



STUDENT DASHBOARD

FuelUpToPlay60.com

HOW STUDENTS ENGAGE ON THE DASHBOARD

EARN POINTS

- PLAYS (2015-2016)** – Up to 11,500 Points (max 2)
- PLAYS (LAST SEASON'S)** – Up to 6,500 Points (max 2)
- CHALLENGES** – Up to 1,500 Points
- MINI-LESSONS** – Up to 6,000 Points each
- GET THE WORD OUT** – Up to 10,000 Points
- STUDENT TEAM** – Up to 17,500 Points

COLLECT

- COLLECTIBLES** – Fun, downloadable activities and rewards
- SHOUT OUTS** – Acknowledgements from NFL players

ACHIEVE

- LEVEL ONE** – 0 – 14,999 Points
- LEVEL TWO** – 15,000 – 29,999 Points
- LEVEL THREE** – 30,000 – 44,999 Points
Become a Student Ambassador
- LEVEL FOUR** – 45,000+ Points
Eligible to complete Summit application (must meet qualifications)

WHAT'S ON THE DASHBOARD?

COLLECTIBLES + SHOUT OUTS

Earn fun, downloadable activities and acknowledgements from NFL players.

POINTS PROGRESS

Compare Points between school years.

POINTS COMPARISON

Compare Points to National and District averages.

CHALLENGES

Make healthy changes through small frequent actions.

PLAYS

Team up, get more involved and create sustainable change.

POLLS

Find out what other students and adults are thinking and compare answers nationwide.

MINI-LESSONS

Self-evaluate and practice making a positive impact in school.

PROGRESS REPORT

View a summary of activity. Students 13+ can share via email, Twitter, or Facebook.

STUDENT TEAM

Build a team of supportive adults and students to support healthy changes in school.

GET THE WORD OUT

Practice communication skills to get support from students, adults, and the community.



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The dashboard is divided into several sections:

- Collectibles + Shout Outs:** Features a photo of a player and a message: "You've earned a Shout Out for completing 5 Challenges!" with a button to "View My Collectibles and Shout Outs".
- Join the Team:** A red banner with a goal: "Get five of your friends to sign up and join Fuel Up to Play 60." and a progress indicator: "I got 5 of my friends to join Fuel Up to Play 60!" with a "+ 1,500 Points" button.
- Take the Poll:** A section for a poll about winter activities, showing poll results and a donut chart.
- MY PROGRESS REPORT:** A summary of activity including: 10 Plays Reported, 9 Journal Entries, 13 Challenges Completed, 50 Collectibles and Shout Outs, 5 Get the Word Out, 3 Mini Lessons, 1 School Team Created, and 6 Polls Entered. It includes social sharing icons for email, Facebook, and Twitter.
- POINTS PROGRESS:** A circular progress indicator for "My Points Level 4" and a bar chart comparing points for "2014" and "2015".
- POINTS COMPARISON:** A bar chart comparing points to "National Average" and "District Average".
- REPORT A PLAY:** A green button to "Report Play" with a brief instruction: "Once your team has started a Play, come back here and tell us what you did!"
- MINI-LESSONS:** A list of lessons: "Mini-Lesson 1: Leadership", "Mini-Lesson 2: The Learning Connection", and "Mini-Lesson 3: Student Teams", with a "View Mini-Lessons" button.
- SCHOOL TEAM:** A section for creating a team, with a "Create a Team" button and text: "Fuel Up to Play 60 is all about working together. To start working on your school, you'll make sure you have a goal, complete and return the Parent Permission Form available on the 'My School' page."
- How did you Get the Word Out about Fuel Up to Play 60 at your school?:** A teal box with a "Report Activity" button.

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FUEL UP

A PROGRAM OF



THE NFL MOVEMENT FOR AN ACTIVE GENERATION



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