**B2022 CWG Co-Creation Sessions Summary – What We Saw, Heard and Nest Steps**

Thank you to everyone who took the time to engage and contribute to the recent co-creation sessions. In addition to the FAQs which we produced to respond to questions that colleagues had, we wanted to summarise the emerging points of the sessions to share with the School Games network to aid thinking, planning, and critical next steps. As ever, should you have any questions then please speak to your Development Coach in the first instance or to your regional inbox.

**Summary of Co-Creation Themes**The eight themes below are the common areas which emerged from the sessions:

* **Youth Voice** – using insight to co-create, co-deliver and engage a cohort of young people for whom we can make the biggest difference to as we look to tackle inequalities through this investment and the School Games.
* **Values of the CWGs** and connectivity to the School Games - Humanity, Equality and Destiny
* **High Value Volunteering** – positioning what it takes to be a volunteer and the benefits linking into ‘whole young person development’ language, thus giving it more currency for schools and young people alike.
* **Being the Best** – distilling what it takes to be the best and how this connects to personal best and personal challenge.
* **Accelerating Change Locally** – using the emphasis and focus of B2022 to position the reframing of competition and the access and experience conversation, as well as addressing inequalities to continue to change the hearts and minds of the School Games network, schools, parents as well as the children and young people.
* **Connectivity and Messaging** – empowering connections to be made locally to amplify the resource and developing a consistent message to drive change locally.
* **Professional Development for Change** – opportunity to partner with the third sector to drive the current agendas on how we can engage those young people who aren’t engaged, and address inequalities in both the school and sports system.
* **Culture** – using wider opportunities linked to the CWGs an engagement strategy i.e., friendship festivals, dance, the arts, etc.

These eight common themes will be used by the YST and Sport England with the soon-to-be-established B2022 National School Games Legacy Group to help determine where support is likely to be needed across the School Games network to support local delivery.

**Emerging Investment Principles**

As you are aware, each SGO will receive a delivery budget of £3,000 and each Active Partnership a capacity and delivery budget of £11,500. The collective purpose of this investment is three-fold:

1. To use the inspiration and profile of the Birmingham 2022 Commonwealth Games to engage new and different children and young people in the School Games with a clear focus on tackling inequalities.
2. To position positive experiences of sport and physical activity at the heart of any Birmingham 2022 Commonwealth Games-inspired opportunities to ensure that it makes a meaningful difference to the children and young people who need it most.
3. To use the principles of collaboration, insight and youth voice, and co-design as a catalyst of change in reframing the School Games both nationally and locally.

These principles have emerged from the two co-design sessions as there was an appetite from the School Games network to define some national principles for this. We aim to sign off these investment principles at the first B2022 School Games National Legacy Group on the 14th October and will be back in touch with the network soon after. For now, you may wish to use these emerging investment principles to aid local planning and delivery plans.

**B2022 School Games National Legacy Group**

A B2022 School Games National Legacy Group will be created. The emerging purpose of this group is t*o maximise the legacy of the additional £2m Commonwealth Games School Games investment across England.*

Membership of the B2022 School Games National Legacy Group will reflect the School Games network and recipients and is currently being established with invites and a recruitment process. There will continue to be connectivity to the School Games Consultation Group and an ongoing commitment to ensure the voices of children and young people are heard.

**Monitoring and Evaluation**

The B2022 School Games National Legacy Group will discuss and shape this area. Sport England and the Youth Sport Trust are committed to ensuring that it is built into existing reporting systems and processes. More will be shared as the conversation develops.

 **Next Steps**

The formation of the B2022 School Games National Legacy group is the priority with the first meeting scheduled to take place on the 14th October 2021 and on a monthly basis thereafter. Highlights from this meeting will be shared via the School Games monthly updates, where there will be a dedicated section linked to the CWGs with the aim of updating all the networks on key developments. In the interim, counties are encouraged to continue to collaborate locally to develop your plans and use colleagues from the Development Coach team to act as a critical friend.