SCHOOL GAMES IMPACT AWARDS

Alternative Provision Network!

With children in mainstream schools often taking a lead focus for many partners, students attending alternative provision schools can often miss out on school sport and activity opportunities.

This project is an excellent example of how a School Games Organiser (SGO) can provide targeted interventions to build partnerships that will increase physical activity opportunities for pupils and support the delivery of the School Games Mark Award.

Most importantly, this supports pupils to find their passion for play!

TEAM GB

ParalympicsGB

Department for Digital, Culture, Media & Sport

Department of Health & Social Care

THE NATIONAL LOTTERY

SPORT ENGLAND

YOUTH SPORT TRUST

Building an Alternative Provision Network!

Objectives

- Create a sustainable network of local alternative provision schools to deliver a bespoke School Games offer to pupils
- Create positive and meaningful experiences for all young people in alternative provision schools.

Who was the target audience and how were they engaged?

A high percentage of alternative provision schools are not engaged with the School Games network due to a lack of awareness of opportunities and understanding of what the programme can offer.

The SGO collaborated with PE leads from each school to create a bespoke offering for these alternative provision schools, sharing a vision to create a sustainable network to share ideas and opportunities for sport and physical activity.

Why was the activity unique?

The activities devised were chosen to suit the needs of the pupils, venturing outside of the traditional sporting activities to entice the young people to try something new. These activities included table tennis, handball, outdoor activities, 'This Girl Can' festivals, and dodgeball.

The detail of preparation was important, with venues carefully selected to suit the aim and intent of each activity, ensuring accessibility for all pupils. The network worked in collaboration, with each school rotating the cost of medals, venue, and coaching costs. After each event, the schools would meet to review the success of the activity, share best practice, and highlight new upcoming opportunities for pupils to participate in.

What was the impact felt in schools and by CYP?

All five schools regularly engaged in the network and participated in School Games activities which impacted over 96 young people across the academic year. One school, Coal Clough Academy (Burnley), won School of the Year at the local community sports awards and had just achieved a rating of Gold through the School Games Mark, a fantastic achievement.

Within the 'This Girls Can' festival, athlete mentor Jenna Downing was able to visit the project and witness its success. As the young people left feeling inspired and hungry for their next adventure, one participant said about the day: "Meeting Jenna Downing was the best day of my life."

Why is this an example of School Games best practice?

This project demonstrates the importance of collaboration throughout the network.

The SGO successfully created the foundations for a network with alternative provision schools, which can now thrive as a group through sharing best practice, increasing opportunities for students to participate in physical activity and inspiring more young people to be active.

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