

All In, All Abilities – Activate Your School!

Make it Happen Checklist!

Learn more

WHAT IS IT?

There are many reasons why we may not be as active as we should, and they can be different for each person. Not all kids like to play . . . not all kids like sports . . . not all kids can do the same things. . .

This Play is about figuring out what keeps kids from getting physical activity and helping to break those barriers.

WHY?

It is well-known that physical activity can help prevent long-term health risks. Physical activity is important to help improve overall health in children, which is why the Centers for Disease Control and Prevention (CDC) has set forth a recommendation of getting at least 60 minutes of physical activity per day. Let's help everyone get there!

		School Nurse, Parents, Interested Students Meet with your team to talk about your goals and wa address issues of inclusivity while respecting difference	•	
喌	Get C	Organized	<u>Learn more</u>	
	Get information through surveys, conversations, and observation			
		Find out what seem to be the biggest barriers to phys	ical	
		activity for students in your school		
		Make a chart of challenges and brainstorm how to he	lp	
@	Build	Awareness	<u>Learn more</u>	
		the conversation		
		Find out what kids think; take anonymous comments		
		Look at the differences between physical and psychol	_	
		challenges; make motivational posters to address the	se	
8	Take Action			
		a plan for how to implement some of your ideas	<u>Learn more</u>	
		ideas from the Play		
		Hold a "We All Can!" Kickoff assembly		
		rovide ways for students to include their peers, even if		
	_	they're not yet friends (<u>Buddy Bench</u> , <u>Mix it Up</u> , etc.)		
		Work with your P.E. team to add <u>accessible activities</u>	to the	
		curriculum		
qD:	-	d the Word	<u>Learn more</u>	
	Highlight your successes and get more help			
	u	Use the toolkits and programs in the Play to get more involved	people	
		Send home awareness information for all families and on social media	l share	
8	Build	Community	<u>Learn more</u>	
		ays to expand your ideas and make this Play last		
		Host regular community events to keep people involv	ed	





44 Huddle Up

M

Get key people to support your plan