

Student Team Leader Goals

Student Name: _____

As a Run for the Arts Student Team Leader you have a special opportunity to boost enthusiasm and participation for your school's Run for the Arts. As a team leader, you are eligible to earn a Run for the Arts water bottle by checking off 5 of the boxes below. Do you have an idea that is not on this paper? Check in with your Run for the Arts Coordinator to see if it counts.

Goals

- Make your own fundraising page at runforthearts.ya-or.org
- Visit 3 classrooms to remind students to participate in the Run for the Arts.
- Volunteer at least 2 hours for your Run for the Arts coordinator.
- Brainstorm with other Student Team Leaders ways that you can make your school's Run for the Arts event successful.
- Wear your Run for the Arts Student Team Leader t-shirt at least 5 times before your Run day.
- Make a Run for the Arts announcement at a school assembly.
- Make a Run for the Arts sign or banner to hang in your school.
- Write and perform a Run for the Arts cheer for your school.
- Meet with your principal to talk about what you are doing as a Student Team Leader.
- Create your own Run for the Arts training exercises and practice them every week.
- Help lay out the ¼ mile track (Do you know how many feet are in a ¼ mile?)
- Earn 50 or more points during your Run for the Arts.

- What other ways can you help make Run for the Arts better at your school?



Coordinator Signature: _____