

CASE STUDY

CREATING SOLUTIONS FOR CHALLENGES

LEVEL 3 SCHOOL GAMES FESTIVAL CASE STUDY CORNWALL

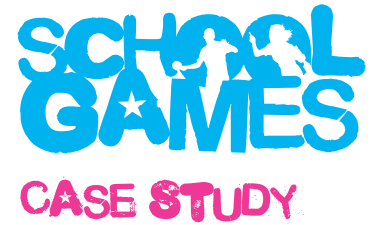


INTRODUCTION

Most of the pilot School Games activity concentrated on Level 3, i.e. multi-sport festivals for the whole area. In Cornwall, the festival took place on 26th June 2011, at Penryn College. 1,292 young people participated, representing 37 secondary schools, mostly from state secondary (29 schools), plus specialist (4 schools) and the independent sector (4 schools). The festival featured 10 able-bodied activities and three disability activities including boccia and table tennis. Michaela Breeze, Chris Horsman, Thinus Delpont, John Pink and Rick Peacock were guest stars.



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CO-ORDINATION

The Local Organising Committee (LOC) included a wide array of representation, from schools, Cornwall County Sport Partnership, School Sport Network, NGB representatives, a post-16 disabled student and a member of staff who is employed to deal with the media. The committee was able to recruit a headteacher from an independent school which enabled buy in from four independent schools to take part in the School Games.

DELIVERY

Partner organisations contributed very effectively to the activities in the Games. All School Games events rely enormously on the commitment of headteachers to value school sport competition and the dedication of support teachers, especially PE. Cornwall CSP was the accountable body for the School Games Level 3 event and held the budget.

CHALLENGES AND SOLUTIONS

FACILITIES

Cornwall does not have a single site with all facility requirements so the event had to be held at various venues. This led to challenges around transport, open and closing ceremony, cost of extra facilities and staffing. This was overcome by having three main venues that all delivered open and closing ceremonies at the same time and used the same flag as a symbol to bring them altogether. All dignitaries and invited guests were transported to all venues to make sure they saw the full impact of the Games and the young people also got to meet and greet some of the Olympic athletes.

TRANSPORT

Due to the geography of Cornwall, travel is difficult in both time and costs. Some schools had to travel over 2 hours to get to a central venue in a bus after travelling 20 to 30mins to get to school to get a bus. To make travelling easier transport was arranged for each school direct to each venue and the Games also started later to enable more travel time and let each sport have its own mini closing ceremony so they could leave early.

BUDGET

Tim Marrion (Cornwall CSP) stated “to run a county-wide Games that impacts on as many young people as possible and has a lasting legacy was a challenge with the resources available.” Cornwall couldn’t run everything they wanted to and prioritised certain actions depending on costs and potential impact.

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COMMUNICATION

For Cornwall there was an initial challenge as they started to engage with different partners, all with different and sometimes conflicting agendas. This was overcome by demonstrating the full impact a county-wide Games can deliver across a whole school and within the community. There was a challenge to get complete buy in from Heads of PE and there was a need to sell them the bigger picture and true value of the School Games in meeting other whole school agendas.

PERFORMANCE PATHWAYS

Due to timescales it was a challenge to fit the Level 3 event into the performance pathways of some NGBs. Cornwall overcame this with some sports by delaying the county finals until the event or delivered the Level 3 as an event for young people not already engaged in NGB competitions, this avoided duplication of competition.

THE ADVANTAGES OF A RURAL GAMES

Hosting a rural Level 3 Games enabled Cornwall to include local sports such as gig rowing, surfing and surf lifesaving utilising the natural environment. Being a rural county Cornwall had limited opportunity for county-wide competition and schools could only compete against local schools. A Level 3 event enabled more county wide competition and gave schools the opportunity to compete against new schools and therefore raise the level of competition.

THINGS THAT WORKED WELL

The vast amount of beaches had its benefits and was great to incorporate the natural environment into a county-wide flagship event; however it had its health and safety challenges. The Athletes Village offered a number of highlights including the use of a stage, demonstration sports, different cultural activities and a vibrant and enthusing opening ceremony adding true value to the day and made it special. Added extras like top quality medals, event passes, t-shirts, media leaders and refreshments all made the event stand out from other school events.