School Games Organiser Task List — July 2017



School Games Organiser: Deliverables

Host schools and SGOs should be aware that the government funded School Games programme should be free to access for all schools, this is detailed in SGO Grant Agreements and further guidance has been issued in June 2017. This is also true of any centrally funded Change4Life and Childhood Obesity Plan opportunities. Where other offers exist it is important that schools are aware there is an entitlement for them locally and any 'buy-in' offer is for additional opportunities and not required for centrally funded programmes.

In delivering the core tasks, SGOs might find it helpful to consider the following deliverables:

1 — Increasing engagement in School Games by:

- Increasing the number of state [and independent] schools participating in the School Games (all schools are eligible to be part of the School Games)
- Ensuring the development of a cultural component in both intra (Level 1) and inter (Level 2/3) of the School Games
- Promoting ways in which the School Games and competitive sport can contribute to school priorities and support the aspirations and achievements of young people in local schools

2 — Developing competitive opportunities by:

- Working with other SGOs and the Local Organising Committee
 to ensure a structured and progressive competition calendar is
 published, that meets the needs of all young people across the
 SGO cluster of schools, and increases the number of competitive
 sport fixtures
- Ensuring the local competition calendar is aligned to club pathways and competition priority formats as defined by the NGBs
- Ensuring the provision of inclusive and targeted opportunities for young disabled people to access competition through the School Games (and we recommended SGOs work with the Project Ability School in their county to do this)

3 — Increasing and sustaining participation by:

- Being a champion of 30 active minutes per child, per day in schools and supporting schools in meeting this ambition
- Sustaining young peoples' commitment to an active lifestyle by ensuring all School Games activity at intra (level 1) and inter (level 2) links to a wide range of club and community opportunities
- Embedding the network of Change 4 Life clubs in both primary and secondary schools
- Ensuring the progression of young people from Change 4 Life into the School Games at intra and inter.
- Supporting schools with identifying and accessing exit routes for children and young people to continue participation

4. Workforce — Broadening the range of participation opportunities by:

- Developing the workforce required to activate 30 active minutes per child, per day in schools and the School Games at all levels locally:
 - Teachers
 - Non-teaching staff
 - Parents and guardians / carers
 - Volunteers (working with and through the CSP)
 - Young leaders (including young coaches, young officials, and young team managers)
- Providing access to specialist coaches, training and equipment to assist schools (particularly primary/special schools) in delivering a range of lunchtime and after school Programmes

5 — Establishing key performance indicators by:

• SGOs will be expected to meet nationally prescribed KPIs and report progress against these on a termly basis

6 — Additional tasks:

• Any other activity as directed by Sport England from time to time











