

Hints, Tips, and Tricks for Fast Fundraising

Get the school administration involved. The more involvement from the school, the more fun and successful the fund raising event will be!

Get the students excited!!!

- Encourage students to customize their personal page, adding images and themes.
- Set a “Goal Date”, the date by which the school wants to acquire the first/additional AED. If you do, this will be met with some kind of reward.
- Have an assembly to raise awareness. Explain cardiac arrest and about AEDs as well as how the fundraiser is going to work.
- Show YouTube videos in class to raise awareness.
 - **Kaitlin: <http://www.youtube.com/watch?v=tkz-GQgmTZ4> (2 minutes 56 seconds)
 - *Emiliano Vela: <http://www.youtube.com/watch?v=kMxykn739HE> (2 minutes 12 seconds)
 - *Karate Death: <http://www.youtube.com/watch?v=LLtzT2bXVGI> (high school only) (46 seconds)
 - Dan Ruthemeyer: <http://www.youtube.com/watch?v=E8t0SHAeEMU> (2 minutes 41 seconds)
 - Arlene: <http://www.youtube.com/watch?v=rMA9rCBQrn0> (2 minutes 21 seconds)
 - Gene and Nellie: http://www.youtube.com/watch?v=Ez_5Tcgqh3A (3 minute 47 seconds)
- Show “How to use” videos:
 - AED defibrillator Powerheart G3 Plus user <http://www.youtube.com/watch?v=aIGSb1zxG1A> (6 minutes 31 seconds)
 - AED defibrillator Powerheart G3 Semi-Automatic user demo Cardiac Science <http://www.youtube.com/watch?v=9KXvFtLU12s> (5 minutes, 11 seconds)
- Have classes compete against each other as “teams”. Top however many classes get rewards.
- Have individuals compete against each other and award prizes for top participants.
- Ask other companies for sponsorships to support prizes/rewards. There are spots on the website already designated for sponsor logos.
- Use incentives and prizes options on kintera thon for individuals and teams.

(All Cardiac Science videos available at: <http://www.youtube.com/user/CardiacScience>)

Use the “Donor Giving Levels and Gifts” feature.

- This allows you to suggest different amounts of donation that appear above the donation box next to radio buttons you can select to automatically enter that amount in the donation box. You also have the option to select prizes that are associated with different prices. For example, if someone donates a certain amount, you can designate a prize for that amount. To navigate here go to the main Webinfo Checklist page. Under Event Customization, there is a link called Donor Giving Levels and Participant Incentives (2nd to the bottom). This will send you to the default page to edit Donor Giving Levels and Gifts. You can click the button at the bottom of the page labeled “Add Donor Giving Level” to add a level, or the link labeled edit/delete to change an existing level.

Create an actual event to center the fundraising around. This can be a walk-a-thon, read-a-thon, healthy-eating-a-thon, or any other event. This can combine the school’s educational and health goals with safety measures. Students can get pledges based on the number of miles they walk, pages they read, or vegetables they eat, etc.

Elementary School Ideas for Rewards

Free

- Recess time
- “free time”
- Extra credit
- Water-balloon fight
- Game day/hour
- Movie day
- Top-earning student gets to be principal for the day
- Fun assembly:
 - Play/skit/show
 - Teacher/student dance-off
 - Teacher vs students basketball game
- Unique/cool/colorful pencils/pens/notebooks
- Pizza party
- Ice cream/ice cream cake party
- Gift certificates
- Carnival day
- Field trip or individual tickets
 - Bowling
 - Pacific Science Center
 - Family Fun Center
 - Wild Waves
 - Pool party
 - Roller skating

Not Free

- Sticker chart: ie. For every dollar you raise, you get to put a sticker on the sticker chart. After the chart is full, you get a reward (this would be a good visual for younger kids)
- “Prize box” – this would create a sense of urgency because the box would be filled with different kinds of prizes, and the first person to reach their goal would get the best pick of prize.
- Clown
- Magician
- Toys
- Posters
- Candy
- T-shirts
- Nintendo Wii
- Nintendo DS
- Play station
- X-box
- Game boy
- Limo ride
- Hypnotist
- Bikes
- Laptop
- Cash
- Video games
- Computer games
- Portable am/fm radio
- Remote-control toy car/truck
- DVD's
- Mp3 player/iPod
- Dunking tank for teacher/principal

High School Ideas for Rewards

Free

- Extended lunch
- “free time”
- Extra credit
- Water-balloon fight
- Game day/hour
- Movie day
- Top-earning student gets to be principal for the day
- Fun assembly:
 - Play/skit/show
 - Teacher/student dance-off
 - Teacher vs students basketball game

Not Free

- Posters
- Candy
- T-shirts
- Unique/cool/colorful pencils/pens/notebooks
- Pizza party
- Ice cream/ice cream cake party
- Gift certificates
- Carnival day
- Field trip or individual tickets
 - Bowling
 - Pacific Science Center
 - Family Fun Center
 - Wild Waves
 - Pool party
 - Roller skating
- Nintendo Wii
- Nintendo DS
- Play station
- X-box
- Game boy
- Limo ride
- Hypnotist
- Bikes
- Laptop
- Cash
- Video games
- Computer games
- Portable am/fm radio
- Remote-control toy car/truck
- DVD's
- Mp3 player/iPod
- Dunking tank for teacher/principal

Middle School/ Jr. High Ideas for Rewards

Free

- “free time”
- Extra credit
- Water-balloon fight
- Game day/hour
- Movie day
- Top-earning student gets to be principal for the day
- Fun assembly:
 - Play/skit/show
 - Teacher/student dance-off
 - Teacher vs students basketball game

Not Free

- Posters
- Candy
- T-shirts
- Unique/cool/colorful pencils/pens/notebooks
- Pizza party
- Ice cream/ice cream cake party
- Gift certificates
- Carnival day
- Field trip or individual tickets
 - Bowling
 - Pacific Science Center
 - Family Fun Center
 - Wild Waves
 - Pool party
 - Roller skating
- Nintendo Wii
- Nintendo DS
- Play station
- X-box
- Game boy
- Limo ride
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- Laptop
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- Video games
- Computer games
- Portable am/fm radio
- Remote-control toy car/truck
- DVD's
- Mp3 player/iPod
- Dunking tank for teacher/principal