

Intro: Jar Wars – A Two-Week Fundraising Activity

Goal:

Raise money in a competitive, high-energy way by having groups try to earn the “most positive points” in their jars—while sabotaging others with negative points.

How it works:

- **Point system:**

Money Type	Point Value	Effect
Pennies	+1 point each	Positive
Dollars (\$1, \$5, \$10, \$20)	+100 points per dollar	Positive
Silver coins (nickles, dimes, quarters)	-5 points each	Negative

- You can adjust point values if you want a different level of intensity

- **Setup:**

- Choose your competing groups (classes, grades, departments, teams, clubs)
- Give each group a clear jar with a label
- Place all jars in a central, supervised location
- Post the point rules on a big sign or on multiple posters around the school so everyone knows how to strategize

- **Daily Gameplay:**

- Participants can:
 - Add pennies or dollars to their own team's jar to increase points
 - Add silver coins to other teams' jars to sabotage them.
- This creates a fun mix of teamwork and friendly rivalry

- **Two-week Schedule**

- Week 1: Build the Hype
 - Day 1: Kickoff: Announce the rules, point values, and prizes
 - Daily updates: Share standings to fuel competition

- Mini Challenges:
 - “Penny Power Day” – pennies count double
 - “Mess Up Monday” – silver coins count as -10 points
- Week 2: The War Intensifies
 - Mystery Bonus Days
 - Randomly choose a jar to receive a surprise +200 points
 - Or a “Shield Day” where one team is immune from silver coins
 - Midweek Twist
 - Allow \$5 bills to count as +600 points for one day only
 - Final Day
 - Jars close at a specific time
 - Announce winners at an assembly or online
- **Prizes:**
 - Choose rewards that motivate your group:
 - Pizza Party
 - Extra Recess
 - Trophy or Certificate
 - Spirit Day Privileges
 - “Golden Jar” traveling reward
- **Tips for Success**
 - Keep jars visible—visibility drives participation
 - Post daily point totals to keep the energy high
 - Encourage friendly banter and team spirit
 - Consider a leaderboard poster or digital scoreboard

Printable Rules Poster–Jar Wars Fundraiser (see next page)

Jar Wars Fundraiser

Two-Week Competition – Support Your Team – Sabotage the Rest

- How to Play:
 - Each team has a fundraising jar. Add money to earn points – or drop silver coins into other teams' jars to sabotage them!
- Point Values:
 - Pennies = +1 point each
 - Dollar Bills (\$1, \$5, \$10, \$20) = +100 points per dollar
 - Silver Coins (nickles, dimes, quarters)= -5 points each
- The Goal:
 - Finish the two-week battle with the MOST POINTS
- Strategy tips:
 - Put pennies and dollars in YOUR team's jar
 - Drop silver coins in OTHER teams' jars
 - Watch the leadership board for daily standings
 - Expect surprise bonus days and sabotage twists!
- The War Ends:
 - Jar closes at _____ on _____.
 - Prizes

- _____
- _____

MAY THE BEST JAR WIN!



Jar Wars Scoring Sheet

Team/Group: _____

Week: _____

DATE	PENNIES (+1)	DOLLARS(+100)	SILVER (-5)	TOTAL POINTS

Notes: _____



Kickoff Announcement Script

*"Good morning everyone! Today we're kicking off our two-week fundraising challenge called **Jar Wars!** Each team has a jar, and your mission is simple: earn as many points as possible while sabotaging the competition.*

Here's how the points work:

- *Pennies are worth **+1 point.***
- *Dollar bills are worth **+100 points per dollar.***
- *And Silver coins – nickels, dimes, and quarters are **-5 points each**, which means you can drop them into OTHER teams' jars to bring their score down*

***This is a battle of strategy, teamwork, and maybe a little friendly sabotage.** We'll post standing every day so you can see who's in the lead and who needs a comeback. Watch for special theme days, bonus point opportunities, and surprise twists throughout the two weeks.*

The war ends on [date/time], and the team with the highest score wins [prize].

Let the Jar Wars begin – and may the best jar win!"

JAR WARS LEADERBOARD

Updated: _____

1st Place:	_____	_____ Points
2nd Place:	_____	_____ Points
3rd Place:	_____	_____ Points
4th Place:	_____	_____ Points
5th Place:	_____	_____ Points

BONUS POINTS:

- Mystery Bonus Winner: _____
- Sabotage Target of the Day: _____
- Special Event: _____

JAR WARS LEADERBOARD

Updated: _____

1st Place:	_____	_____ Points
2nd Place:	_____	_____ Points
3rd Place:	_____	_____ Points
4th Place:	_____	_____ Points
5th Place:	_____	_____ Points

BONUS POINTS:

- Mystery Bonus Winner: _____
- Sabotage Target of the Day: _____
- Special Event: _____

be nice. Jar Wars

Earn the most points from:

1st place prize:

2nd place prize:

Strategy tips:

Load your jar with points, while sabotaging the other teams using silver coins!

+Point Values Per Coin:

Pennies = +1 point

Dollars = +100 points / \$1

(\$1 = 100 points, \$5 = 500 points, etc.)

-Point Values Per Coin:

Silver Coins = -5 points
(nickles, dimes, quarters)