

Theme 3

Adding fun elements to engage new audiences

Power Plays to Music

The Premier League offers Power Play tournaments. At random periods during a football match music will play. Within this time period any goals scored count as double. The idea is to offer an alternative format that enhances a player's enjoyment of the game. The music may act as a distraction and it requires an extra skill level to be able to continue to concentrate and communicate with team mates.

How was this used in the School Games Pilot?

A basketball competition was organised for year 6 young people. The SGO wanted to allow more pupils to benefit from achieving in a game scenario, supporting their mental health and wellbeing and motivation to take part in competitive sport. Music was played for one-minute during a five-minute game. During this period additional points could be scored for hitting the backboard, ring or scoring a basket.

The pupils that took part generally reported that they enjoyed the experience. During the one minute of music the atmosphere in the hall was electric. Pupils were trying harder to get the ball to their end of the court. An opportunity for every pupil on the team to shoot at the basket was created and the majority of team members did have a chance to shoot. This encouraged the pupils to have a go regardless of whether they could successfully score.

Although initially a little apprehensive, the staff liked the variation, and could be seen on the side line encouraging their pupils to drive towards the basket and shoot during the power play. This was not always evident when the music was off. The teachers also reported that this enabled them to take a variety of players and not always focus on having the best four on the court at one time.