

Education News & Notes

Getting In The Game Of Giving

(NAPSA)—There's good news for anyone who envisions a world in which service is as popular in school as sports—a place where students eagerly give of themselves to help others in need. In classrooms across the country, kids are learning how to make a positive difference—and get in the game of giving.

Inspired by national youth-service organizations such as The League, students are planting trees, collecting food and clothing, holding penny drives, conducting neighborhood cleanups, making greeting cards for seniors—and returning millions of dollars worth of kindness and goodwill to the communities in which they live.

Teachers and educators nationwide now have more access than ever to the tools and resources they need to easily and more fully integrate service learning into their existing curriculum.

Here's how to get your kids and their school into the game:

Begin by surfing the Web, where organizations such as The League provide access to everything (including more than 1,200 lesson plans for use in K-12 classrooms nationwide) a school needs to teach service learning.



Many students are learning that making the world a better place is easier than they imagined.

Schools can register for free at www.theleague.org and name coaches (teachers) who form teams (classes) of players (students).

The students plan and organize service events tailored to meet the needs of their communities. Along the way, students earn points representing the value—in both time (hours) and treasure (dollars and/or materials collected)—they generate.

Everyone makes a difference, everyone plays and everyone wins.

To find out more about how young people can help make a positive difference—beginning with your community—visit www.theleague.org.