

Project Heart Elementary After School – Prep Week Game Cards – Intro to Philanthropy

Project Heart teaches kids that anyone can be a philanthropist when we use our 3Ts to meet needs and make a difference. This activity is one small part of a larger program designed for the elementary after school camp or club setting. The larger Project Heart curriculum can be accessed online at no cost and will guide an educator to support their kids in completing a philanthropic project.

The goal for this prep week (or two) is to create excitement and curiosity about giving back. This is a chance for you and the kids to explore philanthropy and Project Heart together. It is meant to be an introductory time with hands-on experiences and very little direct instruction. These games can be played many times, and students can practice leadership by teaching visitors how to play. See below for the "Intro to Philanthropy" activity cards; visit the Resources page for the companion "3Ts" cards and the complete prep week plan.



5-10 Minutes

- Phil An Thro Py Cards Activity
 - Explain to students about the activity: "We're learning a new word today!".
 - Have four volunteers take a card. Ask students to figure out the "word" on each card (facilitate discussion).
 - You may need to lead the group to PHIL (fill the water glass), AN (ant), THRO (throw the ball), PY (letter P).
 - Ask students to put themselves in the right order with support of the group. Kids not holding cards should be cheering them on, saying the parts of the words and helping them get into the right order.
 - Now show the "Philanthropy" card.
 - Wrap up: "Great! You just learned this big word 'philanthropy'. This word is even hard for most adults to say! Project Heart is all about philanthropy or giving back."



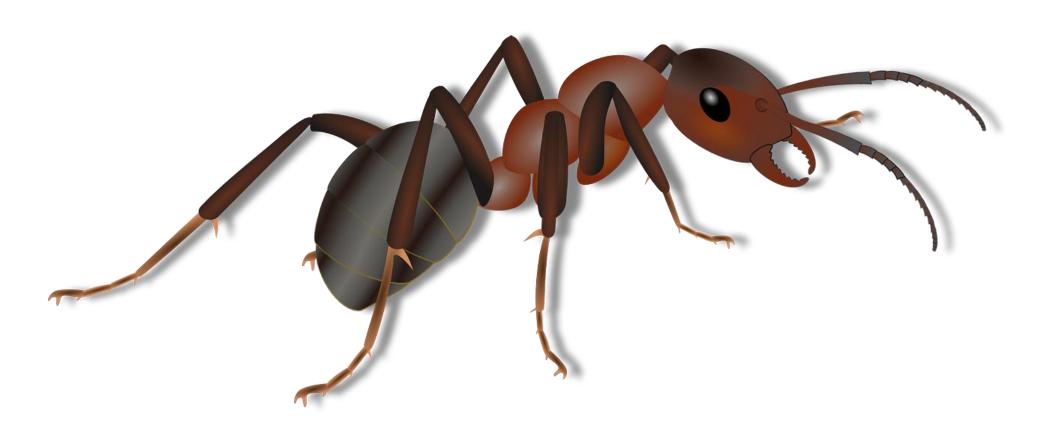
This activity is one small part of a larger program designed for the elementary after school camp or club setting. Want to go deeper with your students and cultivate a philanthropic spirit in young people? Check out our full Project Heart curriculum! This program is available at no cost! Visit www.myprojectheart.org to register today!





(fill)

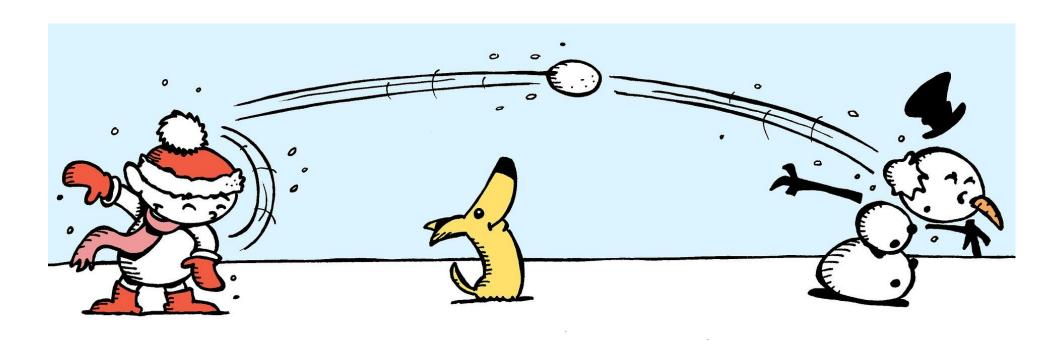






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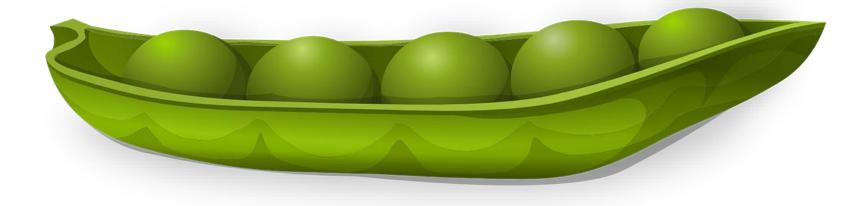






(throw)













PHIL-AN-THRO-PY



PHILANTHROPY



Extension - Leave Changed



5-10 Minutes

- Reassemble the group
 - Remember to make connections every time you see kids giving back, meeting a need or showing kindness! Consider affirming together, "I can say philanthropy so I can learn to give back!"
- Prompt students (the conversations will not demonstrate full understanding yet and that's okay!)
 - If someone asked you how to say philanthropy, what would you tell them?
 - Have you ever heard the word philanthropy? What do you think it means?
 - OtterCares defines philanthropy as using your 3Ts to make a difference and anyone who does that is a philanthropist!
 - Philanthropy starts with identifying a need in your school, neighborhood, communities or even somewhere else in the world. Those needs can be met by a service.
 - Tell about someone you know who does philanthropy. Tell about a time you tried philanthropy!
- Continue the conversation! Create a T-chart poster like the one below and keep it posted in your area. Start by adding just a couple needs and then matching them with a service. A few examples are listed to show that needs are all around us and they can be hyper-local and basic.
 - Needs and Services chart Let's start writing down all of our great thinking!



Philanthropy Starts with Identifying Needs

Needs	Services
 Some of our neighbors can't afford to buy groceries. 	 The food bank or community kitchen can feed them meals or send them home with food.
- Teachers don't have enough time to get all their work done.	Daniel and a series of the state of the series of the series of
 Some pets are abused or neglected. 	 Parent or community volunteers help grade papers and fill home folders.
- We have community members experiencing homelessness.	 The humane society gives dogs and cats a home until they are adopted.
	 Rescue missions or shelters can provide clothing and beds. They can also collect treasures like socks and toiletries to give them.