SOCCER AID FOR UNICEF

PLAYGROUND CHALLENGE

PRIMARY SCHOOL COUNCIL GUIDE
GET READY FOR KICK-OFF!

Unicef UK Registered Charity No. 1072612 (England and Wales) SC043677 (Scotland).
This summer, along with thousands of schools across the UK, you’re going to be taking part in the Soccer Aid for Unicef Playground Challenge. This will involve designing a fun obstacle course for everyone to bounce, kick, run, hop and jump their way round!

The whole school is going to take part with the aim of raising money so that Unicef can help children everywhere grow up happy, healthy and able to play.

• £50 could provide antibiotics to fully treat 125 children suffering from pneumonia.

• £172 could provide a preschool-in-a-box, full of toys, games and books to help children learn through play.

• £375 could build a whole community playground in Zambia so that 100 children can play.

And remember - every £1 you raise until 23 July 2019 will be matched by the UK government, doubling the difference you make to children’s lives.

So what are you waiting for? Time to get planning!

First things first...

You need to set a date for your school’s Playground Challenge. This can be any time from now to the end of June.

Soccer Aid – the world’s biggest charity football match – is going to take place on Sunday 16 June. Many schools will be holding their Playground Challenge on Friday 14 June.

Talk to teachers about what else is going on in school and decide the best date between you. You don’t want the Playground Challenge to clash with another big event, like a school outing.

Our school’s Playground Challenge is going to take place on:

WANT TO FIND OUT MORE ABOUT THE PLAYGROUND CHALLENGE?
Go to socceraid.org.uk/schools-resources for films and loads of Playground Challenge ideas!
There are two main ways you can raise money through the Playground Challenge:

- Ask everyone to collect sponsorship for completing the obstacle course.
- Ask people to make a small donation to take part.

What do you think will work best in your school?

SET A FUNDRAISING GOAL

How much money do you think you can raise as a school? Look back at the amounts on the previous page. Could you collect enough for Unicef to buy a preschool-in-a-box? Could you collect enough for Unicef to build a whole community playground in Zambia?

We’re going to try to raise:

And this will be matched by the UK government.

SPONSORSHIP FORMS

Your teacher can give you Playground Challenge sponsorship forms if you plan to ask everyone to get sponsored.
UPPING YOUR GAME

There are loads of things you can do to give your fundraising a boost. Talk through the list below and put a tick by any extra activities you’d like to plan.

Do you have other ideas that would raise money?

We’re going to raise more money with a:

☐ Keepy-uppy challenge

☐ Beat-the-teacher penalty shootout

☐ Bake sale

☐ Staff v pupils Soccer Aid football match

☐ Dress-up-as-a-sportsperson day

☐ Fundraising competition between classes. Who can raise the most?

Other ways we could raise money:
WHO’S GOING TO DO WHAT?

PART 1

As a team, you need to be well-organised so that your school’s Playground Challenge runs smoothly and you raise as much money as possible for Unicef. Everyone will play a part in making the event a success, but it’s important to identify who’s going to take responsibility for certain key roles.

Talk as a group about who’s good at what and fill in team members’ names for each of the jobs below.

PROJECT MANAGER
Makes sure everything runs smoothly and that jobs get done.

PROJECT MANAGEMENT TEAM
Helps the project manager to make sure everything runs smoothly.

PUBLICITY MANAGERS
Tell everyone about the Playground Challenge, e.g. through posters, the school website, newsletters and social media.

FINANCE MANAGER
Makes sure the money is collected, counted and kept securely.
### WHO’S GOING TO DO WHAT?

**PART 2**

<table>
<thead>
<tr>
<th>Team</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FINANCE TEAM</strong></td>
<td>Helps the finance manager to collect and count money.</td>
</tr>
<tr>
<td><strong>EQUIPMENT MANAGERS</strong></td>
<td>Make sure all equipment is ready and the obstacle course is set up correctly.</td>
</tr>
<tr>
<td><strong>COURSE DESIGNERS</strong></td>
<td>Take the lead on designing the Playground Challenge course.</td>
</tr>
<tr>
<td><strong>RECORD KEEPERS</strong></td>
<td>Keep records of who has completed the course and their times (if you decide to do this).</td>
</tr>
<tr>
<td><strong>ASSEMBLY PRESENTERS</strong></td>
<td>Lead an assembly to tell the school about the Playground Challenge.</td>
</tr>
<tr>
<td><strong>EXTRA EVENT MANAGERS</strong></td>
<td>Take responsibility for organising extra fundraising activities, e.g. a bake sale or penalty shootout.</td>
</tr>
</tbody>
</table>
DESIGNING YOUR OBSTACLE COURSE

What obstacles are you going to include in your Playground Challenge course? How are you going to get everyone running and jumping, throwing and catching, kicking and skipping?

Remember: the only rule is that you need to include a football! Have a rummage through the PE cupboard for equipment. How could you use cones? Hoops? Flags? Goals? Skipping ropes? Hurdles? Beanbags? Bats? Benches?

Whatever you decide to do, make sure there’s something for everyone!

Take a look at the obstacle course below for inspiration, which has been designed by the freestyle football duo the F2 Freestylers.

MAKE IT HARDER?
• balance ball on head
• put ball between legs
• use shoulder blades

LOOKING FOR MORE OBSTACLE COURSE IDEAS?
Go to socceraid.org.uk/schools-resources and take a look at the course designs there.
SPREADING THE WORD

Your Playground Challenge will only be a success if people know about it!

Use this handy checklist to make sure you’ve done everything you can to tell other pupils, teachers, parents, carers and the local community what you’re up to.

SPREAD THE WORD!

☐ Make Playground Challenge posters

☐ Display posters around school and on noticeboards

☐ Put information about the Playground Challenge in the school newsletter

☐ Ask teachers to tell people about the event on social media

☐ Arrange for a letter to be sent home to parents and carers

☐ If you’re collecting sponsorship, send home sponsorship forms

☐ Hand out stickers

☐ Lead an assembly to tell the school about the Playground Challenge

☐ Talk to your friends and family about the Playground Challenge

☐ Contact the local paper to tell them about your plans

Have you got other ideas for publicising the Playground Challenge? Add them here.

GET YOUR FACTS RIGHT!

Make sure you double check information before you send it out! Be really clear about dates, times, what’s happening and why you’re raising money for Unicef.

LOOKING FOR HELP?

Go to socceraid.org.uk/schools-resources and download the Playground Challenge assembly, letter templates, posters and more. Your teacher will also have useful resources in the school’s fundraising pack to help you spread the word.
Use this checklist to make sure you’ve got everything covered.

GET READY FOR KICK-OFF!

☐ Get the equipment for the obstacle course ready
☐ Make sure you’ve got plenty of spare equipment
☐ Check out the area where you’re going to set up the course
☐ Have a trial run – set up and test out the course
☐ Plan and practise warm-up activities (see page 10)
☐ If you’re going to hold the Playground Challenge outside, have a rainy-day plan
☐ Talk to teachers about any health and safety considerations
☐ Work out a timetable for who’s going to complete the course when
☐ Set up a rota for collecting classes to complete the course
☐ Get any timing and recording equipment you need
☐ Arrange for water to be available for participants on the day
☐ If you’re collecting sponsorship, circulate forms well in advance
☐ Give each class a container for collecting donations and sponsorship money
☐ Any cash collected could be given to a school office for safe keeping

Can you think of other things you need to do to get ready for your big day? Add them here.

---

PLANNING EXTRA FUNDRAISING ACTIVITIES?

Copy and adapt this checklist for each fundraising activity you’re planning. It’s the best way to make sure you don’t forget anything!
ON THE DAY

With all the careful planning you’ve done, everything should run like clockwork on the day. It’s time to get everyone out there and have some fun!

Before people take on the Playground Challenge, you’ll need to make sure they’re warmed up and ready to go. Why not use some of the ideas below to get the whole school moving?

**STAR JUMPS**
Everyone loves a star jump. Get people to stretch their arms and legs as far as possible.

**BALL BALANCING**
This will get everyone laughing – ask them to put a ball on their head, then run or walk to the other side of the playground.

**SIDE STEPPING**
Do your best crab impressions by getting low, running sideways, and making pincers with your hands (the pincers are optional, but definitely help with the crab impression).

**SQUATS**
These look easy but after 10 you really start to feel the burn!

**QUICK FEET (SPRINTING ON SPOT)**
Time to get a sweat on. Get everyone to sprint on the spot so fast that their feet become a blur. Then keep going!

**ARM CIRCLES**
This one’s not too energetic, but gets the blood flowing in the upper body.

**LET’S DANCE!**
Ask your teachers whether they have looked at the Playground Challenge PE activities (from socceraid.org.uk/schools-resources). One of the activities involves creating your very own Playground Challenge footy-themed warm-up dance! Why not turn the music up and get dancing together?
AFTER THE EVENT

It’s time to celebrate what you’ve achieved! Count up the money and shout out the total from the rooftops. Remember to thank everyone who helped or took part.

Once you’ve collected and counted your total, make sure you ask your teacher or a staff member in the office to send this in to us by bank, cheque or over the phone using the instructions in their fundraising guide. And remember - every £1 you raise until 23 July 2019 will be matched by the UK government, doubling the difference you make to children’s lives.

You can download thank you certificates and a celebration poster from socceraid.org.uk/schools-resources!

PRACTICE MAKES PERFECT!

Once the Playground Challenge is over and you’ve paid in the money, spend time as a team reflecting on what went well and what you have learned from the experience.

You could ask yourselves:

• Was the event a success? What went especially well?
• What could have gone better?
• What skills have we developed as a team?
• What did we find most difficult? Why?
• What will we do differently when we do the Playground Challenge next year?

Make notes on some of your thoughts below.

When we do the Playground Challenge next year, we will remember to:

........................................................................................................................................................................
........................................................................................................................................................................
........................................................................................................................................................................
........................................................................................................................................................................
........................................................................................................................................................................
........................................................................................................................................................................
........................................................................................................................................................................
........................................................................................................................................................................
........................................................................................................................................................................
........................................................................................................................................................................