

What is Grab 'N' Go to the Classroom?



Students pick up breakfast at a cart, stand, or the cafeteria



Take breakfast with them to-go





Eat breakfast in the classroom at the start of the day

Gain the benefits of BIC without the complications!



Kitchen staff have more time to prepare hot breakfast items because they do not have to deliver food bags to classrooms



Teachers are

relieved of the burden of serving and counting reimbursable meals



Review findings
related to inaccurate
counting and claiming
compared to traditional
Breakfast in the
Classroom (BIC)

Fewer Administrative

Great for all grade levels!

Increased participation from traditional cafeteria breakfast!

Can be started with minimal equipment!

More diverse menu possibilities than traditional BIC!



Tips for starting Grab 'N' Go to the Classroom

- Are you lacking funds to buy equipment? Start simple. Use tables, insulated food bags, old or unused salad/food bars, carts, milk crates, etc. to place in convenient locations on campus. When funds become available, then you can upgrade your setup.
- Do you have funding available to buy equipment? Or have you applied for a school breakfast or equipment grant? Purchase portable carts or kiosks for your Grab 'N' Go service.
- Not ready to take breakfast service out of the cafeteria? No problem! Serve Grab 'N' Go meals from the cafeteria for students to pick up on their way to the classroom.



What will students do while they eat in the classroom?

 Teachers or school administrators may decide! Your program will be most successful if it is supported by teachers and administrators. Involve them in the planning process.



What about the trash?

- **Get students involved** by having them clean up after themselves when they are finished eating.
- Work with your custodial team. It may be beneficial to have designated trash cans and recycling bins for breakfast items to streamline cleanup.
- Make cleanup systems a priority. Avoiding trash and pests will be key for the success and sustainability of your program.