to conduct an instant game know as the “Life-  
2 long Learning Game” during the fiscal year ending June 30, 2009. The net revenues from the  
3 first four (4) months of the running of said game shall be used for scholarships for adult education  
4 students at the Community College of Rhode Island and to provide increased access to adult  
5 literacy programs.

6           This act shall take effect upon passage.

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