



Hasbro Named to The Civic 50 for 14th Consecutive Year, Extending Unmatched Record of Corporate Citizenship Leadership

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PAWTUCKET, R.I.--(BUSINESS WIRE)--Jun. 23, 2026-- Hasbro, Inc. (NASDAQ: HAS), a leading games, IP and toy company, today announced it is a 2026 honoree of The Civic 50, Points of Light's prestigious recognition of the 50 most community-minded companies in the United States.

This marks the 14th consecutive year Hasbro has earned the distinction, the only company to be recognized every year since the program's inception in 2012.

The Civic 50 sets the national standard for corporate social impact, evaluating companies with annual revenues of at least \$1 billion on the scale, sophistication and impact of their employee volunteerism, community investment and social impact strategies. The recognition highlights organizations that effectively leverage their time, talent and resources to strengthen communities and drive meaningful societal change.

Guided by a long-standing commitment to corporate citizenship and purpose-driven business practices, Hasbro advances its community impact through employee volunteerism, philanthropic giving, and strategic nonprofit partnerships that leverage the power of play. In 2025, Hasbro employees participated in more than 150 volunteer projects, positively impacting over 100,000 children, fans, and families.

"Creating joy and community is embedded in how we operate as a company and how our employees engage with our fans around the world," said Sarah Knott, Director of Philanthropy at Hasbro. "Being recognized by The Civic 50 for the 14th consecutive year is an incredible honor and a testament to the passion of our employees and our enduring commitment to making a positive impact where we live, work and play."

"Today's leading companies understand that community engagement is more than a program; it's a reflection of their commitment to advancing social impact in ways that strengthen both their company and the communities they serve," said Jennifer Sirangelo, president and CEO of Points of Light. "Hasbro demonstrates how to embed purpose into the employee experience, build authentic relationships with communities and use business as a force for good. We're proud to honor Hasbro with the 2026 Civic 50 award."

For more information on Hasbro's Impact, access the [2025 Impact Report](#).

For more information about The Civic 50, visit pointsoflight.org.

About Hasbro

Hasbro is a leading games, IP and toy company whose mission is to create joy and community through the magic of play. With 165 years of expertise, Hasbro delivers groundbreaking play experiences and reaches more than 1 billion fans annually around the world, through physical and digital games, video games, toys, licensed consumer products, location-based entertainment, film, TV and more.

Through its franchise-first approach, Hasbro unlocks value from both new and legacy IP, including *Magic: The Gathering*, *Dungeons & Dragons*, *Monopoly*, *Hasbro Games*, *Nerf*, *Transformers*, *Play-Doh* and *Peppa Pig*, as well as premier partner brands. Powered by its portfolio of thousands of iconic marks and a diversified network of partners and subsidiary studios, Hasbro brings fans together wherever they are, from tabletop to screen.

For more than a decade, Hasbro has been consistently recognized for its corporate citizenship, including being named one of the 100 Best Corporate Citizens by 3BL Media, a 2026 JUST Capital Industry Leader, one of the 50 Most Community-Minded Companies in the U.S. by the Civic 50, and a Brand that Matters by Fast Company, and one of the 50 Most Community-Minded Companies in the U.S. by the Civic 50 for fourteen consecutive years. For more information, visit <https://corporate.hasbro.com> or @Hasbro on LinkedIn.

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