

ABCs Of Philanthropy Game

This game will help students identify and begin to integrate the meaning of the word philanthropy and associated philanthropic acts.

Objectives:

- Identify philanthropic actions
- Demonstrate a philanthropic act
- Learn the definition of "philanthropist"
- Personally identify as a philanthropist
- Become motivated to share time, talent and/or treasure for the common good

Materials

- Strips of paper for each group to write their philanthropic actions on
- Markers
- Tape

Duration

- 25 minutes

Home Connection:

- Suggest that the group take philanthropic actions that represent every letter of the alphabet through the week, record what they did and the response from the people that they touched by that action. Bring this information to class to share.

Reflection:

1. What did you learn about philanthropy from our game?
2. How would our community become a better place by the actions you have written and placed on the wall? Why are these actions helpful to others?
3. Tell us about philanthropic actions you have done and why you did them. How were those actions important to the community?
4. What could this group/class do to encourage others to take philanthropic actions?

ABCs Of Philanthropy Game

This game will help students identify and begin to integrate the meaning of the word philanthropy and associated philanthropic acts.

Directions:

1. Tell the students that they will have some fun learning about philanthropy. They are going to play a game that will help them learn about philanthropic actions.
2. Before the game begins, mark the floor with tape to indicate advancement points, like a life-size gameboard. There should be at least ten or twelve advancement points appropriately placed.
3. Have students form groups of 5-6. Explain that this activity will ask them to brainstorm creatively about different actions of philanthropy.
4. Explain that each group is a team, and each team will have strips of paper and a marker. The facilitator calls out a random letter of the alphabet. Each group will work together to come up with a philanthropic action that begins with that letter and write it on the paper.
5. The first team to write down an action and hold up their strip of paper advances two spaces. In the event of a tie, each team will move one space. Repeat with other alphabet letters. The goal is to have each group complete the game, expand their ideas of what philanthropy looks like, and celebrate the group victories.
6. Groups that complete the course first are encouraged to be cheerleaders for the others. The actions they write may be posted on the wall around the room for further inspiration.
7. Variation: Once the game is completed, collect the papers and use those philanthropic actions to play charades with the group.

One philanthropic action per letter of the alphabet are provided on the next page.

- A: Applaud someone for doing a great job
- B: Bake something for a friend
- C: Care for a sick animal
- D: Donate a book to your library
- E: Encourage a friend to volunteer with you
- F: Form a "Kids Care Club" with your friends
- G: Give a helping hand to an elderly person
- H: Help clean up a part of your neighborhood
- I: Illustrate a get well card for someone in the hospital
- J: Join a fundraiser
- K: Kindly ask if you can help someone
- L: Listen and respect people
- M: Make something special for someone you love
- N: Notice if someone needs your help
- O: Offer to help out a neighbor
- P: Participate in an awareness event—i.e. walkathon
- Q: Quietly listen while someone tells you about a problem they have
- R: Read a book to someone who cannot read
- S: Sell lemonade to help raise money for a cause
- T: Teach someone about the importance of caring
- U: Use your talents to help someone
- V: Volunteer to help out at something
- W: Write a holiday card to someone in a nursing home
- X: Explain what philanthropy means to you
- Y: Yabber with someone about a cause you're passionate about
- Z: Zip up a child's coat before they go outside