



STANDARDS OF EXCELLENCE PROGRAM PROJECT SUMMARY SHEET

SCHOOL: Kenneth R. Olson Middle School

ACTIVITY: Game Night

DATE(S): First Friday of January

CATEGORY: Fundraiser/Charity

ADVISOR NAME: Lisa Egan

ADVISOR E-MAIL: eganl@tabernacle.k12.nj.us

PROVIDE A BRIEF DESCRIPTION OF THIS PROJECT:

Tabernacle hosts a sports competition, bingo, various games and a dance on the first Friday of January in order to build school spirit. Prizes are given to winners of various games. Game night runs from 7:00 -9:30 pm.

DESCRIBE THE PLANNING & EXECUTION OF THIS PROJECT:

Planning for this activity occurs two months in advance in order to secure a DJ. The school board as well as the superintendent have been provided with the night of the activity in June of the previous year in order to place the activity on their school calendar. The members of the student council bring in baked goods as well as well as Wii systems, Xbox 360, Dance Dance Revolution, and wide variety of board games set up in various locations around the school. The student council runs all the games, admission fees, and sells all the snacks.

DESCRIBE THE BENEFIT OF THIS PROJECT BENEFIT TO SCHOOL AND/OR COMMUNITY:

The benefits of this project is that it promotes school spirit. It also provides the student council members with various leadership responsibilities in order to build a stronger leadership within our school. The Game Night raises money for our student council as well as providing proceeds to state charity. We usually are able to donate a large amount of money to our state charity from this night.

EVALUATE THE EFFECTIVENESS OF THIS PROJECT, REFLECTING ON ANY POSSIBLE CHANGES YOU MIGHT CONSIDER:

This project has been a wonderful success. It provides the opportunity for students to come together and enjoy an evening. It is also a tremendous fundraiser for our school. Some changes may be time allowed for each game as well as changing the games yearly to continue to spark interest from all the students.