

School Games Mark 2021/22 Key Findings



School Games Mark for the academic year 2021/22 looked and felt very different to previous iterations. However, that didn't stop schools from applying in their numbers and we are delighted with the reach of the award as a national benchmark to demonstrate schools' engagement in their local School Games offer. The simplified application was amended to reflect the desire of the school network to reinstate the differing levels. Questions were grouped around the five School Games outcomes. All partners are grateful to the network of schools and the support given by the SGOs and are delighted with the responses, a summary of which can be found below.

Reach

There were a total of 7,981 SG Mark Awards given



965 Platinum



4,164 Gold



1,300 Silver

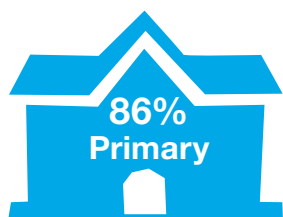


1,539 Bronze

13

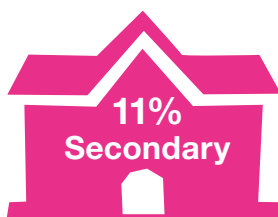
Unsuccessful

The majority of applicants were primary schools (86%)



86%
Primary

86% of schools who received a SGM award are primary schools



11%
Secondary

11% are secondary schools



2%
Special

2% are special schools



27
Alternative

27 schools are alternative provision settings, including 8 Pupil Referral Units

Intra competition

Top ten most frequent sports delivered within school were:



Inter competition

Top ten most frequent sports competitions that schools participated in for inter events were:

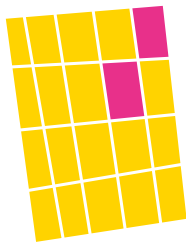


60 active minutes

The 3 most common ways to implement 60 active minutes were:



87%
Through the subject leader



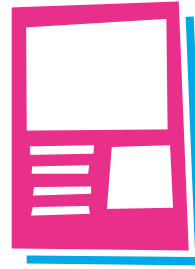
72%
Through mapping the timetable



63%
Through engaging senior leaders

Positive Experiences

The three most common ways to share competition intent with parents were:



77%
Newsletters



62%
Event Letters



50%
Website

Targeting Inequalities

The top two most common targeted cohorts of young people were:



59%
Pupil Premium



51%
Girls

PE and School Sport Provision



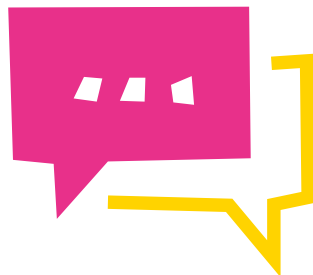
83%
of schools answered 'achieved' when asked if they provide 2hrs of timetabled PE* per week (within the curriculum only)

Pupil Voice and Co-creation

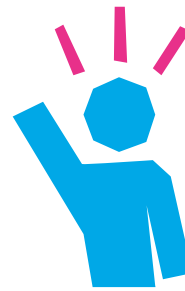
The four most common ways to engage young people were:



70%
Questionnaires



69%
Class Discussions



68%
Young Leaders



67%
School Council

If you would like to find out more information about your schools' responses then you can download a bespoke School Games Mark report for your area from your dashboard report.

*My school / education establishment provided all students in the Autumn, Spring and Summer term with two hours of timetabled Physical Education per week (within the curriculum only) and has extra curriculum provision inclusive of physical activity in addition to this – applicable to Years 3-11 only