

FootGame-athon



Fundraising FUN for Digital Students

Our K-12 students love nothing more than their video games. Why not harness that leisure activity to successful fundraising for your school?

In many fundraising efforts, like gift wrap, candy or product sales, about half of all funds raised go to pay for product. With a FootGame-athon, all proceeds stay at the school and the school gains ExerLearning stations as a long-term bonus.

In traditional walkathons, students head to the track and commit to a few hours of walking, refreshments, music and miles. There's a party atmosphere about the event and funds are raised.

With a FootGame-athon, much more than funds are raised.

- Students are excited to play favorite games while being active
- Students and their parents learn about a computer peripheral that adds movement, balance and fitness to computer time
- Fitness is tied to learning outcomes
- Families can obtain FootPOWR peripherals and log steps at home. The online logging tool makes data collection a breeze
- No need to set aside hours for a walkathon event for the entire school. FootGaming steps for the FootGame-athon can be collected over a month or a quarter.
- **Once the event is over the school is equipped with ExerLearning stations for classroom and computer labs**

- Family involvement is high with FootGaming – students are excited and take the energy home. This tie to home results in more family commitment – and more funds raised.

What does a FootGame-athon look like?

We work with you all the way. You can use an online tool like We Raise (www.weraise.com) the allow the greatest ease of gathering pledges and donations. If you already work with a walkathon group, we can bridge your FootGame-athon to their traditional walkathon support.



We use the computer game, Peggle, as our FootGame-athon software. Why? Take a look at some reasons at <http://www.footgaming.com/docs/pg/10782>

In addition, Peggle and our FootPOWR logging tool combine to deliver the most “steps per minute” of game play.

The way the FootPOWR peripheral is configured, each time a person steps on any of the 9 squares, the automatic logging tool will count the step. Only six of the nine squares of the FootPOWR are tied to actual game play. In Peggle, as the ball bounces toward the bottom (delivering great spatial, geometry and physics lessons on the way) FootGamers can joyfully step, jog, dance their way to miles of fundraising steps.

We can provide up to 1000 user IDs for FootGaming logging at no cost to your school. This makes record keeping seamlessly simple.

Opportunity: Schools commit to 10 FootPOWR hard platforms (\$3799.90) plus shipping Over the course of a set amount of time students engage in FootGaming in 10-15 minute ExerLearning breaks. The FootPOWR peripherals can be moved from class to class, set up in the cafeteria, the media center or in the computer lab. Schools can set goals for pledges to FootGaming time. Your students will be eager to play Peggle (and many other select PopCap games) the FootGaming way – so pledges will be easy to generate. In no time your students will have brought in the \$4000 needed to create ExerLearning benefits in grades 2-12. We expect you’ll out perform past traditional walkathon fundraising goals with less effort and more long term student, teacher and learning./fitness benefit.

For more information:

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<http://www.footgaming.com/School/>

<http://www.footgaming.com/School/ExerLearning/>

<http://www.footgaming.com/docs/pg/10778> Why play

PopCap games?