



KS 3/4 Lesson Three – How You Can help

Aim

To raise awareness of independent mobility through engaging in project work to organise a fundraising activity.

Part A – The Importance of Fundraising

Learning Outcomes

Students should be encouraged to consider the importance of independent mobility for young disabled people and to think about the responsibility each person has in their local community.

CIT: 1a, 1f, 2a-c, 3a-b.

PSHE: 1b, 3a-b, 4a-c.

HE-SH: F1, F4.

ES-PS-PN: E1.

Activity

Referring to the 'All about Whizz-Kidz' section and other materials, including the costs of providing the equipment, discuss the aims of Whizz-Kidz with pupils.

Inform students that any action that a person makes to support Whizz-Kidz will make an enormous difference to the lives of young disabled people.

Whizz-Tipz

- Students should take this opportunity to think about the different fundraising events they have been involved in. What was the event and how was money raised?
- Thinking about the importance of raising money for those in need, ask students to discuss the reasons why charities fundraise.
- What does it ultimately achieve? For example, Whizz-Kidz aims to raise awareness of the issues that face young disabled people and also encourage people to donate money to buy essential mobility equipment, advice centres and training schemes.



KS 3/4 Lesson Three – How You Can Help

Part B - Setting the Task

Learning Outcomes

Through this task, pupils will gain a further understanding of Whizz-Kidz through the planning of an activity. Skills used include discussing, negotiating and researching.

CIT: 1f, 2b-c, 3a-b.

PSHE: 1b, 4a-c.

ICT: 1a-b, 3a-b.

ICT3: 1c, 5c.

ICT4: 5d, 6.

HE-SH: D4.

Activity

Using the '**A-to-Z of Fundraising Ideas**' and any other appropriate materials, ask pupils to create a successful fundraising event that encapsulates the chief aims of Whizz-Kidz.

They should work through the '**fundraising event checklist**' and then design a brief or advertisement, perhaps using Information and Communication Technology (ICT) to demonstrate their aims.

The advert should contain the Whizz-Kidz logo and details of the main fundraising event, using the Whizz-Kidz colours of blue and yellow.



KS 3/4 Lesson Three – How You Can Help

Fundraising event checklist

- **CHOOSE** a team who are guaranteed to get things done!
 - Assign responsibilities such as group leader or scribe and set achievable goals for each member.
- **RESEARCH** the aims of Whizz-Kidz and consult the fundraising guidelines to find a suitable activity.
 - Are there any obvious links, such as movement or blue and yellow?
 - What could the event be called?
- **DEFINE** the key objective of your event.
 - What do you intend to achieve? How will you do this?
 - How much money would you like to raise?
 - Will the event be aimed at both staff and students? Will either have special roles?
 - Will parents be involved? A sample letter to parents can be found on www.whizz-kidz.org.uk
- **CLARIFY** the timescale
 - Do you have a suitable time/date for the event? Check it doesn't clash with any other events.
 - When will all team members have completed their tasks?
 - What will need to be done on the actual day of the event?
- **SOURCE** the equipment/venue you will need
 - Can the school provide a TV/ video/ CD player/ microphone? Or will it need to be hired?
 - Consider whether you need direction signs, route makers and marshals
 - Do your volunteers need T-shirts/ ID badges or any display material?
 - Is a venue available on the date and time required? Is it big enough?
 - Are there enough seats/tables for display?
 - Do you require any disabled access? Does the venue have a disabled toilet?
 - Is there somewhere safe to store the cash at the venue?
- Think about how you could **MARKET** the event to ensure that the whole year/school knows about it.
 - Do you need any flyers or posters? How many and who is going to design them? Consider where you will put the flyers or posters to get the best response
 - Will a local business sponsor the event?
 - Perhaps send a press release to local newspapers or radio stations. A sample can be found on www.whizz-kidz.org.uk



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Part C – Choosing the Event

Learning Outcomes

Pupils will use design and presentation skills to propose ideas and prompt discussion for a fundraising event.

CIT: 2b-c, 3b-c.

PSHE: 4a-c.

ARTD: 1a, 1c, 5a, 5c.

Activity

Present each design or advertisement to the rest of the class. Next, evaluate the effectiveness of each one and then ask the pupils to vote for the best idea. Can any of them be combined to make a bigger event? A sports day could be a more successful fundraiser if a raffle or drink sale was held in conjunction with it.

The final activity should act as both an effective fundraiser and disability awareness activity.

Having decided upon your event, discuss the ways that each class member can be involved.

Teams could be formed to execute specific tasks, for example, sourcing a venue or marketing. Make sure every one knows the timescale for the activity and try to ensure the event is inclusive for people of all abilities.

Whizz-Tip

- Organising a fundraising activity can be difficult and time consuming but make sure pupils realise the importance of both donating money to Whizz-Kidz and also raising awareness of disability issues. Any work your school does to support Whizz-Kidz in its aims will be greatly appreciated.

We hope that your fundraising event is a great success!

Don't forget that we're always here to help you, every step of the way. We can provide balloons and posters, information and ideas, so just give us a call. We'd love to know how the activity went, so please send us photos, artwork or reports from the day!