

VIRTUAL SPORTS LEADERS AWARD



GM SCHOOL
GAMES NETWORK

Your school have identified you as a future sports leader who they would like to be involved in running break time and lunchtime games and activities and primary school competitions when we return to school in the coming weeks.

Your school would usually arrange for Sports Leadership training in school but with each of you being at home, your school games organisers thought it would be a great idea to put together a Sports Leaders Award that you can complete virtually.

The following pages will contain information on School Games, adapting competitions and how to make your activities inclusive for anyone who wishes to join in.

We hope that you enjoy completing this workbook and that it increases your knowledge of school games and in particular why we do what we do in . The aim of this workbook is to give you knowledge that will allow you to plan fixtures and run personal best competitions when you return to school.

We hope that on your return to school you will be able to support your local school sport partnership in delivering our mission.

BEFORE YOU BEGIN, PLEASE PROVIDE THE FOLLOWING INFORMATION SO THAT WE CAN ENSURE YOUR SCHOOL ARE AWARE THAT YOU HAVE COMPLETED THE AWARD.

SCHOOL:

TOWN:

NAME:

:CONTACT EMAIL:
(FOR YOUR CERT)
SCHOOL YEAR:

Type info here:

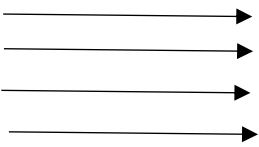
School Games' mission

Keeping competitive sport at the heart of schools and provide more young people with the opportunity to compete and achieve their personal best.

**Return this when completed to
YOUR SCHOOL GAMES ORGANISER**

If you are not sure who to return
to see back page.

STEP is an acronym where each letter stands for a key component to running an activity or event. Changing any of these components will have a huge effect on the game being played. Do not be afraid to change these during a game.



On the right are the 4 key components however their meanings are mixed up. **Move the arrows to connect the 4 words with their meaning.**

Space	Changing the items used to play the game with other components staying the same can completely change the game. Sometimes the rules and the size of the pitch may remain the same but changing this would completely change the game.
Task	The area used to play the game is important. If the area is too big it can lead to the participants being less involved. Too small and it can make the game dangerous or simply spoil the game.
Equipment	It is important to consider the number of players who are taking part in your game. Though we never want to exclude people, if the number of people playing in 1 game is too many, you may have people uninvolved or waiting for a turn. Where possible we want to avoid this so splitting and running two, three or four games or activity stations (even if these are the same) will likely prevent waiting around and see people being more actively involved.
People	This is another name for Rules. The rules used can be adapted to change the game in many ways. Sometimes the task may be different depending which team you are on. In individual games, the task may be slightly different depending on the confidence and ability of the players.

STEP PRINCIPLE



ADAPTING GAMES

Type here:

Invasion games (usually known as team sports) involve 2 teams where teams have to attack the other teams zone/goal whilst defending their own. Players usually have responsibilities of attacking or defending during play. Some sports rotate positions to ensure all players learn how to attack and defend.

TASK: Thinking about your favourite invasion game/team sport and the number of players in an adult team, how could you adapt the sport using the STEP principle to ensure that all young participants are involved in the game.

Write your ideas in the box above



THINKING SMILES

SAFE participants feel physically and emotionally safe.

MAXIMUM PARTICIPATION participants are fully involved all of the time, i.e. not hanging around.

INCLUSIVE all participants can take part; activities are designed to suit and develop their abilities.

LEARNING participants develop personal, social, creative, thinking and/or physical skills.

ENJOYMENT activities recognise individuals' personal needs and interests.

SUCCESS participants feel they are making progress and getting satisfaction.

NB. While there isn't a specific letter for fair play, SMILES only happen for all participants if they feel a sense of fairness. Fairness underpins inclusion, enjoyment and success; it isn't just about 'rules'.

Whenever you are involved in running or assisting at an activity, competition or event remember to use SMILES as a guide to help make sure that your activity is as high quality as possible.



COMPETITION FORMATS

Competitions do not always have to have a winner or a loser based on score alone.

In Greater Manchester, schools competitions are run with a variety of different focuses.

Whilst we still run EXCEL events where there is a winner based on score, some of our competitions are designed to focus on different ways to win.

We run VALUES competitions in which the result is determined not by score but by how the team or

individual plays the game.

We also have BEE PROUD competitions that are not scored on ability but on how much you improve with the winning team being the one who improved most on each task or challenge. These have been created as following feedback, we noticed that for many children, winning was not the most important reason that they attend competitions.

To begin we will look at the different formats that can be used for traditional (EXCEL) events where the winner of the match gains points or progresses for winning.

Knockout Format

A knockout competition features rounds. Each team faces an opponent with the winner progressing to the next round. The loser in each round is eliminated and is no longer part of the competition

These competitions are great for quickly finding a winner, but are not ideal for school competitions. The above shows that half of the total teams only got to play 1 fixture. Three quarters of teams play 2 games or less.



These competitions run with teams all playing each other either once (round robin) or twice (double round robin). Where a competition is played at one venue, a round robin is usually used. When teams are playing at their own venues and teams may get a home advantage, a double round robin is usually used, with teams playing each other home (their own pitch/ground) and away (oppositions pitch/ground).

TASK: Think of as many sports competitions as you can that use a round robin (or double round robin) format?



Answer here:

	Round 1	Round 2	Round 3	Round 4	Round 5
Pitch 1	A v B				
Pitch 2	C v D				
Pitch 3	E v F				

ROUND ROBIN COMPETITIONS

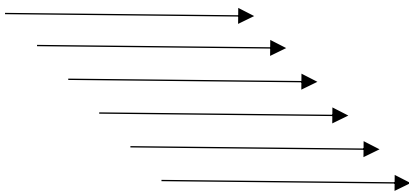
TASK: Using the round robin format, create fixtures above for 6 teams to play each other once. There are 3 pitches which must be used in each round (teams can only be playing on one pitch in each round).

Team names (A,B,C,D,E,F)
Round 1 has been done for you as an example.



Here are the school games values. In a values competition, each team scores their opponent out of 5 on each value giving each team a score out of 30, this score alone determines the result. (The match score is not recorded).

TASK: Use the arrows to connect the value to its meaning.

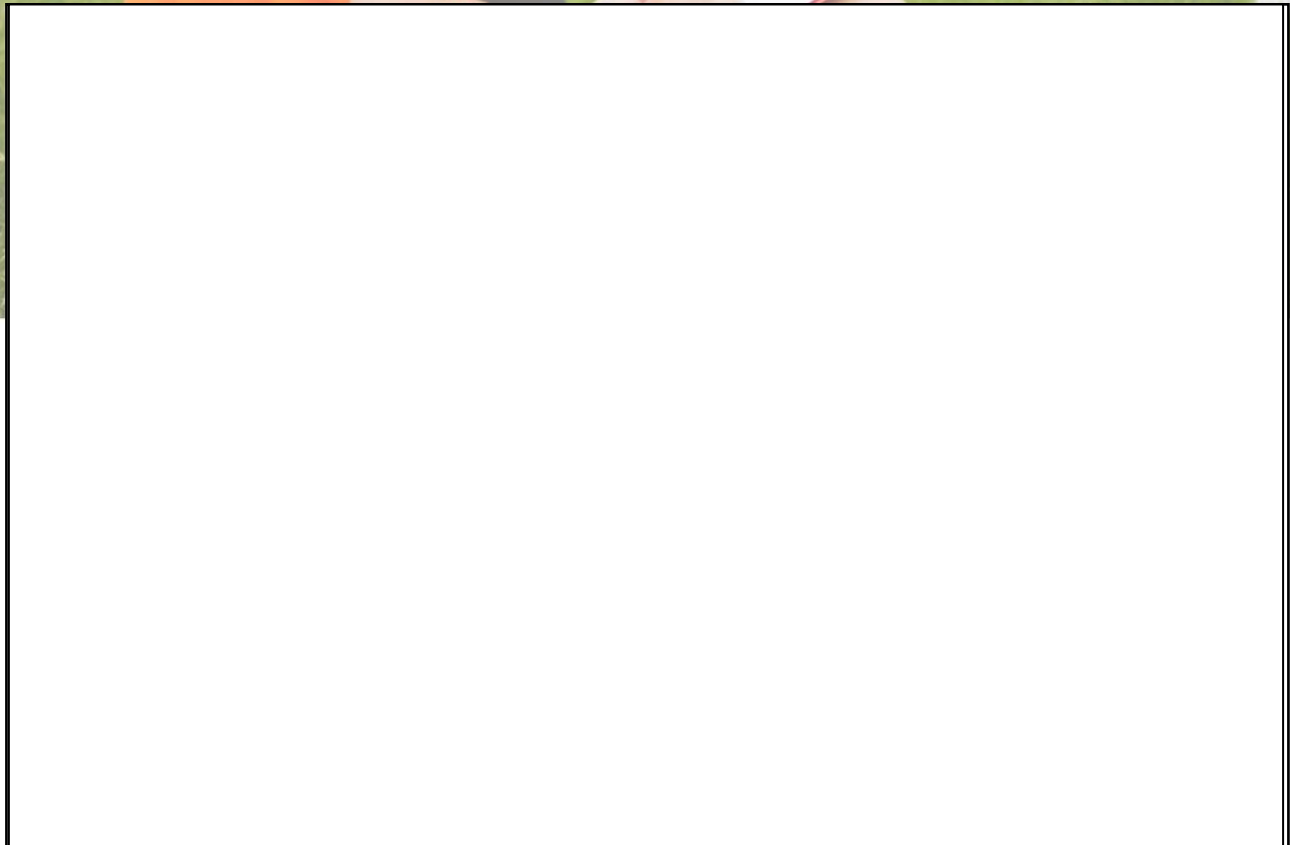


	<p>Having the courage to do the right thing and what you know is right. Let the best person win, not the best cheat.</p>
	<p>Treating everyone equally, supporting each other and working together to achieve at your very best level. Celebrate each other's successes and be a positive team player.</p>
	<p>This is about the journey you go on to push yourself and achieve your dreams. Have the strength and self-discipline to overcome obstacles, commit to your goals and keep working every day to become the very best you can be. Do not hold back.</p>
	<p>You have to believe to achieve. Have the confidence to succeed and reach your personal best.</p>
	<p>Giving it 100%. Putting your heart and soul into the game and never giving up. Passion makes you enter the race and passion makes you finish it.</p>
	<p>Appreciation for the referee, opposition, your teammates, yourself and the game. Accepting victory and defeat with grace. Treating others politely and with understanding.</p>

SCHOOL GAMES VALUES



BEE PROUD COMPETITONS



Made up of a series of personal best challenges, BEE Proud events allow teams to attempt a number of skill based challenges relating to a particular sport. Teams visit each station twice aiming to beat their previous score. The difference (improvement) ranks each team to score them points. Anyone should be able to have a go at these stations

TASK: Thinking about your favourite invasion game/team sport come up with 4-6 stations that could be used for a BEE proud competition. Teams should be able to complete the task in 2 minutes.

Write your ideas in the box above (feel free to draw diagrams on additional paper and take photos)

For example a Hockey competition, would contain different hockey related challenges, one could be a dribbling relay as dribbling is a key skill of the sport.



THANK YOU!

You have now completed your workbook. Please remember to submit the completed workbook by email. If you do not have a printer, Photographs of each task and answer to questions may be submitted instead.

Area



Social



Email

Bolton
Bury
Manchester
Oldham
Rochdale
Salford
Stockport
Tameside
Trafford
Wigan

@bolton_sport
@Buryssp
@MCRschoolsPE
@Oldhamssp
@RBSCP
@SalfordSGO
@stockportSHAPES
@tamesidessp
@Traffordssp
@cathi2122

Bohare@thornleigh.bolton.sch.uk
G.molloy@buryssp.co.uk
C.bland@wrightrobinson.co.uk
tim.liptrot@coopacademies.co.uk
emooney@clrchs.mobi
dean.gilmore@salford.gov.uk
Judith.riddings@stockport.gov.uk
Emma.toone@gaa.org.uk
KSTATHAM@flixtongirls.com
Cathyrobinson@deantrustwigan.co.uk

START NOW!

SCHOOL GAMES

Whilst at home, we would like you to create as many home challenges as you can to get people active. They should be things that can be done in the home or garden. Tag your school sport partnership on Insta or Twitter and use the hashtag #SGchallenge once you get started.

HAPPY LEADING!



GM SCHOOL
GAMES NETWORK

VIRTUAL SPORTS LEADER AWARD

This is hereby given to



to confirm that the above has completed an
online school sports leader training program
provided by GM School Games Network

Tim Liptrot

Tim Liptrot
SCHOOL GAMES
ORGANISER

Dean Hepburn

Dean Hepburn
SCHOOL GAMES
ORGANISER

GM SCHOOL
GAMES NETWORK

