



### **EVENT**

- Wednesday 29th January 2025
- On Chinese New year, we raised money for the homeless and we raised approximately £221 after taking expenses out.
- For a day of fun, games, and fundraising to support *NISHKAM Charity*, which is dedicated to helping homeless This school-wide event featured exciting activities like a penalty shoot-out, hide and seek, guess the teacher, as well as food and drinks during breaks.
- We also sold raffle tickets for a chance to win some awesome prizes! All proceeds from the event go directly to NISHKAM Charity to provide food, shelter, and essential services to the homeless.

### **GOALS**

• **Primary Goal:** Raise £160 for Nishkam Charity to support homeless individuals in need.

### **Secondary Goals:**

- Raise awareness about homelessness and encourage empathy and social responsibility within the school community.
- Engage the student body and teachers in a fun and impactful way.
- Foster teamwork and school spirit through participation in activities.



# DETAILED SCHEDULE AND TIMELINE

#### **Pre-Event:**

- 2-3 weeks before the event:
  - Finalize the event schedule, confirm activity leaders, and secure volunteers.
  - Order raffle prizes.
  - Organize to buy food and drink supplies.
  - Design and print posters and get raffle tickets.
- 1 week before the event:
  - Promote the event through posters and school announcements, and socia media.
  - Set up a school-wide campaign to generate excitement and ensure all students know about the event.

# EVENT DAY SCHEDULE

Set up the activity stations: penalty shoot-out setup, hide and seek area, guess the teacher booth, raffle table, and food/drink stalls.

Volunteers and event leaders check in and receive instructions for each activity.

Break (10:55 - 11:10) SENIOR

•Food & Drink Sales:

10:00 AM - 10:15 AM

8:00 AM - 2:00 AM

**Morning** 

Morning Break (10:00 AM – 10:15AM) PREP

# FROM LUNCH ONWARDS

#### **Lunch Break**

- •Penalty Shoot-Out:
- •Guess the Teacher:
- •Hide and Seek:
- •Raffle Ticket Sales:

1:50 PM - 2:00 PM

1:00 PM - 2:00 PM

#### **End of Event**

- •Draw Raffle Winners: Announce the winners of the raffle and award prizes.
- •Thank all participants, volunteers, and teachers for their involvement and support.
- •Tally the total funds raised and share the amount with the school.



### **Estimated Total Budget:**

- Food & Drink Supplies: £40 (food and drinks)
- Raffle Prizes: House points and £15 Amazon vouchers, ordered on line.
- Activity Materials: Pictures of teachers printed on A4 paper, riddles. Free as printed in the school
- Marketing Materials (posters, flyers, raffle tickets): Free poster printed in the school. Letters to parents via e-mail and post internally to each of the year groups in TEAMS.
- Miscellaneous Costs: None
- Total Estimated Budget: £55

# BUDGET AND FUNDRAISIN G PLAN!



### **Fundraising Methods:**

- Entry Fees for Activities:
  - **Penalty Shoot-Out:** £1 per 3 shoots.
  - Guess the Teacher: £0.50 p to guess.
  - Hide and Seek: £1 to play.
- Raffle Ticket Sales:
  - £0.50 per ticket or 5 tickets for £1.
- Food & Drink Sales:
  - £1–£2 per item (Chinese sweet food) £1 drinks.
  - Fundraising Goal: Raise £200 for *Nishkam Charity*.

### MARKETING AND PROMOTION STRATEGY

### **Promotion Channels:**

### **Posters/Flyers:**

- Create colourful, attention-grabbing posters to hang around the school, including in common areas like the cafeteria and gym.
- Include event details (date, time, activities, and call to action).
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### **Poster Design Ideas:**

Letters home to parents and post poster on the Year group channels TEAMS and send e-mail to parent on cognita connect.

- Event Title: Fundraiser for NISHKAM HiomeCharity
- Tagline: Fun Games, Tasty Treats, and a Chance to Win Prizes!
- Call to Action: Come and play and help support NISHKAM Charity!
- Event Details:
- Date & Time (mention that it's during lunch and morning break)
- Activities: Penalty shoot-out, Guess the Teacher, Hide and Seek, Food & Drinks, Raffle



### MARKETING AND PROMOTION STRATEGY

### Visuals:

- •Bright colours, images of the activities, and photos of previous events or school life.
- •Include raffle tickets.

#### **Social Media & Announcements:**

#### Social Media:

•Use the school's social media channels (Cognita connect, TEAMS channels) to share event updates, countdowns, and sneak peeks of prizes or activities.

### •School Announcements:

- Have students make announcements in their classrooms about the event and explain how it benefits *NISHKAM Charity*.
- •Encourage teachers to promote the event at the start of their lessons.



### RESULT

### Success:

- Funds Raised: We raised £273 £55 = 218
- Penalty shoot-out: 30 pupils x £1=£30.
- Gues the teacher:  $6 \times 0.50p = £3$
- Hide and seek: 30 pupils x £1 = £30
- Raffle Success: 50 x£1 =£50
- Food & Drink Sales: £160
- Post-Event Acknowledgements:
- Thank you notes went to parents, pupils, teachers and volunteers