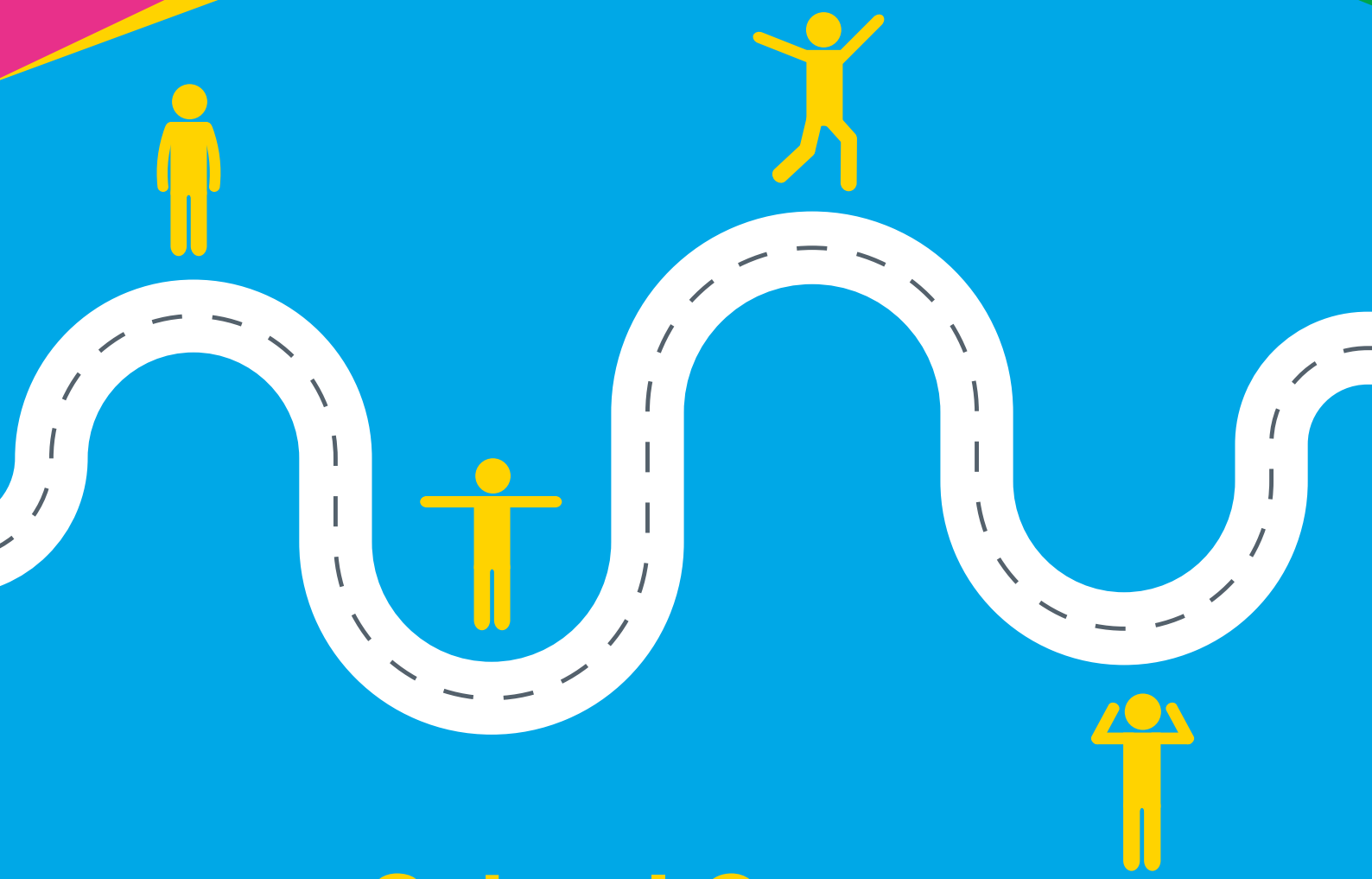
SCHOOL GAMES



School Games Roadmap

2024/25

TEAM GB

ParalympicsGB

Department for Digital, Culture, Media & Sport

Department of Health & Social Care

THE NATIONAL LOTTERY

SPORT ENGLAND

YOUTH SPORT TRUST

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Forewords

Welcome to the 2024/25 School Games Roadmap and thank you for your personal and professional contribution to helping more children and young people experience the life changing benefits of play and sport and building healthier and more active schools. The job is never done, but every year, working together, sharing practice, and learning from each other you are finding new and different ways to tackle inequalities by fostering good health, improve engagement and belonging in school, and build social and cultural experiences.

Building on my message at the School Games Summit, the 'why', our mission becomes more and more important as the enduring impact of COVID manifests itself in what I call 'Long-Lockdown', alongside 'digital distraction' and other complications of life today. This Road Map ensures we are aligned, united and consistent in 'what' we are doing day to day ensuring wherever children live and regardless of their background, opportunities are available to them. But 'how' we do it is an essential ingredient – thank you all for your compassion, courage, and communication; for seeking to understand the barriers to participation, for sticking at the task regardless of the challenges you face, and for listening to, and working with young people.

2024 is a year when we will all witness the power of sport to unite, to inspire and to engage people young and old – with the men's Euro's, the Paris 2024 Olympic Games and then rounding off this summer of sport, the Paralympics! While our shared endeavor is not to find the next heroes of sport, there is still so much we can take from these amazing events – there will be fun and enjoyment, team spirit and camaraderie, stories of courage and representation of every race, faith, culture and lived experience.

I hope you will find the 2024-25 School Games Roadmap a helpful guide to your planning, a checklist for your day-to-day work programme, and source of inspiration when reflecting on your progress and impact.

Ali Oliver MBE — Chief Executive
Youth Sport Trust

It is once again a real pleasure to offer a few words to the School Games 2024/25 School Games Roadmap. Let me start by saying thank you. Thank you to you all, for playing your part in ensuring more children can experience the life changing benefits that being active can bring and for helping so many schools harness the extraordinary power that sport, movement; and physical activity has in helping change children's and young people's lives.

Whilst we were pleased to see that activity levels among children and young people have remained stable since the pandemic, we know that there are still too many young people, who stand to benefit most from being active, who are missing out. These are also difficult times for children, young people, and their families, with real life challenges such as the cost of everyday living, having significant impact on their happiness and health. It is your enduring commitment and passion to help so many children access opportunities that may not have been available to them otherwise, that is helping bring enjoyment and resilience into young people's lives.

Your role in helping us realise our collective mission to create a nation of more equal, inclusive, and connected communities, has never been more important. The best way for us to create change is through strong connections and relationships; and building true collaboration that foster trust and cooperation. It is the depth of those connections that you are making and not the number of connections that is really helping to have greater impact locally on the lives of children and young people.

Thank you for your commitment, resilience, and passion to the cause - breaking down the barriers that millions of children and young people face - and for helping young people find joy in being active. I look forward to seeing yet more great work throughout 2024/2025.

Joanne Moss
Strategic Lead Children and Young People

Vision and Mission

The School Games vision and mission sets out our ambitions for young people. The vision states what we want to achieve, and the mission gives clarity around how this will be achieved. Delivering change locally whilst making a difference nationally is key to the success of the vision and mission being achieved.

Vision

The School Games will make a positive and meaningful difference to the lives of children and young people through sport and physical activity.

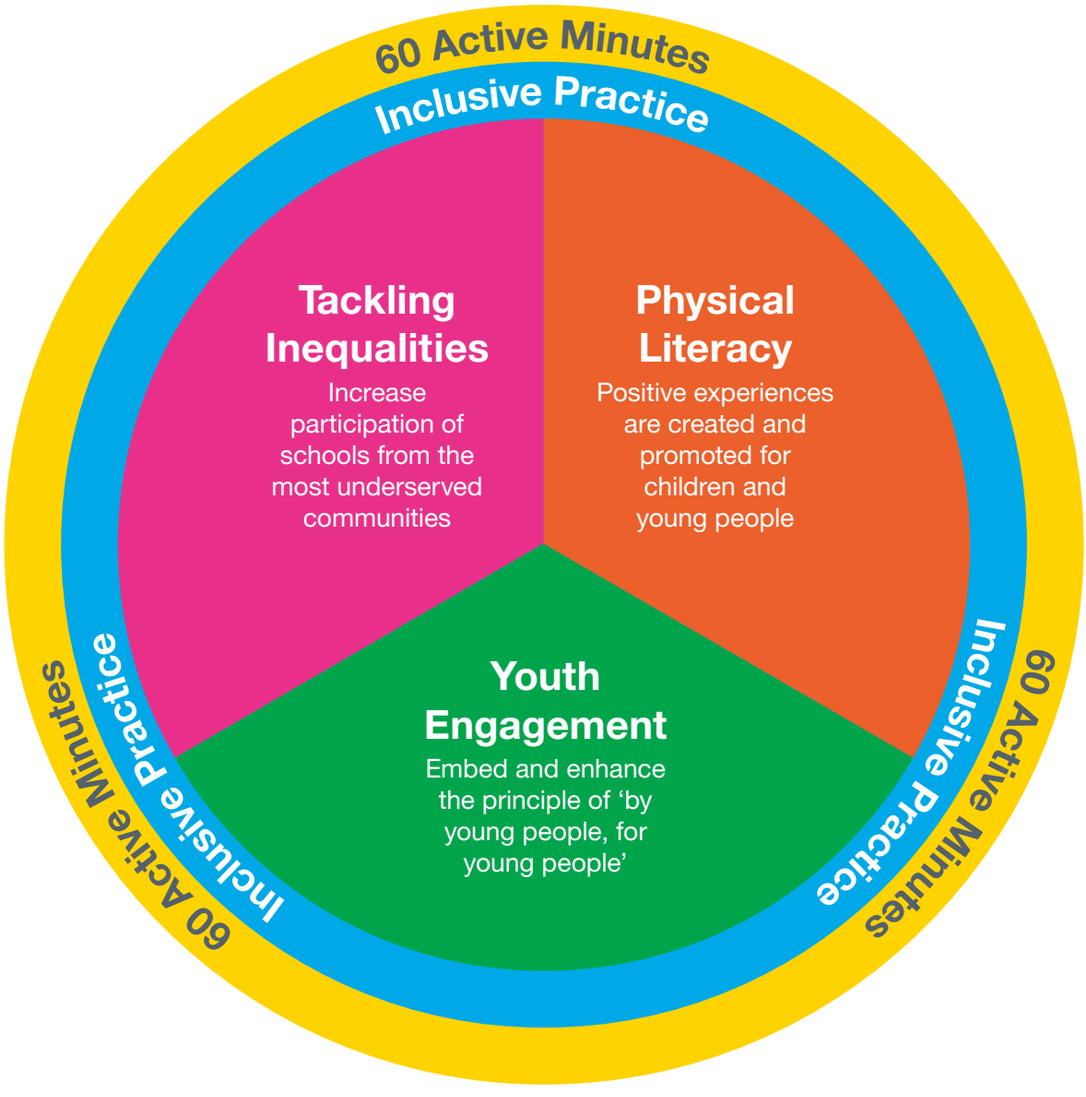
Mission

Putting physical activity and school sport at the heart of schools. Providing young people with the opportunity to enjoy and learn through competition to achieve their personal best.

School Games Pledges 2023-25

To celebrate the ongoing investment into the School Games, three School Games pledges were shared at the National School Games Summit in June 2023. These pledges set a course to address the national priorities of tackling inequalities, youth engagement and physical literacy through the School Games.

They are designed so there are no additional asks for the network, and allow us to demonstrate both the agility of the network to ensure School Games remains relevant to the needs of young people and the collective scale, reach, and impact that the funding has made. These pledges are not to be considered in isolation as they are absolutely interdependent - we need to ensure that we hear the voices of those seldom heard if we are to create a life long love of being active for those young people that will benefit the most who have been traditionally missing out. Please consider these as part of your School Games accountability.



Outcomes

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 the 2024/25 are:

1 Advocate and position the delivery of the CMO daily active minutes for all young people, as a universal offer to maintain and grow school engagement[1]

Helping schools prioritise the delivery of the Chief Medical Officer's recommended 60 active minutes a day, or 20 minutes a day for SEND students. Supporting improvements in student's physical literacy, and social, emotional and physical wellbeing.

2 Ensure all competition has a clear intent and creates positive experiences based on the motivation, competence and confidence of the young people that need our support the most

Using local insight to target young people who would receive the greatest benefit from involvement in competitions. This includes students from low socio-economic backgrounds, minority ethnic groups, SEND students and girls.

3 Have a clear focus on secondary school engagement and transition points

Prioritising delivery in secondary schools whilst also recognising the impact on students transitioning in early Key Stage 2 and from Key Stage 2 to 3.

4 Support the personal development of targeted young people through youth engagement and leadership

This includes opportunities across the full breadth of the School Games which incorporates physical activity, competition, high quality leadership and youth engagement.

5 Advocate and engage key stakeholders[2] on the value of School Games to support local provision and improve the experience for young people and their families

Showing the role the School Games can play in making a meaningful difference to the lives of young people. Encouraging engagement from local stakeholders including senior leadership teams, Public Health and parents.

1 Schools can be primary, secondary, special, alternative provision, bases/units, and other educational settings inclusive of the independent sector

2 Key stakeholders will look different in each SGO area but could include senior leaders in schools, National Governing Bodies of sport, Active Partnerships, schools, local authority, public health, community/voluntary groups, parents

10 Principles of the School Games

The School Games is a national model that is delivered to reflect local needs. It is underpinned by consistent principles and behaviours to achieve the vision, mission and outcomes:

1. Tackling local inequalities by working with young people in greatest need
2. Ensuring everything that we do is safe, inclusive, accessible and meaningful
3. Improving the physical literacy of young people through positive experiences
4. Driving equal access by embedding youth engagement to give young people a voice, choice and opportunity
5. Collaborate, share and learn locally, determining need that reflects local and national agendas
6. Celebrating the difference that we are making to young people and sharing through effective storytelling
7. Championing the Chief Medical Officer's active minutes guidelines as a universal expectation and supporting schools to reflect this in their provision
8. Contributing to school agendas by taking them on our School Games journey and celebrating their engagement through tools such as School Games Mark
9. Increasing secondary engagement and opportunities
10. Connecting communities and ensuring young people can access appropriate local opportunities

School Games Organiser: Expectations

For 2024/25 School Games Organisers will be required to:

Planning, reporting and learning

Demonstrate a commitment to the School Games by:

- Using the national tool to complete and deliver a development plan covering the current academic year, updated once each term[3]
- Using the development plan to show how community connections will be made for young people to continue their participation
- Using the events calendar to upload a termly offer of events and activities with a clear intent, updated once each term[3]
- Using Active Lives, youth engagement and other local insight[4] (i.e. connect with your Active Partnership) to identify young people and schools that would most benefit from a targeted School Games offer
- Developing a case study to show where you have made the most impact against local priorities, and through effective storytelling share your learning locally and nationally
- Collaborating with key partners[2] to inform the local and county offer to tackle inequalities and ensuring inclusive and safe practice
- Developing strategies to improve knowledge and understanding of the School Games for key stakeholders[2]
- Prioritising resources to implement meaningful youth engagement so young people have a voice and choice of opportunity

School Engagement

- Work with schools to maintain and grow their active engagement[5] in School Games
- Identify schools that are not engaged and developing strategies to improve this
- Develop a communication plan to boost the profile of the host site and demonstrates the value of school sport to other schools in the area
- Establish a clear method of communication with all schools within the SGO area
- Encourage the use of tools, such as School Games Mark, Inclusive Health Check and Active Lives to help schools better understand their needs
- Planning for and increasing delivery of 60 active minutes for every child.

2 Key stakeholders will look different in each SGO area but could include senior leaders in schools, National Governing Bodies of sport, Active Partnerships, schools, Local Authority, public health, community/voluntary groups, parents

3 Creating the 2024/25 development plan by 30 September 2024 and updating by 20 December 2024; 11 April 2025 and 31 July 2025

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

5 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

Delivery

- Provide an offer of professional development and communication for all schools to increase their understanding and increase their provision of 60 active minutes
- 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 low engagement schools to improve their understanding, engagement and access of the School Games offer
- Co-ordinate and signpost schools and young people to a programme of relevant training of leadership, coaching, volunteering and officiating experiences
- Co-design and deliver a broad and balanced School Games offer[6] that is informed by insight and youth engagement and 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

- Engage in county, regional and national networking by the Youth Sport Trust. This includes face-to-face and virtual support, Development Coach engagement, monthly updates and your termly review of your development plan.
- New SGOs are required to attend a national virtual and face-to-face induction during your first year of being appointed (ideally within your first term) and engage with your Development Coach.

6 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

Active Partnership/ London Youth Games: Expectations

There is ongoing flexibility in how the School Games investment into Active Partnerships and London Youth Games (LYG) can be utilised locally. This flexibility will result in variations of the role and remit of an Active Partnership/LYG across the country. The strategic direction, planning and priorities for School Games at both a county and local level should be focused around the shared five School Games Outcomes.

The what: county provision

- To position tackling of inequalities at the forefront of county School Games planning, provision and opportunities and seek ways to support SGOs to adopt the same approach locally
- To develop and deliver a county School Games offer informed by insight, youth consultation and collaboration. The look and feel of county provision will vary across the country. It could be the continuation of a county festival, a number of place-based festivals or focused work with targeted schools and young people. Targeted work will be the focus of this investment but there should still be a degree of a universal offer (i.e. 60 Active Minutes, county wide event, online training). Provision will very much depend on local need and insight
- To ensure the local and county School Games offer provides opportunities for young people to take on leadership and volunteering roles with the aspiration that opportunities will engage new and different young leaders
- To advocate to key stakeholders, such as Public Health, Governors, and schools, how the School Games is one of the ways we can make a meaningful difference to the lives of children and young people
- To ensure that positive experiences are at the heart of planning

The how

- To foster opportunities for strong collaboration with your SGOs, YST Development Coach and/or YST Development Manager
- Understand how the shared five School Games outcomes align and contribute to local CYP priorities
- Put co-creation with young people and insight at the heart of all School Games planning and provision. Also work together with SGOs to consider and encourage high quality and accessible exit routes for young people
- Support the SGO network, schools, parents, young people, and wider partners to understand and value how the School Games contributes to tackling inequalities
- Continue to update the School Games dashboard to demonstrate the scale of county provision and share School Games approaches, practice and learning with Sport England and YST through the sharing and learning webinars, termly impact awards and/or end-of-year reviews
- Understand local workforce needs for the School Games and support the development of teachers, SGOs and non-teaching staff

School Games Narrative

Whilst the School Games will look and feel unique to each area that is served by an SGO and Active Partnership, there are some consistent elements that define the School Games that need to be adhered to. These are the non-negotiables of the School Games.

- Focused on Years 3-13 (i.e. 7-18 year olds)
- Eligible to schools with a DfE number and can be primary, secondary, special, alternative provision, bases/units, and other educational settings inclusive of the independent sector
- Addresses Tackling Inequalities, Youth Engagement and Physical Literacy/Positive Experiences
- Embeds collaboration across the School Games network, which includes 3-day a week School Games Organisers, Active Partnerships, National Governing Bodies of Sport, National Disability Sport Organisations and schools
- Collaboration with wider key stakeholders which may look different in each SGO area but could include senior leaders in schools, National Governing Bodies of Sport, public health, community/ voluntary groups, parents
- Has tailored local offer reflective of need and provides a broad and balanced range of sports and physical 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, and includes youth engagement and high-quality leadership for personal development
- Considers diversity and reflects the local needs
- Considers secondary school engagement and impact
- Champions 'reframing competition' – it needs to be about more than a single measure of success and young person experiences matter
- Maximises the School Games 'Spirit of the Games' Values
- Tailored to the different stakeholders and audiences – use the School Games Messaging & Graphic Templates to help
- Tells a story of the journey of the School Games to engage schools in why it can support their priorities
- Clear where the School Games fits in the local landscape
- Demonstrates the impact of the School Games and how it makes a difference locally and nationally.
- Minimises environmental impact

School Games Tools

We have lots of tools to support colleagues within the School Games. This is not an exhaustive list but headlines some of the key tools.

School Games Website - www.yourschoolgames.com

This is our School Games website and has two elements to it; the public facing site and then the 'logged-in' dashboards. Each school, School Games Organiser and Active Partnership has access to their own dashboard that contains links to all the key resources and additional tools such as events calendars, development plans and School Games Mark to name a few.

School Games Events Calendar

Embedded within dashboards, the events calendar captures both SGOs and Active Partnerships intended provision and uptake over an academic year. Colleagues are required to keep this up to date and input post event attendance on a regular basis but as a minimum termly. This tool helps us to evidence the scale and reach of the network and is shared with partners including Sport England, Government departments, National Governing Bodies of Sport and National Disability Sport Organisations on a termly basis. Noting that NGBs can access this as live data to see where they can support provision accordingly.

SGO Development Plan

The purpose of completing the annual development plan is for an SGO to think about and put into writing what they feel they will be able to put in place in their three day a week role during the academic year to achieve the School Games Vision and Mission.

The SGO development plan is available via dashboards and should be used to capture your evidence of need each year to then shape and plan annual activity to deliver across the School Games outcomes and expectations. The plan takes you through intent, implementation and intended impact for each action and progress should be recorded regularly and as part of your termly reporting. A development plan guide and support resources are available.

Inclusive Health Check

This is an interactive tool that has been designed in partnership with the Activity Alliance and allows you to self-review your provision of inclusive School Games opportunities. The Inclusive Health Check is an annual self-review tool available to all School Games registered schools, School Games Organisers (SGOs), and Active Partnerships. It allows its users to improve best practice, access key resources, and develop an action plan.

School Games Tools

School Games Mark

This tool is designed to reward and recognise a school's engagement (provision and uptake) in the School Games against a national benchmark and to celebrate them keeping young people active.

There are four levels of award and as introduced in 2023/24, schools will continue to be asked to reflect on the inclusiveness of their provision both within the curriculum and beyond through the lens of gender parity amongst other questions.

School Games Mark will recognise and reward schools who can demonstrate they provide voice, choice, and equal opportunity to young people on a progressive scale that will grow year on year.

Key dates

Autumn Term

Welcome Back Webinar	10 September	10:30 - 11:30am
National Virtual Induction	13 September	11.30 - 12.30pm
School Games Consultation Group	12 September	Full day
School Games Mark Verification (for SGOs)	13 September	
Positive Experience Changemakers	17 September	10:00 - 12:00pm
Active Partnership School Games Briefing	19 September	2:00 - 3:00pm
Lead Inclusion School Connect	23 September	Full day
SGO Development Plans 24/25 (created & updated)	30 September	
National Induction (face to face)	03 & 04 October	Full days
NGB/NDSO Networking	10 October	Full day
Line Manager Termly Briefing	03 October	4:00 - 5:00pm
South West Regional Conference (Bristol)	05 November	Full day
South Regional Conference (London)	07 November	Full day
Midlands Regional Conference (Coventry)	12 November	Full day
North Regional Conference (Leeds)	14 November	Full day
SGO Reporting	09 - 20 December	
Impact Award Application Deadline	20 December	

Spring Term

Welcome Back Webinar	09 January	10:30 - 11:30am
National Virtual Induction	14 January	11:00 - 12:00pm
School Games Consultation Group	16 January	Full day
Line Manager Termly Briefing	11 February	4:00 - 5:00pm
National Induction (face to face)	06 & 07 February	Full days
County Meetings	Dates to be set locally (prior to Feb half-term)	Half day
NGB/NDSO Networking	12 March	Full day
SGO Reporting	31 March - 11 April	
Impact Award Application Deadline	11 April	

Key dates

Summer Term

Welcome Back Webinar	29 April	10:30 - 11:30am
National Virtual Induction	30 April	11:00 - 12:00pm
Positive Experience Changemakers	30 April	1:00 - 3:00pm
School Games Consultation Group	01 May	Full day
National Induction (face to face)	07 & 08 May	Full days
Line Manager Briefing (Midlands)	06 May	4:00 - 5:00pm
Line Manager Briefing (South east)	06 May	4:00 - 5:00pm
Line Manager Briefing (North east)	07 May	4:00 - 5:00pm
School Games Mark Opens	07 May	
Line Manager Briefing (North west)	08 May	4:00 - 5:00pm
Line Manager Briefing (South west)	13 May	3:45 - 5:15pm
The Big Help Out	TBC	
Impact Award Annual Celebration	10 June	Evening
National Summit (Telford)	11 June	Full day
National School Sports Week	W/C 16 June TBC	
SGO Reporting	07 - 31 July	
School Games Mark Closes	30 July	
Impact Award Application Deadline	31 July	
Case study (for SGOs)	31 July	
School Games Mark Opens	07 May	