

HOW TO: RUN A FUNDRAISER EVENT

WITH THE KALOKO TRUST

SUMMER EDITION

THE KALOKO TRUST FUNDRAISING EVENT GUIDE

PART 1 *Pick your event*

A few ideas...



Afternoon tea

Enjoy a sunny afternoon with tea and cakes, you could sell your goodies or ask for donations.



Walking challenge

The average distance people walk to obtain water in Africa is 3.7 miles. Why not create a sponsored walk with a nice refreshment break every 3.7 miles.

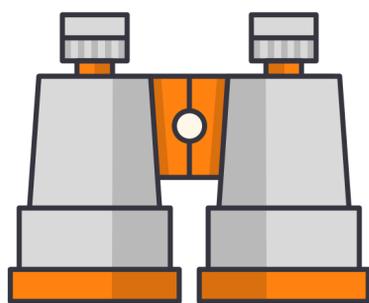
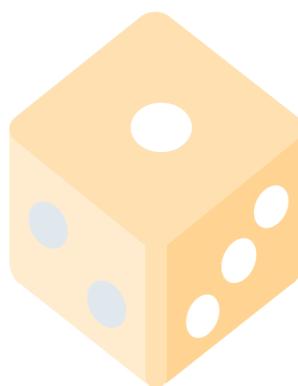


Photo scavenger hunt

Get creative with different things people have to take photos or videos of, with a prize for the winner and a donation or set price to take part.



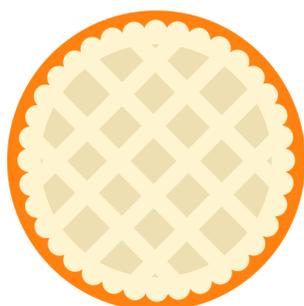
Games night

Organise a night of those games we don't get out of the cupboard enough. Charge a small price for each play or entry for the evening.



Sports day

Get everyone together for a fun day of egg and spoon, wheelbarrow and three legged races in your back garden or a public space. Raise money through donations or a set entry price.



Pie party

Food is a great way to bring people together, get people to bring a dish to lessen time spent in the kitchen and enjoy some alfresco eating if the weather is nice. Raise money by collecting donations off your guests.



Talent show

Get everyone to put on their best performance with a charity talent show.

Or get creative with your own ideas!

PART 2 *Plan and promote*

Ask friends and family to come along, create a Facebook Event, use our customisable invitations (PDFs also downloadable from our website) or make some of your own!



PART 3 *Enjoy your event*

Fundraise by charging an entry price, sell individual items at the event, run a raffle, etc.

Make sure to take lots of pictures! If you'd like your pictures to be featured on our social channels, email them in to kalokointerns@gmail.com and let us know how your day went!

PART 4 *Make a difference*

To donate your earnings to Kaloko, there are three easy ways of sending us the money!

1.) BY POST

Download our donation form at <http://www.kalokotrust.org/support-us> to enclose with a cheque made payable to Kaloko Trust UK. Our address is:
Kaloko Trust UK
39-41 Surrey Street
Brighton
BN1 3PB

2.) VIA PAYPAL

If you have a PayPal account, you can send us the money online by clicking on the Donate button at <http://www.kalokotrust.org/support-us>.

3.) THROUGH WONDERFUL

Wonderful is an online platform where you can create your own fundraising page to share around to your family and friends. People can donate through your unique link, even after your event is over, and Kaloko will receive 100% of the donations. Plus, you'll be able to add in any money received yourself at the event. Create a fundraising page for Kaloko Trust UK at <https://wonderful.org/charity/thekalokotrustuk>

STARTING YOUR OWN WONDERFUL.ORG PAGE

STEP 1

- Head to wonderful.org and create an account.

STEP 2

- Select 'Create a fundraising page'.

STEP 3

- Name your page based on the event you're going to be running, the Kaloko charity, or the cause you're fundraising for.

STEP 4

- Select the charity you're fundraising for by searching "The Kaloko Trust U.K."

STEP 5

- You can now describe your event! Set a fundraising target, give your fundraising team a name, and write a bit about the event you'll be holding and the reasons that inspired you to run it. This part is what will be displayed to visitors to your page, so giving as much information about the charity and what it means to you will really help your cause. Some quick facts about Kaloko are available on the next page of this pack if you're struggling for ideas!

WHY IS FUNDRAISING FOR US SO IMPORTANT?

Our key targets that direct our projects in Luansobe, Zambia, are improving and increasing locals' access to education, healthcare, social support and the generation of income. We are committed to providing a sustainable, long-lasting positive effect to social and financial aspects of community life. Below is an overview of our current projects your fundraising efforts will be helping to support.

EDUCATION

- Kaloko assists over 2,200 pupils at schools in the Luansobe region in a classroom sponsorship program.
- Teachers' accommodation, toilet facilities and bathrooms, school furniture, textbooks and teaching materials, school food and sporting activities have all been improved to keep children in school and keep teachers eager to work there. Middle school students are receiving scholarships to pay for their education, with 40 allocated so far.

HEALTHCARE

- Twelve new health outposts have been built, ensuring that all Luansobe Rural Health Centre clinics now have a suitable venue.
- We're tackling HIV and AIDs through knowledge. Our Peer Education program reaches students to give them the information needed to make wise decisions about sexual health and the prevention of HIV/Aids.
- Access to clean water is being provided in an environmentally sustainable way. The long term local management of these has been ensured with tools and training on how to maintain and repair boreholes.

SOCIAL SUPPORT

- In sub-Saharan Africa, 40 to 60% of the estimated 13 million AIDS orphans live with their grandparents as sadly many of their parents have died, leaving behind grandchildren too young to look after themselves.
- In 2016, our ongoing 'Granny Sponsorship' or 'G3' Scheme assisted 12 grandparents and their 31 orphaned grandchildren, who received school uniforms and educational materials. The grandparents received maize seed and fertilizer to help provide food for their family.

INCOME GENERATION

- Our goat rearing program encourages elderly women to start microbusinesses. So far this project has gone further than just providing economic security; it also increases the sense of community support for older women, as they have been focusing on the goat project together.
- Beekeepers in the Kashitu area are being trained and given beekeeping starter kits. Trained beekeepers can develop honey processing plants, and package and sell their produce.

CLASSROOM SPONSORSHIP: A CLOSER LOOK...

For any Kaloko Trust project you or your guests choose to sponsor, we like to give you as much information about where your money is going as we possibly can. It's an incredibly rewarding experience to find out just how much difference you and your fundraising efforts have made! For example, choosing to sponsor children through their education is a popular choice. Below is the leaflet we send out to interested donors to help them decide whether classroom sponsorship is the project for them!

Kaloko Trust in Zambia

Kaloko Trust works at a grassroots level in rural areas of Zambia, to alleviate poverty and promote sustainable community development. It does this by helping to develop local agriculture and income generation, through self-help projects, and by promoting the environmentally sustainable use of natural resources. From this basis the Trust works to advance education and to promote the healthcare of rural communities, through the delivery of appropriate skills training programmes and support for local schools and health clinics.

Our focus is on the Luansobe area in Masaiti District, an isolated rural part of the Copperbelt region. There are around 12,000 people living within a 20km radius catchment area, the vast majority of whom are subsistence farming families. Approximately 50% of the population are under 15 years old.

LUBS, Kandulwe, Kwesha, Kamabaya and the Crèche

In 1991 Kaloko Trust established the Luansobe Upper Basic School (LUBS), which now offers Grades 1-10, and in 1996 established the Kaloko Crèche, which takes children from three months to six years of age. In 2007/8 Kaloko supported the construction of a first Community School classroom building and teachers' accommodation at Kandulwe village. Kandulwe Community School has expanded since and is also included within our class sponsorship programme. The schools were established to educate the children of local farmers and those families who were attracted by Kaloko's Agricultural Training Programmes to resettle in Luansobe. Since Kaloko was established the influx of people to the area has increased rapidly. LUBS is the only fully registered school in the area and was recognised as one of the four primary schools of academic excellence in Zambia.

To provide education closer to home for more pupils and reduce pressure on the expanding LUBS, the Kaloko Trust recently built two-classroom blocks and teacher accommodation at Kwesha Community School and Kamabaya Community School and we are keen to find sponsors to bring these schools the benefits of the class sponsorship scheme. The enthusiasm of the children for learning is encouraging, but Kwesha and Kamabaya Community Schools still have minimal resources.

There are now over 1000 children at LUBS, 280 at Kandulwe and up to 30 at the Crèche. Sadly many of the children are AIDS orphans being looked after by friends and relatives. Over the past few years we have also expanded the sponsorship scheme to provide scholarships for more than 100 pupils to attend secondary schools in the Copperbelt region.

Under a partnership agreement for LUBS, Kandulwe, Kwesha and Kamabaya that operates between Kaloko Trust and the Zambian government, the government supplies the schools with some teachers and equipment. Those parents who can afford it also contribute towards the running costs but this is not enough to keep them functioning. Through the sponsorship scheme Kaloko Trust helps to cover the other costs.

How to sponsor a class

To sponsor a class at one of the schools we ask for a donation of £15 a month. To sponsor a class at the crèche we ask for a donation of £10 a month. The easiest way to pay is by monthly standing order. Please ask for a form. Alternatively you can pay by annual cheque. You may wish to discuss with the Kaloko office which school and which age group you would prefer to support.

Where your money goes

Your support, along with that of other sponsors, will be used to help provide the schools' and crèche's essential needs. This includes the following:

- **Buildings & maintenance:** Classrooms, hostels, dining room, teachers' housing, sanitary facilities.
- **Staff:** Supplementary teachers and ancillary workers.
- **Utilities:** At LUBS water is pumped for washing and cooking, and solar electricity is supplied to the library.
- **Food:** At LUBS Kaloko provides food for the students staying in the hostel, as well as supporting a kitchen garden that provides additional food for the students. Kandulwe School also has its own garden plot.
- **Books & stationery:** Kaloko supplies many of the day-to-day teaching materials needed in the classrooms.
- **Furniture:** Our carpenters make, repair and replace desks, chairs, tables and beds.
- **Transport:** Children are taken to sports days and clubs as needed.
- **Equipment:** Many Sports and Science equipment needs are met by sponsorship funds.
- **Scholarships:** Many students who are successful at Grade 9 and who gain entry to secondary school to complete Grades 10-12, are given scholarships by Kaloko to complete their education.
- **Administration:** 12% of funding is utilised for administration and fundraising, and 88% is used for direct projects costs and sent to Zambia.

Sponsorship is crucial in maintaining children's access to education.

What you receive

In return for your support, each term you will receive letters or drawings from either the children in the Crèche or from the children in the classes at LUBS, Kandulwe, Kwesha or Kamabaya that you have chosen to support. You will also receive a letter from the class teacher and a School Newsletter which will keep you up-to-date on developments at the Crèche or the schools. We also send out three issues of Kaloko News – our newsletter - each year, to keep you up-to-date with our other work.

Writing letters to your class

You are more than welcome to write to your class. We have placed notice boards in each school so that letters from sponsors can be displayed for the whole class to see. Please send your letter directly to Zambia, addressing it via Kaloko Trust Zambia to the school and class you are sponsoring – e.g. Class 3A, Luansobe Upper Basic School, c/o Kaloko Trust Zambia, PO Box 71737, Ndola, Zambia.

Sending gifts

Sometimes sponsors like to send small gifts to their class - these should be sent directly to the sponsorship staff in Zambia. Please remember that gifts should be suitable for use in a class, i.e. easy to share. Examples might be – books, jigsaw puzzles, colouring pencils. If you wish to make a cash gift however, it must go via the UK office. We will then liaise with Kaloko in Zambia to purchase something suitable for the children. On receipt of a gift, your class will send you a photograph and a thank you letter. Do bear in mind the delays in both the postal and banking systems between the UK and Zambia, so please be patient when waiting to hear back.

Sponsorship really does make an enormous difference to children's lives, by helping to provide them with an education - a start in life that means they have some chance to escape from the cycle of poverty that so many suffer from in Zambia.

Thank you for your help.

EVENT RESOURCES

Like one of our ideas, but not quite sure how to make it happen? Our resource packs can help!
Jump to the following pages for our handy resources:



AFTERNOON TEA RECIPES

Some step-by-step sweet recipes to make sure there's something for everyone!

THE ESSENTIAL SCONE



Ingredients

(Makes 10)

- 225g/8oz self-raising flour
- pinch of salt
- 55g/2oz butter
- 25g/1oz caster sugar
- 150ml/5fl oz milk
- 1 free-range egg, beaten, to glaze (alternatively use a little milk)

Method

1. Heat the oven to 220C/425F/Gas 7. Lightly grease a baking sheet.
2. Mix together the flour and salt and rub in the butter.
3. Stir in the sugar and then the milk to get a soft dough.
4. Turn on to a floured work surface and knead very lightly. Pat out to a round 2cm³/₄in thick. Use a 5cm/2in cutter to stamp out rounds and place on a baking sheet. Lightly knead together the rest of the dough and stamp out more scones to use it all up.
5. Brush the tops of the scones with the beaten egg. Bake for 12-15 minutes until well risen and golden.
6. Cool on a wire rack and serve with butter and good jam and maybe some clotted cream.

VICTORIA SPONGE SANDWICH

Ingredients

- free-range eggs
- 225g/8oz caster sugar, plus a little extra for dusting the finished cake
- 225g/8oz self-raising flour
- 2 tsp baking powder
- 225g/8oz butter at room temperature, plus a little extra to grease the tins
- good-quality strawberry or raspberry jam
- whipped double cream (optional)



Method

1. Preheat the oven to 180C/160C Fan/Gas 4. Grease and line two 20cm/8in sandwich tins. Use a piece of baking paper to rub a little butter around the inside of the tins until the sides and base are lightly coated, then line the bottom with a circle of baking paper.
2. Break the eggs into a large mixing bowl, then add the sugar, flour, baking powder and butter. Mix together until well combined with an electric hand mixer (you can also use a wooden spoon), but be careful not to over mix. Put a damp cloth under your bowl when you're mixing to stop it moving around. The finished mixture should fall off a spoon easily.
3. Divide the mixture evenly between the tins: this doesn't need to be exact, but you can weigh the filled tins if you want to check. Use a spatula to remove all of the mixture from the bowl and gently smooth the surface of the cakes.
4. Bake the cakes on the middle shelf of the oven for 25 minutes. Check them after 20 minutes. The cakes are done when they're golden-brown and coming away from the edge of the tins. Press them gently to check – they should be springy to the touch. Set aside to cool in their tins for 5 minutes. Run a palette or rounded butter knife around the inside edge of the tins and carefully turn the cakes out onto a cooling rack.
5. To take your cakes out of the tins without leaving a wire rack mark on the top, put the clean tea towel over the tin, put your hand onto the tea towel and turn the tin upside-down. The cakes should come out onto your hand and the tea towel – then you can turn them from your hand onto the wire rack. Set aside to cool completely.
6. To assemble the cake, place one cake upside down onto a plate and spread it with plenty of jam. If you want to, you can spread over whipped cream too. Top with the second cake, top side up. Sprinkle over the caster sugar.

MINI MONKEY MUFFINS



Ingredients

- 2 free-range eggs
- 225g/8oz self-raising flour
- 100g/4oz soft brown sugar
- 100g/4oz butter at room temperature, plus a little extra to grease the tins
- 150g/6oz raisins
- 2 tablespoons of honey
- 3 bananas

Method

1. Preheat the oven to 180C/350F.
2. Rub the butter and flour together until they are like breadcrumbs.
3. Add the sugar and raisin and stir together
4. Beat the eggs, then add these along with the honey and stir.
5. Mash the bananas.
6. Add the banana and stir.
7. Fill muffin cases in a muffin tin with the mixture.
8. Bake for 15 minutes.

GLUTEN FREE CLEMENTINE & ALMOND CAKE

Ingredients

- 2 large clementines (about 200g/7oz)
- 4 large free range eggs
- 1 large lemon, zest only
- 160g/5¾oz golden caster sugar
- 100ml/3½fl oz olive oil
- 175g/6oz ground almonds
- 2 tsp baking powder

For the syrup

- 15g/½oz caster sugar
- 1 large lemon, juice only



Method

1. Place the clementines in a saucepan and cover with water. Bring to the boil and simmer gently for 20–30 minutes until tender. Remove and set aside until cool enough to handle. Cut the clementines in half and discard the pips.
2. Put the clementines, including the skin, into a food processor and blend to a paste.
3. Preheat the oven to 180C/160C Fan/Gas 4, grease a 20cm/8in spring-form cake tin and line the bottom with baking paper.
4. Whisk together the eggs, lemon zest and caster sugar in a bowl. Add the olive oil and beat until light and well combined. Stir in the clementine paste then fold in the ground almonds and baking powder.
5. Spoon the mixture into the tin and bake for 50 minutes or until well risen and golden-brown. The cake should have slightly shrunken from the sides and be springy to the touch. Leave it to cool in the tin on a wire rack.
6. Meanwhile, to make the syrup, warm the sugar and lemon juice in a small pan over a low heat until the sugar has dissolved. Make lots of small holes all over the cake with a piece of uncooked spaghetti or cocktail stick, and drizzle over the lemon syrup. Let the cake cool completely in the tin, turn it out on to a serving plate, dust with icing sugar and serve with whipped cream and orange segments

VEGAN CHOCOLATE CAKE



Ingredients

- 225g/8oz plain flour
- 1½ tsp bicarbonate of soda
- ½ tsp fine sea salt
- 1½ tsp instant espresso powder
- 75g/2½oz cocoa powder
- 300g/10½oz soft dark brown sugar
- 375ml/13fl oz hot water, from a recently boiled kettle
- 90ml/3fl oz (or 75g/2½oz if weighed when solid) coconut oil
- 1½ tsp cider vinegar or white wine vinegar
- 1 tbsp edible rose petals, to decorate
- 1 tbsp chopped pistachios, to decorate

For the icing

- 75g/2½oz coconut butter (this is not the same as oil)
- 50g/1¾oz soft dark sugar
- 1½ tsp instant espresso
- 1½ tbsp cocoa powder
- 150g/5½oz dark chocolate (minimum 70% cocoa solids), finely chopped

Method

1. Preheat the oven to 180C/160C Fan/Gas 4 and pop in a baking sheet at the same time.
2. For the icing, put all of the icing ingredients except the chopped chocolate into a heavy-based saucepan and add 4 tablespoons cold water. Bring to the boil, making sure everything's dissolved. Then turn off the heat but leave the pan on the hob. Quickly add the finely chopped chocolate and swirl the pan so that it is all underwater, so to speak. Leave for a scant minute, then whisk until you have a darkly glossy icing, and leave to cool. I find this takes exactly the amount of time the cake takes to make, cook and cool. But do give the icing a stir with a spatula every now and again.
3. Line the bottom of your springform cake tin (you will need a good, leakproof one as this is a very wet batter) with baking parchment.
4. Put the flour, bicarbonate of soda, salt, instant espresso and cocoa powder in a bowl and fork to mix.
5. Mix together the sugar, water, coconut oil and vinegar until the coconut oil has melted, and stir into the dry ingredients. Pour into the prepared tin and bake for 35 minutes. Though do check at the 30-minute mark to see if it is already done. When it's ready, the cake will be coming away from the edges of the tin and a cake tester will come out clean, apart from a few crumbs. This is a fudgy cake and you don't want to overdo it.
6. Once the cake is cooked, transfer the tin to a wire rack and let the cake cool in its tin. Once completely cool remove from the tin.
7. Turn to your icing, and give it a good stir with a spatula to check it is at the right consistency. It needs to be runny enough to cover the cake, but thick enough to stay (mostly) on the top. So pour over the cake, and use a spatula to ease the icing to the edges, if needed. If you wish to decorate, now is the time to do it. In which case, sprinkle joyously with rose petals and chopped pistachios or anything else that your heart desires; otherwise, leave it gleaming darkly and, indeed, sumptuously. Leave to stand for 30 minutes for the icing to set before slicing into the cake.

DRINKS NIGHT

Celebrate or just enjoy throwing a charity drinks evening with friends. People could bring a bottle for a wine and cheese evening, or you could make it competitive with a cocktail competition.

THE TWINKLE



25ml vodka
15ml elderflower cordial
Topped up with champagne

Serve over ice and garnish with a lemon twist.

OLD FASHIONED

2tsp sugar syrup
1-2 dashes Angostura bitters
60ml whisky
Splash of soda water

Garnish with an orange.



POMEGRANATE GIN FIZZ



½ cup pomegranate seeds, blended
Splash of lime juice
1-2 shots of gin
Topped up with soda water

Serve over ice. Add a few more pomegranate seeds as a garnish.

PINEAPPLE & MANGO RUM PUNCH



½ cup mango nectar juice
1/3 cup ruby grapefruit juice
1/3 cup pineapple juice
1 shot of pineapple rum

Chill with ice, serve with a slice of pineapple.

PINOT GRIGIO LEMON BALL SPRITZER

100ml Pinot Grigio
50ml sparkling water
Balls of watermelon, cantaloupe and honeydew melon

Serve chilled, with a slice of lemon and sprig of mint.



SPICE IS NICE MOCKTAIL



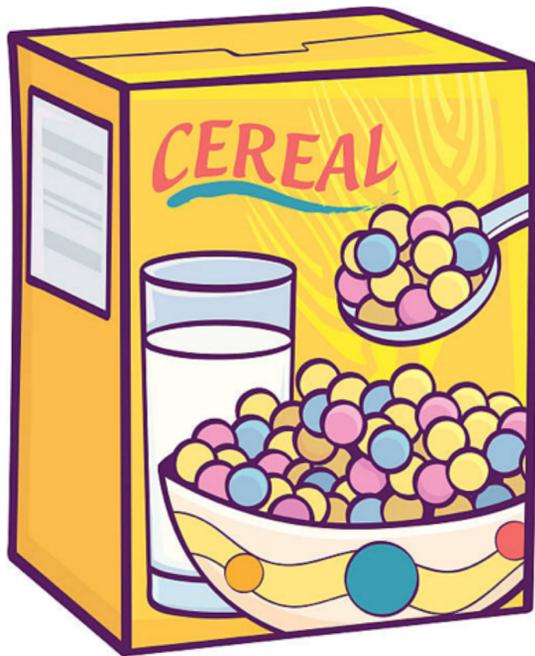
50ml Seedlip Spice 94
Topped with ginger ale
Dash of orange juice

Serve over ice and garnish with orange zest.

GAMES TO PLAY

Whether it be a chilled family night, silly competitions for the kids, or a competitive tournament with prizes – make sure to use some of these ideas!

CEREAL BOX GAME



Needed:

A cereal box

How to play:

1. Have all participants form a circle. Place a cereal box (upright) in the center of the circle. Participants must lift the box off the floor with their mouth
2. Hands must not touch the box or the floor
3. Knees must not touch the floor.
4. Have all participants take a turn.
5. Those unable to lift the box are out of the game.
6. In the second round, tear off one inch off the top of the box to make it shorter (and more challenging to lift).
7. Continue playing, tearing off an inch of the box after each round.

ICE CREAM & TIGHTS CHALLENGE



Needed:

1 pair of tights per pair, Ice-cream, bowls and spoons.

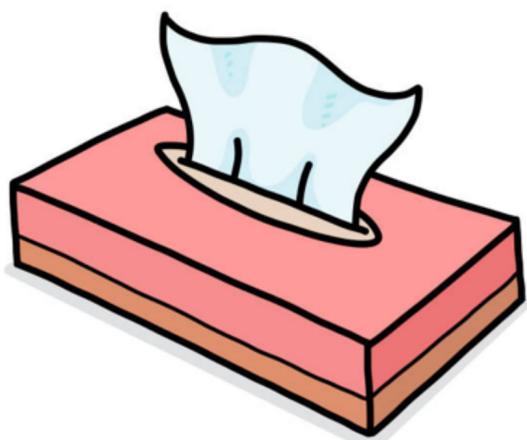
How to play:

1. Players are put into pairs, one player has to put tights over their head and the other has to feed them ice-cream through the tights.
2. Each pair is given the same amount of ice cream in a bowl.
3. The first pair to finish all the ice-cream wins

JUNK IN THE TRUNK

Needed:

Empty tissue boxes, Ping Pong balls, Ribbon/ Belt



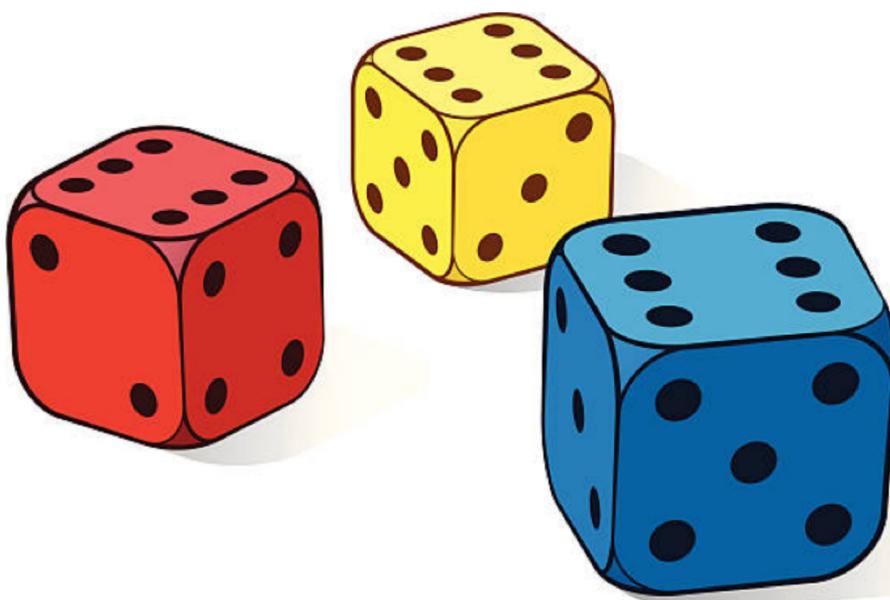
To prepare for this game, empty a tissue box, and use a knife to make two slits into the bottom of the box. Thread an adjustable belt or wide ribbon through the two slits to create a tissue-box-on-a-belt. Removing the thin plastic barrier from the tissue box opening will make game play easier (for younger children) or keep it intact for more challenging play.

How to play:

1. Strap the tissue box onto the player's back, and fill it with 6-8 ping pong balls (add more to increase the difficulty).
2. Shake, shimmy, jump, and dance around until all of the balls have fallen out of the tissue box. No using your hands and no laying down!

BOARD GAMES TOURNAMENT

Pretty self-explanatory – dig out the trusted favourites from the cupboard!



CARD GAMES

GO FISH

Deal
Gather the deck of 52 cards and shuffle them, face down. Deal seven cards to each player if you are only playing with two or three players. For four or five players, deal five cards each. Lie the remaining cards face-down in the center of all of the players, forming the draw deck.

Play

1. Start with the dealer. Ask any player of your choice for a card you would like to match with a current one in your hand. If you currently have a 2, you may ask the person next to you for a 2 to complete your pair.
2. Accept the opposing player's card if she has the card you requested, and lay the matching pair down to show your collected pairs off to the other players (and to keep score with ease). Ask another player of your choice for a card you require to create another match. Continue until you have the card you asked for, she will say "Go Fish" as you draw a new card from the draw deck, passing play counterclockwise to the next player, who takes her turn in the same way.
3. Continue playing until there are no cards left in the draw deck.
4. Complete the game by continuing play as normal, but without the draw deck, until all possible pairs have been laid out in front of those playing.
5. Count the number of pairs each player has. The player with the most pairs is the winner of the game.



SEVENS

Deal

Any player may deal first, and the turn to deal passes to the left. The dealer shuffles thoroughly and the player to dealer's right may cut. The dealer deals all the cards, clockwise one at a time, starting with the player to dealer's left. Unless there are four players, some of the players will have one more card than others at the end of the deal. This does not matter much - having an extra card is not necessarily a disadvantage, the players with more cards get to play first, and in any case as the turn to deal rotates different players take turns to start play with a larger hand.

1. During the play the cards are added to a face up layout on the table, which will ultimately consist one row for each suit, beginning with the seven in the middle and building down towards the two on the left and up towards the ace on the right.
2. The player to dealer's left begins, and the play continues clockwise. At your turn you must if possible play one card of your choice to the layout. The cards that can played are:
3. Any seven. A seven starts a new row for its suit.
4. Any card which is next in sequence up or down to a card of the same suit that is already on the layout. Lower cards are added to one side of the seven; higher cards to the other. If space allows the cards could be placed side by side so that they eventually form a 13x4 grid, but a more compact layout in which the high cards are piled on the 8's and the low cards on the 6's is often more practical.
5. A player who is unable to play a card must pass, which is sometimes indicated by knocking the table. It is illegal to pass if you hold a card that could be played to the layout.
6. The first player who succeeds in playing all his or her cards is the winner.

PHOTO SCAVENGER HUNT LIST

Bring a few teams together to compete for the ultimate photography prize!

Before you start...

- Group up teams
- Decide how many points each photo/video is worth, along with how many additional points will be awarded for creativity or winning the round. Set a judge to make these decisions once all photos are collected!
- Start the timer and set everyone off from the same location – the first team to arrive back at the same location get extra points for speed!

TEAM ROUND...

For each of these photos, every member of the team needs to be visible in the photo for an entry to count. You can take selfies or ask people to help you out.

1. A group photo
2. Spell out a word with your bodies!
3. Playing a sport
4. Jumping (everyone must be visibly mid-air for this to count!)
5. Posing next to a mannequin
6. Re-enacting a movie scene
7. Going back to school
8. Fancy dress costumes
9. A picture of your reflection
10. Everyone's left shoe

INDIVIDUAL ROUND...

For this round, only one team member needs to be in any of the photos. These may be embarrassing, challenging or confusing – be creative!

1. A photo with an animal
2. Posing with a stranger
3. Next to the number 13
4. Photo on a bridge
5. Doing a Charlie's angels pose with strangers
6. One of you inside a car, bus or train
7. Eating a free sample
8. Mimicking a statue
9. Something red
10. A photo with something beginning with Z

CAPTION ROUND...

Your photos in this round need to fit with the given captions.

1. "That's an unusual place for a nap!"
2. "I can't believe we all fit in here!"
3. "There's been an earthquake!"
4. "Surely we'll be able to reach it?"
5. "Cheers!"
6. "The biggest boyband's new album"
7. "My moustache is better than yours!"
8. "That cloud looks just like a ____!"
9. "Lucky number 13!"
10. "Wow, what a bargain!"

COMPETITION ROUND...

In this round, points are only awarded to the team who have the best photo of each kind – simply having a picture is not enough now! Be as inventive and funny as you can.

1. An artsy landscape photograph
2. The best triangle you can find
3. Holding the biggest stuffed animal
4. The best human pyramid
5. Something controversial
6. The biggest tree (next to a team member for comparison!)
7. The best hiding spot
8. The prettiest sky
9. Wearing the craziest hat
10. The strangest place to sit

ACTION ROUND...

Each of these photos will involve doing something that you need video proof of!

1. Dancing in the street
2. Creating a public work of art
3. Obeying a sign
4. Having a massive drink
5. Shaking hands with a stranger
6. A leapfrog
7. Picking up litter
8. Meeting a dog
9. Proposing to a team member in a public place
10. Singing to a stranger

WALKING EVENT TIPS

Giving your guests an idea of the cause they're raising for!

The average person can walk one mile in around 15-20 minutes. If you're setting yourselves the challenge of only stopping for refreshments after 3.7 miles, allow for this to take up to an hour and 15 minutes.



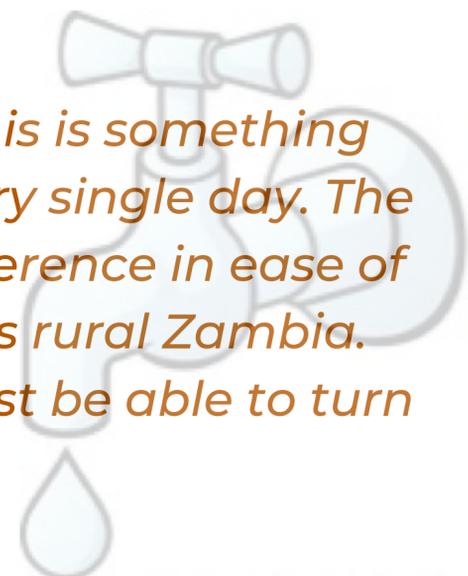
Prepare for the weather. Make sure to bring sun cream if it's hot, and a jacket if it's cold!



Plan your route beforehand. Let everyone know where you'll be starting and finishing, so that supporters can come and meet you at the end with plenty of water!



Make sure to remind your team that this is something that millions of people in Zambia do every single day. The point of this event is to highlight the difference in ease of obtaining water here in England versus rural Zambia. Remind everyone how lucky we are to just be able to turn on a tap!



TALENT SHOW TICKLIST

Running a talent show may seem ambitious – but as long as you follow this guide, you'll have thought of everything!

Organise your venue well in advance so you can advertise the date and time of the event.

Advertise to anyone you know who may want to perform! Everyone has a talent – whether it be stand-up comedy, unique dance moves or playing an instrument.

Let performers know the equipment you can provide – for example, are you hiring speakers and microphones for a larger venue? Will a smaller venue mean this isn't necessary?

Decide on how to judge the winner of the show – will you have guest judges to make comments and score everyone? Will you base it on audience reaction?

Make sure to find a suitable and willing host who will be comfortable in front of an audience and can adapt quickly if things change on the night!

Let audience members know how they can purchase tickets – perhaps by making a donation through your wonderful.org page.

Make a schedule of the event – let each act know when they will be performing, and if you have lots of performers, consider having an interval in the middle of the list.

Make sure you have a list of names on the door of those who have already donated, along with a pot of change for anyone wanting to pay as they arrive!

SPORTS DAY GAMES

A few ideas of fun games to play with your guests!

THE EGG & SPOON RACE



Equipment

Spoons for number of players, eggs for the number of players, blindfolds (optional)

Rules

- Split your team into groups of up to 10 people, with these groups being placed in a line at the starting point.
- Each member of a team will take it in turns to run with the egg to the finish line and back to the start line, where the next member of the team will take the egg and do the same.
- This will continue until the everyone within in a team has done so, the quickest team to complete wins.

Challenge: the race is completed with blindfold having to be worn by the egg holder.

ROUNDERS



Equipment

1 bat, 1 ball, 4 objects to use as bases

Rules

- Divide your guests into two teams
- One team fields whilst the other is batting. They then swap once everyone in that batting team has had a go.
- One point is awarded to the batting team if a player manages to run round all 4 posts without being stumped out. Half a point is awarded is a player gets round all 4 posts not in one run.
- The bowler is played by one of the fielding team.
- A no ball will be called if a bowler fails to bowl the ball underarm, the ball is above shoulder or blow knee height, ball bounces before reaching the batter, is too wide of the batter for them to hit the ball or the bowler's foot is outside the pitching square.

- Players can be given out by being caught, foot outside the batting square, running inside any of the posts, stumped at a post before they reach it (must be running to that post), overtaking a fellow batsman whilst running, throw the bat or lose contact with the post before the ball is bowled.

BUCKET & SPONGE RACE

Equipment

1 Large and small bucket per team (equal sizes), 1 sponge per team (equal sizes).

Rules

- Divide your guests into teams of around 10
- In a relay form, one player goes at a time, filling the sponge with water at the starting line.
- The participant then runs to fill their bucket up, running back to give the sponge to the next player in their team.
- The aim of the game is to fill the smaller bucket with water using the sponge.
- Each team keeps going through their players until their bucket is full and the first team to fill their bucket wins.



SOCK WRESTLING



Equipment

1 sock per player, an open soft space to play.

Rules

- Two people start with their feet touching and facing each other.
- They must wrestle to get the sock off their rival.
- The winner is the person who gets their opponents sock off before their own sock is taken off.
- for a tournament, however, you could declare each winner from each pair and then continue to have them wrestle one another until a clear outright sock wrestler champion is found

THREE-LEGGED RACE



Equipment

Scarves for the amount of people participating/
alternatives being pillow cases or big bags.

Rules

- Participants will run to the sack, put both feet in and begin hopping toward the finish line.
- Contestants must keep both feet in sack and at least one hand on the sack at all times.
- The sack must remain as close to the waist as possible and should not fall below the knees.
- The first racer to the finish line wins.

Equipment

Scarves or fabric strips about a metre long

Rules

- Divide your guests into pairs (preferably of similar height).
- Tie each pairs inside legs together with a piece of material.
- The first pair to get to the finish line wins.
- If you have lots of guests, you may have to have a few races with the winners of each race competing in a final race.

SACK RACE



TUG OF WAR



Equipment

1 long rope.

Rules

- Split your guests into two teams, with each team either side of the rope.
- Mark the ground at the centre of the rope and two markers on the rope 4m from the centre line
- Both teams pull the rope, the winner being the team who manage to pull the mark on the rope closest to their opponents over the centre line.