

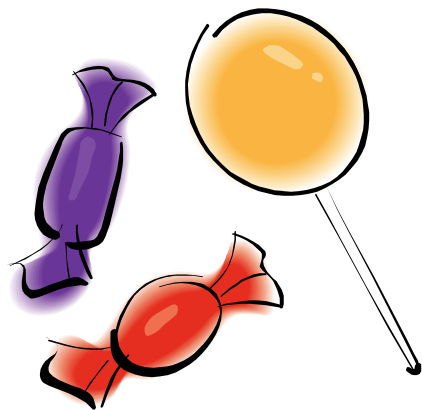
## Fundraising Ideas for Primary Schools

**'The £10 Challenge'** - over a couple of weeks or a half-term holiday, each member of the class/year is challenged to raise just £10 for The Suzy Lamplugh Trust. They can simply ask friends and family to make donations, they can do a sponsored activity (5 hour silence, 24 hours without TV/chocolate, swimming 40 lengths, etc) or they could do odd-jobs for family and neighbours (washing a couple of cars, collecting leaves, etc).



This is a manageable task for the children and, if every member of the class/year takes part, it will produce significant funds. Enthusiastic pupils will raise over and above the required £10.

**Non-uniform/fancy dress day** - everybody pays £1 to come to school in their own clothes or fancy dress. Teachers could be sponsored to come in wearing school uniform!



**Guess the number of sweets** - fill a jar with sweets and chocolates, making sure you count how many you are putting in. Take the jar around at the school fete or just from class to class in the school, and charge people a small fee to enter the competition by guessing how many sweets are in the jar. Take each entrant's name (and contact details if you do not know them) and then award the closest guess with the jar of sweets as a prize!

**Sponsored activities** - maybe the whole school could collectively swim/walk/run the equivalent distance of Lands End to John O'Groats (1641.22 miles!) and ask all of their friends and family to sponsor them. Or pupils could give up sweets for a fortnight for sponsorship. Or perhaps a sponsored silence? Read-a-thon? Anything-a-thon!



**Hold a 'themed day'** - the theme could be a colour, a television programme, favourite characters from books - anything at all really! Everyone has to dress up to do with the theme, the school could be decorated in the theme's style, and fundraising events could be held throughout the day, centring around this theme (e.g. a red confectionary sale, a TV programme quiz, a fancy dress competition)

This has the advantage of raising awareness throughout the school of the fundraising efforts and gets as many people as possible involved.

**Coin trail** - urge everyone (teachers as well!) to bring in and donate all of their loose change (a stash of pennies they keep at home, the change in their pocket) to make a trail of coins all around the school. Take photos as you are creating the trail and of the finished thing to put up on a display board. At the end of the day, a group of volunteers collects up all of the coins and counts them.



**The Smartie challenge** - a teacher or pupil buys a load of tubes of Smarties and gives them out to the rest of the class (you could either ask everyone to make a donation to cover the cost or take the cost out of the money you eventually raise). Each pupil can then eat the chocolate and, once the tube is empty, must start collecting all of their 20ps in it and even asking parents, etc to contribute. A deadline could be set for when these need to be returned to the teacher/original pupil and a prize could be given to the person who fills their tube the fastest/fills the most tubes. A full tube contains £15!

Depending on the age of the children involved, this may need to be done over a long period of time to give them chance to collect enough money. Or perhaps there could be one tube of Smarties per table/house group in the class to make it easier.

**School disco** - a couple of teachers volunteer to give up their lunchtime to supervise a disco and a school CD player is used. All children pay an entry fee on the door. The music is chosen and played by the children, the curtains/blinds are closed/lights switched off and a group of children could sell cups of soft drink or bags of sweets to raise more money for the charity. The kids organising it can design and produce posters to advertise the event and could even spend form time doing a survey to find out which music people would like to be played/who can bring which CDs.



**Treasure hunt** - Draw a grid over a map (of a real or invented place) and number all of the squares. Everyone pays for one or more squares on the grid and sticks a sticker with their name on it in the square(s). The location of the 'treasure' is decided beforehand and written down somewhere safe (keep it locked in the teacher's drawer!). Once all of the squares have been bought, the winning square is announced and the person who chose that square wins a prize.



**Guess the teddy's name** - a teddy is bought (or donated - make sure you don't spend all of the money you are about to raise on the prize!). A group of children either set up a stand in the canteen/at a school fair or go round during break times with the teddy and a long list of first names with empty boxes next to them. Everyone pays a small fee to enter the competition and then gets to put their name next to the name they think belongs to the teddy. Once all of the names have been bought, you announce the winner (this can be decided beforehand and written somewhere safe (like the treasure hunt) or could be 'picked out of a hat' by a teacher).

**Fundraising gauge** - put up a large thermometer-style gauge in the classroom or school hall to show everyone what progress is being made. You could keep adding indefinitely to the top of the scale as the funds raised increase, or you could have a set goal at the top with a planned reward, e.g. the headmaster will shave off his beard/wear an Ali G costume to work for a day if we raise £2,000 by the end of the year, etc.

