Charity Begins at School

Pairs of students will design, plan, and create an imaginary fundraiser for a charitable organization.

Grade Level: 9 - 12th
Subject: Math
Length of Time: 3-4 Class Periods

Common Core Alignment

CCSS.Math.Content.HSF.LE.A.2 - Construct linear and exponential functions, including arithmetic and geometric sequences, given a graph, a description of a relationship, or two input-output pairs (include reading these from a table).

Objectives & Outcomes

The students will be able to analyze the needs of a charitable organization, and then design and plan an imaginary and creative event/program to raise funds for the organization.

Materials Needed

Access to the Internet or other resources to research charitable organizations, display boards, Power Point program or other needs for students’ classroom presentations

Prepare ahead of time: Example of recent fundraisers held by charities to raise money for various needs.

Procedure

Opening to Lesson

- As students walk into the classroom, the teacher will hold out a container asking students for small donations for a charity. (Tell each student to remember what they give. This is in order to return the money later.)
- Ask students how they feel about charitable giving and if any of them have ever been involved in a fundraiser, even by volunteering or giving.
- Allow responses and discuss the different events.

Body of Lesson

Modeling

- Display some of the events the students mention
- Ask students which of the events would probably raise the least or most amount of
funds
- Ask students which one sounds like the most or least fun
- Ask students: What would you change about each event?
- Allow for responses. Tell students they will be creating a fundraising event.

Guided Practice
- Distribute the prepared rubric for the assignment
- Assign students in pairs.
- Go over the rubric checklist and answer any questions students may have about it
- Tell students the fundraiser can last no longer than 3 days, but must last at least one day.
- The students will then use the Internet or other resources to choose a real charitable organization to discover their needs.
- The students must decide on a fundraising goal and time frame
- Encourage students to be creative with their ideas
- Next, the students will spend time designing and planning a fundraiser to reach the goal.
- The students must create equations for number of participants expected, donated money, etc., and how the goal will be accomplished
- The expenses must also be considered, volunteers needed, etc.
- Communication of the fundraiser to possible participants
- Finally, the students will be required to present all information, ideas, and other data to the class during a presentation

Independent Practice
- For homework, have students write a short essay about the experience, what they learned and why it is important to plan ahead for events such as fundraisers.

Closing
Allow students to share some of their homework responses. Ask students what some of the obstacles might be in having fundraisers.

Assessment & Evaluation
Rubrics to determine the students included the details needed in planning the event, presentation, etc.

Modification & Differentiation
Students do the research individually or in larger groups. Use local charitable organizations. Allow the class to pick the best fundraiser and follow through with it as a school event. Have students write letters to the charitable organization outlining the idea. Increase or decrease the time limit of the event.

Learn more about Math teachers.
Related Lesson Plans

**Box Geometry**

Students will learn about using the formulas for the area of squares, rectangles, and triangles to determine how much paint and carpet to purchase for a room. In addition, they will learn about scale measurements.

**Natural Disaster Planning and Equations**

For a natural disaster there are many variables to be accounted for when planning help for an area. This lesson will give students the opportunity to create a natural disaster plan for a part of their country.

**Ice Cream Cones, Baseballs, and Cans**

Students will work in pairs to practice finding the volume of cones, cylinders, and spheres using everyday objects.

**The Ideal Town**

Based on research the students will design a small town with a pre-determined population, assuring there is enough living space, parking spaces, and a sufficient water supply.