



The LEAGUE, a national youth service organization founded in 2005, is a school-based organization for service-learning that builds character and empowers young people to “do good” in their community, the nation and the world.

How and why did The LEAGUE begin?

The LEAGUE believes that America’s youth can accomplish absolutely anything they set their minds to—given both the encouragement and resources they need. The LEAGUE was formed to do just that and is helping young people change the world—one community at a time. The LEAGUE provides entire **schools, teams** (classes), **coaches** (teachers) and individual **students** (players) everything they need to make a positive difference in their communities. The LEAGUE’s school- and web-based resources include step-by-step instructions on how to participate in service projects, and offers educators resources to educate students on **giving, service** and **civic engagement**.

The LEAGUE is 501 (c)(3), not-for-profit organization.

- CEO & Commissioner, Bill Hoogterp
- COO, Mindy Propper
- National Board Chair: Dave Barger, President & CEO, JetBlue Airways
- National Board Vice-Chair: Dorothy A. Johnson, President Emeritus, Council of Michigan Foundations and W.K. Kellogg Foundation Trustee.

JOINING THE LEAGUE IS FREE AND SIMPLE – and everything a school needs to get started is available at www.theleague.org.

What programs does The LEAGUE provide?

The LEAGUE builds upon the wonderful work that’s already underway thanks to so many other amazing local and national organizations.

What makes The LEAGUE unique is that it combines both the **learning and doing** of giving—and makes it fun, rewarding and very easy to get involved. It also provides access to a one-of-a-kind website (www.theleague.org) that offers easy step-by-step instructions on how to register, plan events, track points, reward team members and much more. The LEAGUE provides **access to more than 1,300 K-12 classroom lessons** on giving, service and civic engagement (developed by its curriculum division, Learning to Give), **all coded to every state’s academic standards**. All of these lessons were created by The LEAGUE’s curriculum division, Learning to Give—the world’s leading developer of character-building education plans and materials.

How many schools are currently involved in The LEAGUE?

Currently (as of July 2008) 189 schools, representing 1,833 classes and 110,535 students in 21 states nationwide actively participating in The LEAGUE. And so far these LEAGUE teams have given \$2,711,327 in time, talent and treasure to their communities across the country.

www.theleague.org

The LEAGUE Major Initiatives

For the 2008-2009 LEAGUE season The LEAGUE provides **four service learning events** throughout the academic school year for students to develop, design and execute a service project in their community that affects an issue of their choice. Typically, a school begins its LEAGUE year with “Blue Sky” and “Spirit Week” activities. “Spirit Week” builds excitement about and a better understanding of philanthropy, and it raises awareness of The LEAGUE and boosts the morale and confidence of The LEAGUE Coaches (teachers) and Captains/ Teams (students). Students also spend time participating in a “Blue Sky” activity, a chance to brainstorm about their ideal community and world—and their role in it. Students gain **skills in visioning, problem identification, problem solving, and critical thinking.**

The first major LEAGUE Event is held in October and is called **One Day**. This event encourages creativity and teamwork as students work together to figure out just **How Much Good Can They Do In One Day?**

The second major event, **The Drive**, takes place in November. This is our annual holiday food and clothing collection. Teams of students identify individuals and/or organizations in their community in need of assistance. Next, they collect as much clothing and food as possible for donation. In 2007, more than 39,000 students participated in The LEAGUE “The Drive” Event and **returned \$615,000 worth of food and clothing**—not to mention a priceless amount of kindness and goodwill—**to communities nationwide.**

The next event is **King Day** and happens in January in honor of Dr. Martin Luther King, Jr. Students celebrate his work by doing deeds of caring, respect and fairness.

In April, The LEAGUE celebrates **Earth Day** by encouraging teams to develop projects that make the Earth a better place. This involves a three to four-hour service project and provides teachers with a great opportunity to help students **explore nature and the environment.**

One last event, called **Wild Card** can be done at any time of the year! It’s a way to respond to an immediate need (i.e., disaster relief) in the community, nation or world. **Does your school already participate in a charitable event?** Any project the class or school regularly supports can count as a LEAGUE Wild Card Event.

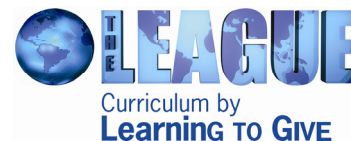
The LEAGUE Awards System is a threshold-based model in which there are many winners and **everyone can achieve success and recognition.** The Awards System recognizes team success and celebrates the achievements of all participants—there are structured recognition tiers for both the classroom team, as well as the individual student. Students and classes who make an **extraordinary effort can also get extraordinary recognition.** Success is tracked by using a points system through The LEAGUE web-based results tracking tool. By reinforcing positive behavior and recognizing students for the good they do, we can encourage a life-long habit of giving.

The LEAGUE also participates in ad-hoc award programs, like the President’s Volunteer Service Award (PVSA), in which The LEAGUE is honored to be a registered certifying organization for this prestigious national award.



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