

Mission:

Putting physical activity and competitive sport at the heart of schools and providing more young people with the opportunity to enjoy competing and achieve their personal best

Vision:

The School Games will continue to make a clear and meaningful difference to the lives of even more children and young people

The five School Games outcomes ensure that there is a clear direction and a collective ask to the School Games network to work towards the same priorities for young people in year 3 to 13 across all education settings.

The outcomes for the School Games network to work towards in 2022/23 are:

1 To maintain and grow school engagement¹ in the School Games and their delivery of 60 active minutes

Supporting schools to prioritise the delivery of 60 active minutes for every child to support improvements in their physical literacy, social, emotional, and physical wellbeing

2 To create positive experiences by ensuring physical activity and competition provision is designed to reflect the motivation, competence and confidence of young people and has clear intent

Targeting young people locally who need the intervention most based on local insight to improve their physical literacy, social, emotional, and physical wellbeing (e.g., low socio-economic backgrounds, minority ethnic groups, SEND, girls)

3 To have a clear focus on secondary schools and transition points (e.g. Yr.3 and Yr.6/7)

Continuing to prioritise the engagement and delivery in secondary schools but also recognising the impact in early Key Stage 2²

4 To create positive experiences that support the character development of targeted young people

This includes opportunities across the full breadth of the School Games which incorporates the delivery of high quality, inclusive leadership and volunteering

5 To advocate to key stakeholders³ how the School Games makes a meaningful difference to the lives of children and young people, including supporting schools to engage and educate parents

Participation in physical activity and competition will impact on young people's physical, emotional and social wellbeing and influence the likelihood of continued engagement both at school and in the community, creating habits for life

As a local network supported nationally, there is a need to demonstrate the scale and impact of the School Games network collectively. Keeping alignment to the Sport England 'Uniting a Movement' strategy, the below outlines the expectations of a three day a week role and what needs to be delivered with a focus on young people in years 3-13.

Principles and behaviours underpinning the School Games

- Tackling local inequalities and greatest need
- Improve the physical literacy of young people and contribute to local Active Lives data
- Targeted youth voice is embedded in co-creation, delivery, and evaluation
- Collaborate, share, and learn across local priority places
- Ensure inclusive practice and opportunities
- Evidence impact and share learning through effective storytelling
- Increase secondary engagement and opportunities
- Connecting communities and ensuring young people can access appropriate local opportunities
- Minimise environmental impact

School Games Organiser: Expectations

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For 2022/23 School Games Organisers will be required to:

Planning, reporting and learning

- Complete and deliver a development plan (using the national tool) to cover the 2022/23 academic year, updating by three identified points in the year⁴
- Articulate in the development plan how community connections will be made to ensure that young people can continue on their participation journey
- Use the Events Calendar to upload a termly School Games offer of events and activities which have a clear intent. This must be completed with all participation data by three identified points in the year⁵
- Understand local insight and youth voice to effectively identify the young people and schools that would benefit most⁶ from a targeted School Games offer
- Develop a case study to show where you have made the most impact in tackling inequalities, and share your learning locally and nationally
- Collaborate across local priority places with key partners⁷ to inform the local and county School Games offer/provision to tackle inequalities
- Develop strategies to improve knowledge and understanding of the School Games for key stakeholders⁸
- Prioritise tools and resources to implement meaningful student voice to facilitate co-creation, design, and delivery of the School Games offer by young people

School Engagement

- Work with schools to maintain and grow their **active engagement**⁹ in the School Games
- Identify schools that are not engaged in the School Games and develop strategies to support and improve engagement, reflecting this in the SGO development plan
- Develop a communication plan to improve the profile and value of school sport and physical activity in the SGO host site and across schools in the area
- Establish a clear mechanism to communicate with **all** schools within the SGO area
- Drive and position tools, such as School Games Mark, Inclusive Health Check and Active School Planner, to engage schools and help them to better understand their needs, and reflect this in the SGO Development Plan
- Work with schools in the SGO area to plan for and increase delivery of 60 active minutes for every child.

⁴ Updating by 9 December 2022; 24 March; 7 July 2023

⁵ e.g. SEND, gender, ethnicity, free school meals, physical activity data, etc

⁶ e.g. SGOs, Active Partnerships, schools, public health, community/voluntary groups, and other School Games partners inclusive of national governing bodies

⁷ Actively engaged schools must demonstrate they have:

- Worked with our SGO on at least one of the School Games outcomes this academic year
- Delivered targeted opportunities for those young people who need it most through the School Games in school and where appropriate attend/engage in our SGOs provision
- Belief in the vision and mission of the School Games and are committed to delivering physical activity and positive experiences for all our young people
- Accessed our School Games dashboard and uploaded information where appropriate on the events calendar

School Games Organiser: Expectations

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Delivery

- Provide an offer of Professional Development and communication for all schools to increase their understanding and increase their provision of 60 active minutes practice, and share this within the county and where appropriate nationally
- Engage with a minimum of one secondary school to promote 60 active minutes practice, and share this within the county and where appropriate nationally
- Work intensively with a minimum of two of the least engaged schools in an SGO area over the academic year to improve their understanding, engagement and access of the School Games offer locally
- Co-ordinate and signpost schools and young people to a programme of relevant training of leadership, coaching, volunteering and officiating experiences to support the delivery of the School Games offer locally
- Co-design and deliver a broad and balanced School Games offer⁸ that is informed by insight and youth voice and that embeds positive experiences. It is expected that an SGO will facilitate a minimum of 12 targeted inter competitions/events/festivals with clear intent.

Professional Development

- Take a proactive interest in your professional development, engaging through national and local networking/CPD, and with a Development Coach and line manager to consider individual CPD needs, and review the SGO area development plan regularly
- Actively engage in the 'Welcome Back Webinars' at the start of each term.

⁸ A broad and balanced offer should look to provide a range of sports and activities that are age and stage appropriate, delivered with intent, with a mix of intra/inter; personal challenge, virtual and face to face targeting a range of young people