

# INCENTIVE IDEAS

**Incentives are an important way to create excitement and encourage students throughout the challenge. It's helpful to have milestone incentives along the way to keep momentum high.**

- Students can be recognized on the school's website, social media, morning announcements, newsletter, or by a car line sign.
- Top fundraising student(s) can dress as your school mascot, have the gym named after them, become the field day assistant.
- Top fundraising student in each grade creates a spirit day for the school (Ex. hat day, pajama day, favorite sports team day).
- Grade or class with highest participation get to have lunch with the Principal or a special teacher.
- The classroom teacher who has the highest participation or the most Finn's Mission completed receives extra conference time.
- Students who raise \$\_\_\_\_\_ can slime or pie (or anything else you come up with!) You can also unveil mystery teachers at certain \$ milestones achieved!
- Students who raise \$\_\_\_\_\_ get entered to receive a yearbook, get a parking spot for a week, get out of class.
- If students meet the school goal, you will be locked on the roof, dress in a costume for a day, dye their hair a crazy color, get taped to a wall, or have a dance battle.
- The first student to hit a fundraising benchmark will get their name on the school marquee, be recognized on your school's social media or receive an incentive like a homework pass.
- For every \$\_\_\_\_\_ a student raises they can nominate a teacher to complete a physical challenge like five minutes of push-ups or squats.