

LEVEL 2

NGB guidance and sports formats – Designed to offer a fully inclusive menu of competitive opportunities for all young people. Please refer to section 9 for more information.

NGB workforce guidelines – Provide guidance and suggestions on the deployment of young leaders and volunteers as well as adult volunteers and members of the school workforce.

Wider opportunities to train and develop young volunteers will be led by the Youth Sport Trust, for example Young Officials training and Leadership Academies.

LEVEL 3

Local Organising Committees (LOCs) – These and further sub committees will lead the planning and delivery of a high quality School Games Festival linked to Levels 1 and 2. For further information please see the LOC Guidance document; a hard copy was sent to all SGO host schools and CSPs and one will be given to SGOs at their welcome meeting. An electronic version can be found at www.yourschoolgames.com.

County Sport Partnership (CSP) – Through dedicated lottery funding CSPs will support the LOC and School Games delivery at Level 3. They will also lead the engagement with NGBs locally to ensure connectivity with local community sports clubs.

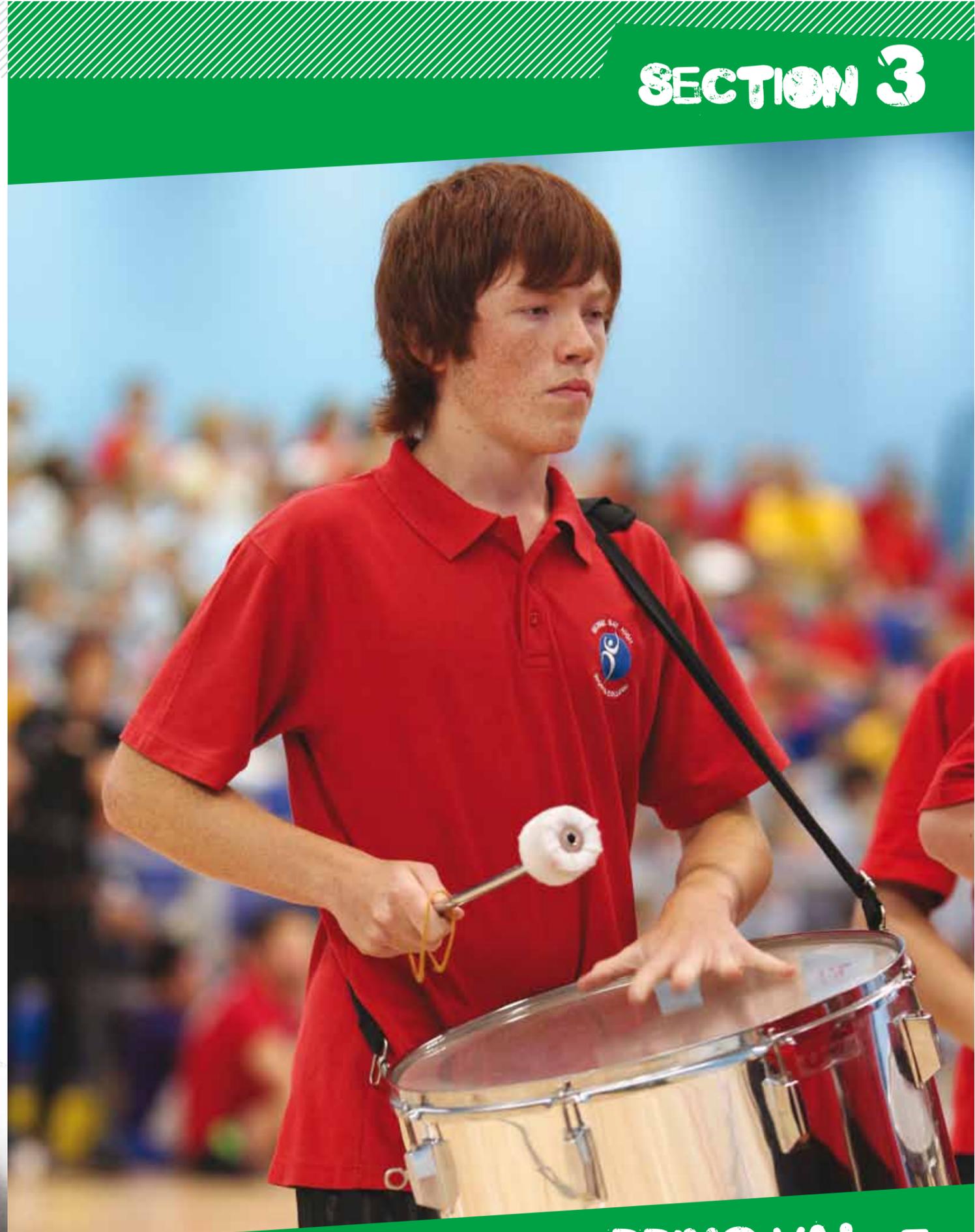
In Greater Manchester, the CSP and LOC Chair delivered a media launch to key partners highlighting the School Games and how they could get involved. This included highlighting connectivity with local sports clubs and signposting young people and schools into the community.

LEVEL 4

A National Organising Committee (NOC) – At a national level the LOC is replicated in order to oversee the national multi-sport event; this group also engages with NGBs.

4: What next?

- Find out who the main contacts for PE and school sport are in your area (County Sport Partnership contact, sports development, School Sport Associations, subject leaders at both secondary and primary level, other SGOs within the county, local authority).
- Make contact with all schools in your area to introduce yourself, advocating the School Games as an educational strategy driven through sport – make sure that you include all independent schools, primary, secondary and special schools. You could also include any further/higher education sites as they will be key in building a local workforce through young volunteers.
- Encourage all schools to sign up/register for School Games.



ADDING VALUE ACROSS THE SCHOOL

1: Help

This section has been designed to help you to consider:

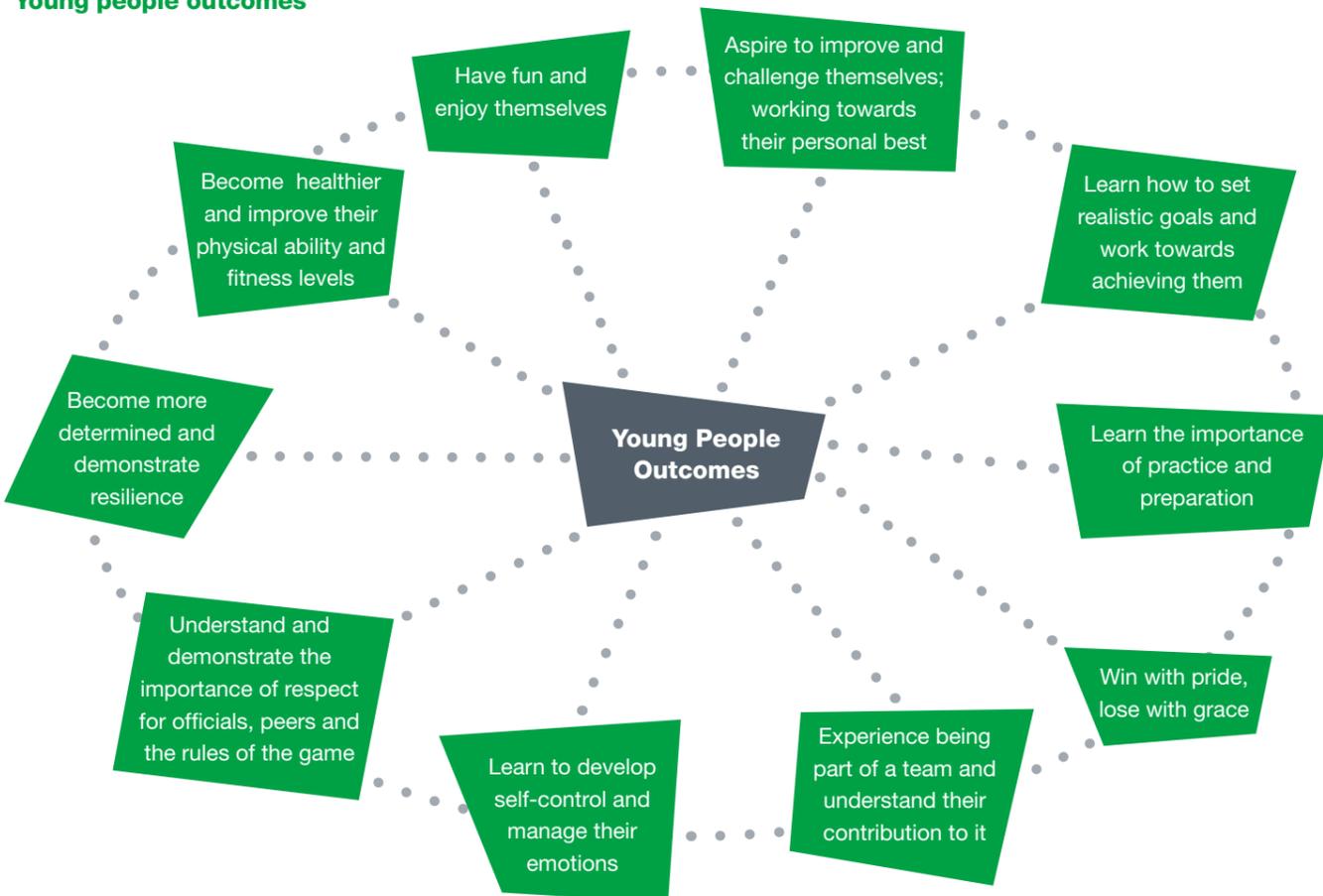
- how to position the School Games as an educational strategy which can help schools achieve whole school priorities and outcomes
- how to maximise the potential of wider learning for pupils
- how to share learning across all your schools.

2: Essential information

Supporting the achievement of school priorities and outcomes

It is important you are aware of whole school priorities and can identify how the School Games can support these.

Young people outcomes



School outcomes

- Provide opportunities for schools to work closely in **collaboration** and demonstrate **effectiveness of partnerships** of schools in promoting learning and well-being.
- Create opportunities for the school to raise its external profile and become embedded into the local community and further develop **community cohesion**.
- Create further opportunities for schools to **engage** effectively **with parents and carers**.
- Support **pupil engagement and behaviour** strategies and transition.
- Support the development of **school ethos**.
- Provide **inclusive** opportunities for all young people.

3: Ideas to make this happen

You may find the following critical questions useful to help you prepare before meeting with headteachers and members of the school senior leadership team:

- Do you know what the whole school priorities are?
- How can the School Games support priorities for whole school improvement?
- How can you use the School Games to develop/support a whole school ethos?
- How can you use the context of the School Games to provide opportunities/pathways for young people – e.g. leadership across the curriculum, volunteering at events?
- Does the School Games provide any opportunities for you to engage parents and community?

Think wider than PE!

The School Games can be the driver to impact across whole school

Cross-curricular links

- Sport-related art work for display around school and at events.
- Collecting data in maths.
- Literacy leaders.
- Thematic learning weeks.
- International links – e.g. video conferencing at opening ceremonies, joint curriculum projects contributing to School Games events.
- Design + Technology costume design.
- Food Technology – local traditional foods from the area as part of a cultural day/event possibly involving parents, athlete nutrition – health and fitness.
- Student Voice – student committees for contributions to festivals.
- Competition – league tables for attendance, personal best challenges.

In Cornwall schools have challenged their young leaders to officiate intra-school competitions in modern foreign languages, working across subjects to develop skills and understanding through the power of school sport.

In North Yorkshire Schools engaged with local community clubs to host club evenings for Level 2 inter-school competitions. This raised the profile of the school within the local community and encouraged the sharing of high quality coaches.

These questions will help you engage with PE subject leaders on the School Games

- Will the School Games impact on your curriculum? If so how?
- Does the School Games complement your PE curriculum? If so how?
- Which is the key driver – the School Games or the needs of your young people?
- How does your PE curriculum prepare young people to participate in Level 1 and Level 2 competition?
- Does your PE curriculum provide appropriate competitive opportunities for all young people; and opportunities to take on a variety of roles such as coaches/officials?
- What are your thoughts about competition? When is it a good thing? When is it a bad thing?
- Does the School Games provide any opportunities for schools to engage parents and their local community?

Examples from the School Games pilot schools include the following:

- New NGB formats/new sports/development of skills to be able to participate out-of-school-hours.
- Developing the concept of Sport Education – young people as leaders, coaches, officials, team managers.
- Developing positive sporting attitudes e.g. sportsmanship.
- Developing applied learning as a pedagogical approach within the context of the School Games.
- Linking BTEC / Diploma modules to the School Games e.g. event organisation / coaching.
- Incorporating the School Games strategy into GCSE/A Level lessons.

Examples of whole school priorities and linking with School Games

- **Participation and Engagement** – a wider range of opportunities for ALL young people to get involved.
 - Opening ceremony committee.
 - Digital leaders.
 - Young reporters.
- **Volunteering and Coaching** – volunteering across the school.
 - Open days.
 - Parents evenings.
 - Transition days.
 - Running stands at school events.
- **Competition and Talent** – greater use of competition across the school using it as a pedagogy.
 - League tables for attendance.
 - Personal best challenges.
- **Raising Achievement** – opportunities to link with other curriculum areas or to make a positive contribution to ethos.
 - Collecting data from PE to be used in maths.
 - Literacy leaders.
 - Thematic learning days.
 - House team competitions in a range of curriculum areas.

4: What next?

- Identify whole school challenges of partner schools and start to develop an understanding of how School Games can be used to overcome these.
- Find out from primary and secondary school colleagues if there are any targeted groups who would particularly benefit from School Games involvement.
- Meet with other SGOs and discuss ways of how School Games can impact across whole school- share ideas!
- Create a system that allows your line manager and host school headteacher to fully understand your work and its wider impact.
- Consider identifying and using one competition to trial a whole school approach.

“ The School Games is about more than just sport and can support your schools across the curriculum, contributing to a positive environment and becoming core to the fabric of the whole school. ”



PLANNING AND DELIVERY CONSIDERATIONS