

# Team Up 4 Community Service Challenge



## Who can participate?

Any school-based group connected to an MSHSL Member School — including sports teams, fine arts programs, clubs, student councils and other activity groups.

## Why participate?

The goal of this challenge is to highlight the positive impact students across Minnesota are making by giving back to their communities through service projects.

## How does it work?

Using our online platform, school administrators, coaches, advisors and student leaders can submit details about community service projects completed between August 2025 and March 2026.

Two MSHSL Community Service Challenge projects — one from a Class A school and one from a Class AA school — will be selected as winners in spring 2026.

## Frequently Asked Questions

### Who is eligible?

Any groups, clubs or teams in MSHSL Member Schools may apply.

### Who can submit?

School administrators, coaches, advisors or students.

### What counts as a submission?

Each community service project may be submitted once. Schools may submit multiple projects, but each must be entered separately.

### When can projects take place?

Projects must take place between August 2025 and March 2026. Older projects are not eligible.

### When can projects be submitted?

If you completed your project in August and don't submit until October, the entry is still valid.

### Do you need to be in season?

Your group can apply regardless of the sports/activities calendar. *Sports teams should complete projects in compliance with all policies and bylaws including but not limited to out-of-season contact and no team activities on Sunday.*

## How to submit a project

- 1** Go to [teamup4community.org/mshsl](https://teamup4community.org/mshsl)
- 2** Create an account and complete your profile
- 3** Once logged in, click “Add an Event” under your account name
- 4** Provide the following information:
  - Event title and date
  - Number of participants
  - Total hours volunteered
  - Amount of money raised (if applicable)
  - Event location
  - Sport or activity involved
  - Type of event
  - Under “Event contest,” select: MSHSL Challenge
  - Select your school name.
  - Upload any photos, videos or flyers related to your event.
  - Describe your event, referencing the rubric at the bottom of this document.

## How are projects evaluated?

The MSHSL Student Advisory and Leadership Team (SALT) will review all submissions and select the top projects based on a rubric that values impact, creativity and student involvement regardless of school size, number of participants or funds raised.

Winners will be announced after the March 2026 deadline and will be presented with a banner and recognized at their school by MSHSL staff and SALT members.

**Deadline:** All projects must be submitted by March 31, 2026.

A live tally of participants, total hours and service impact (by dollar value) will be available at [teamup4community.org/mshsl](https://teamup4community.org/mshsl)

**Questions?** Contact Tessa Hauser for assistance.  
[thauser@mshsl.org](mailto:thauser@mshsl.org)



**Share your impact!**



Use social media to post about your project and inspire others. Tag your posts with [#TeamUp4MSHSL](https://teamup4community.org/mshsl). Social sharing is encouraged but not required.

## Community Service Challenge Rubric

| Criteria                                    | Level 1<br>Emerging                                      | Level 2<br>Developing  | Level 3<br>Effective  | Level 4<br>Exemplary   |
|---|--|--|---|--|
| <b>Student Leadership &amp; Involvement</b> | Students are not involved in planning or implementation. | Students play a limited role in a project primarily directed by an adult advisor.  | Students are actively involved in planning, executing, and reflecting on the project.       | Students lead all aspects of the project—from identifying the need to planning, execution, and reflection—demonstrating strong leadership. |
| <b>Community Need &amp; Impact</b>          | Project does not address a relevant community need.      | Project meets a need previously identified by an adult advisor.                    | Project is developed in partnership with a community organization and meets a current need. | Students conduct a needs assessment and design a project that delivers meaningful, measurable impact based on community input.             |
| <b>School &amp; Community Connections</b>   | No community partners are involved in the project.       | Project includes existing community partners and reinforces current relationships. | Project creates new relationships with community leaders or organizations.                  | Project is co-designed with community partners and fosters ongoing, sustainable connections between the school and community.              |