



2014-2015 Six Steps Cheat Sheet

Tackle the Six Steps to become a Touchdown School!

The Six Steps can be done in any order, so start somewhere that works for your school.

Each Step is outlined below.

STEP ONE Join the League!



Complete Step One when an adult joins Fuel Up to Play 60, becomes a Program Advisor, and a Program Advisor checks off one or more of the following on their Dashboard:

- Encourage students to join Fuel Up to Play 60!
- Display Fuel Up to Play 60 signage in a prominent place in your school. Work with students to create flyers and posters, and check out the additional resources offered as Program Advisor Perks!

STEP THREE Kickoff!



When a Kickoff event is held at your school to build visibility for Fuel Up to Play 60, a Program Advisor must log in and check off the following on their Dashboard:

- My School has kicked off Fuel Up to Play 60.

STEP TWO Build Teams and Draft Key Players

To complete Step Two at your school, there must be at least one student who has earned at least 20,000 Points and has become a School Ambassador for the 2014-2015 school year!

The system will automatically check this off when a student reaches 20,000 Points. Please note: students have the option to opt out of being an Ambassador on their Dashboards. Students must remain opted in to count toward this Step.

Read more about Ambassadors here:

<http://students.fueluptoplay60.com/ambassador-program/>



Read more about student Points here:

<http://students.fueluptoplay60.com/how-it-works/>

Also part of Step Two, a Program Advisor must check off one or more of the following:

- Encourage other adults and students to create an account on FuelUpToPlay60.com and join your team.
- Use [online tools](#) to enlist the support of school administrators and community members in planning and implementing Fuel Up to Play 60 in your school.





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STEP FOUR Survey the Field



Step Four is automatically checked off on the Dashboard when your school completes the online School Wellness Investigation.

STEP FIVE It's Game Time!



To complete Step Five a Program Advisor must select both a Healthy Eating Play and a Physical Activity Play to implement in your school.

STEP SIX Light Up the Scoreboard!



To complete Step Six a registered adult at your school must submit a Success Story on FuelUpToPlay60.com. This Step will be automatically checked off by the system.

TOUCHDOWN!



Complete all Six Steps and become a Touchdown School!

Becoming a Touchdown School shows that your school is committed to improving health and wellness through the Fuel Up to Play 60 program.

Earn the Touchdown School Award by April 1 of each school year, and be eligible to receive a Touchdown School banner or a new helmet decal to add to your existing banner! *Supplies are limited.*

What are you waiting for?

Get your school started on the Six Steps today!

