



HOW TO DRAFT PLAYERS

Build a Fuel Up to Play 60 Student Team at Your School

DRAFTING IDEAS

FUTP60 Club

Start by reaching out to existing student organizations, clubs and/or teams — such as student council, leadership classes and athletic teams or others.

Apply

Consider developing an [application process](#) to join the FUTP60 student team.

Mix It Up

You may have one dedicated group of students for the year or it may work best to engage with different groups of students who are interested in unique “steps” in the program.

Marketing

Work with students to create and display fliers and posters that promote joining the FUTP60 team.

Use Recruiters

Ask adults in the school to recommend students who they think would be interested in participating in a leadership health and wellness role.

Working Together

The key to success is how well students work together.

Spread the Word

Post information on the school’s website, share on morning announcements and hang information in central locations to help your school spread the word.

Rally All

Consider recruiting students who have a variety of interests, from art, design, marketing and promotion to technology and media. All skills are needed to make FUTP60 great.

Draft an Ambassador

One key to a strong FUTP 60 Team is having at least one student who stands out and can earn the title of student ambassador.

WHAT’S A STUDENT AMBASSADOR?

- ✕ An ambassador is a student who is fully registered with Fuel Up to Play 60 and has demonstrated their commitment and dedication through participation in activities related to the program.



Students must be 13 years or older to register on FuelUpToPlay60.com. Students under age 13 may register with parent permission.

○ How to Become an Ambassador?



Students are encouraged to create an account and report all of their Fuel Up to Play 60 activities on their student dashboard. When students report their activities, they earn points and achieve different levels as their points accumulate. Ambassadors are students that have earned at least 30,000 points, putting them at level three and automatically making them Ambassadors of Fuel Up to Play 60.



For more information, and to see what students see on their Dashboard, download the Guide to the Student Dashboard found on www.fueluptoplay60.com.