

# School Games Mark

## 2021/22

Application window will open  
4th May 2022 until 27th July 2022



# School Games Mark

2021/22



With the evolution of the School Games gathering at a pace, we have taken the opportunity to review School Games Mark to ensure it still fit for purpose. It remains central that School Games Mark is a development tool that needs to help schools to effectively reflect on their engagement in the School Games and to also reflect on the difference that they are making for those young people that need to be physically active the most. We want this to be a clear and simple review tool that aids schools to make some informed decisions and allow School Games Organisers (SGOs) to get a better understanding of the schools that they work with needs. Based on feedback from the network of schools and SGOs we have looked to reinstate and refresh the levels of Bronze, Silver, Gold and Platinum for 2021/22 enabling those schools that want the stretch to do so whilst supporting all schools to benchmark their provision against a nationally recognised set of criteria.

**The purpose of School Games Mark remains constant;**  
To reward and recognise school's engagement (provision and uptake) in the School Games against a national benchmark and to celebrate keeping Young People active.

The **outcomes of School Games Mark** and the School Games are entwined. Schools will need to demonstrate how they are/have;

## **1 Maintaining and growing their school's engagement in the School Games and their delivery of 60 active minutes for every child**

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

## **2 Creating positive experiences to ensure physical activity and competition provision is designed to reflect the motivation, competence and confidence of their young people and has a clear intent**

Schools will need to demonstrate how they are targeting young people who need the intervention most (particularly but not exclusively those from low socio economic backgrounds, minority ethnic groups and SEND) to improve their physical literacy, social, emotional and physical wellbeing.

## **3 A clear focus on particular transition points (Yr.3 and Yr.7/8 as well as those in 3 tier systems) and how secondary schools are engaging in the School Games**

We want to continue to prioritise the engagement and delivery in secondary schools in the Schools Game's but we also want to recognise the impact in early KS2 and other transition points.

## **4 Create positive experiences that support the character development of their 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 Advocated to key stakeholders how the School Games makes a meaningful difference to the lives of children and young people, including engaging and educating their 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.

**Please consider how you will engage with your School Games Organiser to achieve the above outcomes**

# School Games Mark

## 2021/22



### Birmingham 2022 Commonwealth Games Legacy

For the academic year 2021/22 the School Games will be positioned to support the Birmingham 2022 Commonwealth Games Legacy (B2022 CWGs), this is something that your SGO will be driving but we are asking schools to consider this too. You will see questions relating to how you are positioning the B2022 CWGs as a tool to inspire and engage your young people and community in the School Games throughout the application.

### Award Levels

Following consultation with the network we are clear that not every school has the desire or time to undertake an extensive application nor are all schools keen to progress through the awards year on year – although we would strongly advocate this. For those schools that might have limited capacity the bronze award will be considered the entry level and demonstrate that they are providing and engaging their young people in high quality School Games opportunities, this will aid evidencing that they are an ‘actively engaged school’.

School Games Mark **Silver** and **Gold** are applicable to those schools that want to challenge themselves and demonstrate their progress over time against a national benchmark. For those schools that have been engaged over a number of years and or have previously attained School Games Mark **Platinum** they will be asked to demonstrate in more detail the impact and difference that they are making. Platinum is applicable to those schools that have attained that level of award before or have achieved School Games mark Gold for 4 consecutive years prior to academic year, so years 15/16, 16/17, 17/18, 18/19. If they attain the new gold standard this year then these schools will be eligible to access platinum in this round. The ‘application’ for Platinum schools will ‘open’ once a school has satisfied all the criterion for School Games Mark gold.

### The Process

Criteria will be published in the Autumn Term 2 to allow schools to work towards their desired criteria. To ensure that we are not adding to the bureaucracy of school, teacher workloads we will adhere to some of the lessons learned from last academic years approach and keep questions streamlined and maximise the use of drop-down boxes and limiting open ended responses.

After completing an application schools will be able to download their responses and they will be signposted to some top tips and other resources to help them on their development journey, this is akin to what the system has done in the past academic year and gives a SGO a further engagement point to discuss their development plan.

SGOs will need to verify their school’s applications for all levels of the award, a window will be set for this to happen which will be approx. two weeks after a school has submitted. SGOs will be required to leave some developmental comments to aid their school’s future progress.

Validation will take place at the end of the academic year with some leeway into September 2021 for those SGOs who don’t work over the summer. SGOs will retain the ability to downgrade and upgrade schools based on their ongoing conversations with their schools and their knowledge and evidence that they have seen previously.

**It remains that School Games Mark applications should not include any KS1 provision.**

# School Games Mark

## Bronze Criteria



All schools are required to add in the name and role of the person completing the form – all other information about the school will be pre-populated for schools to amend as needed.

- **We have worked with our SGO on at least 1 of the School Games outcomes (as listed above) this academic year.**

*This will be a y/n dropdown box. Your SGO will verify this so be clear in your mind when and how you have worked with them.*

- **We deliver one or more targeted opportunities for those young people who need it most through the School Games either through intra or inter competition/events.**

*Examples include but aren't restricted to; those young people who have suffered as a result of COVID either emotionally, socially, physically, those young people who do not participate in any after school opportunities, pupil premium, SEND etc.*

*This will be a y/n dropdown box. Your SGO will verify this and may ask to see evidence such as registers and or attendance at events.*

- **We believe in the vision and mission of the School Games and are committed to physical activity and delivering positive experiences;**

*This is about how the School Games can make a difference to those young people that are the least active and or addresses inequalities that some young people face through putting PE, School Sport, physical activity and play at the heart of school life. We want every young person to have a positive experience so that they want to do more. This for some young people will mean that we measure success in different ways so that its not always about being the tallest, fastest or strongest and that we prepare them effectively for competitions/events so that they can achieve their personal best.*

*This will be a y/n dropdown box. Your SGO will verify this and may ask to see evidence information that you share with parents for example.*

- **We have accessed our dashboard on [www.yourschoolgames.org](http://www.yourschoolgames.org)**

*This will be a y/n dropdown box. Your SGO will be able to see how active you have been on your dashboard. Via your dashboard there are opportunities for you to access resources, reflection tools, upload information, blog etc.*

- **We have used the power and inspiration of B2022 Commonwealth Games to engage our young people.**

*This will be a y/n dropdown box. There will be further dropdown boxes for you to evidence how you have achieved this – your responses will not affect your score.*

# School Games Mark Silver Criteria



## 1 Maintaining and growing your school's engagement in the School Games and your delivery of 60 active minutes for every child

**Your school has a clearly planned approach to 60 active minutes and in particular the 30 minutes that schools are driving within your own timetables.**

*This will be a y/n dropdown box. Your SGO will verify this and so you should be able to evidence how your school is adhering to the Chief Medical Officers recommendations. Tools such as the Active Schools Planner or other such tools would be good evidence as well as timetable overviews etc. This is about your provision over and above your timetabled Physical Education time this is about how you are encouraging your young people to be physically active across the school day and beyond. You will be asked via selecting some drop down boxes about some examples of what you are currently delivering – your responses will not affect your score.*

## 2 Creating positive experiences to ensure physical activity and competition provision is designed to reflect the motivation, competence and confidence of your young people and has a clear intent

**75% of your of your intra competition offer has clearly defined intent.**

*This will be a y/n dropdown box. Your SGO will verify this and so you should be able to evidence your timetable of intra competitions/ events over the year and what the difference is that you are trying to make to the young people through these. You will be asked via selecting some drop down boxes about some examples of intent examples that you are currently delivering – your responses will not affect your score. We also would like to know what sports/activities you are using to engage your young people, this will be a table where you will tick the relevant options for intra.*

**We have formalised ways of getting feedback from our young people after their inter competition/events experiences to support that we are on board with promoting positive experiences of competition/events.**

*This will be a y/n dropdown box. Your SGO will verify this and so you should be able to evidence your understanding of positive experiences and how you have put this into practice to ensure that young people aren't just being exposed to competitions/events coldly but that they are adequately prepared and know what to expect so that they can be their best. We also would like to know what sports/ activities you are using to engage your young people, this will be a table where you will tick the relevant options for inter.*

## 3 A clear focus on particular transition points (Yr.3 and Yr.7/8 as well as those in 3 tier systems) and how secondary schools are engaging in the School Games

**We understand which young people would benefit from some School Games interventions to aid their transition and have liaised with our SGO about these young people and potential opportunities.**

*This will be a y/n dropdown box. Your SGO will verify this and so you should be able to evidence which groups of young people would benefit most. You will be asked via selecting some drop down boxes about some examples of cohorts of young people that you are currently targeting and the types of interventions that you would like to see or are already engaged in – your responses will not affect your score and are optional.*

# School Games Mark Silver Criteria



## 4 Create positive experiences that support the character development of young people

**We have a clear process to engage and glean our young people's views on our school sport and physical activity offer.**

*This will be a y/n dropdown box. Your SGO will verify this and so you should be able to share your approach with them. You will be asked via selecting some drop down boxes about some examples of how you achieve this – your responses will not affect your score and are optional.*

## 5 Advocated to key stakeholders how the School Games makes a meaningful difference to the lives of children and young people, including engaging and educating their parents

**We communicate our School Games competition logistics to our parents.**

*This will be a y/n dropdown box. Your SGO will verify this and so you should be able to share your approach with them and evidence this. You will be asked via selecting some drop down boxes about some examples of how you achieve this – your responses will not affect your score and are optional.*

### B2022 CWGs Legacy

**We have used the power and inspiration of B2022 CWGs to engage our young people and we have seen an uptake in participation, especially from those facing the greatest inequalities as a result.**

*This will be a y/n dropdown box. There will be further dropdown boxes for you to evidence how you have achieved this as well as the opportunity for you to indicate if you would like to be a part of the more formal Legacy investment evaluation as led by Sport England.*

# School Games Mark

## Gold Criteria



### **1 Maintaining and growing your school's engagement in the School Games and your delivery of 60 active minutes for every child**

**You are delivering 30 active minutes for 50% of your school population and are tracking their 30 minutes take up (or not) beyond school.**

*This will be a y/n dropdown box. Your SGO will verify this and so you should be able to evidence how your school is adhering to the Chief Medical Officers recommendations. Tools such as the Active Schools Planner or other such tools would be good evidence as well as timetable overviews etc. This is about your provision over and above your timetabled Physical Education time this is about how you are encouraging your young people to be physically active across the school day and beyond. You will be asked via selecting some drop down boxes about some examples of what you are currently delivering and how you are tracking their engagement beyond school – your responses will not affect your score.*

### **2 Creating positive experiences to ensure physical activity and competition provision is designed to reflect the motivation, competence and confidence of your young people and has a clear intent**

**You have identified those young people that would benefit most from your intra competition offer and can evidence they are engaged in this.**

*This will be a y/n dropdown box. Your SGO will verify this and so you should be able to evidence your timetable of intra competitions/ events over the year and what the difference is that you are trying to make to the young people through these as well as the uptake and impact – did you achieve what you set out too? You will be asked via selecting some drop down boxes about some examples of intent examples that you are currently delivering – your responses will not affect your score. We also would like to know what sports/activities you are using to engage your young people, this will be a table where you will tick the relevant options for intra.*

**We provide opportunities for our young people to practice and prepare ahead of all their inter competition experience and give reflection time afterwards in line with positive experiences research.**

*This will be a y/n dropdown box. Your SGO will verify this and so you should be able to evidence your understanding of positive experiences and how you have put this into practice to ensure that young people aren't just being exposed to competitions/events coldly but that they are adequately prepared and know what to expect so that they can be their best. You will need to evidence these interventions. We also would like to know what sports/activities you are using to engage your young people, this will be a table where you will tick the relevant options for inter.*

### **3 A clear focus on particular transition points (Yr.3 and Yr.7/8 as well as those in 3 tier systems) and how secondary schools are engaging in the School Games**

**We understand which young people would benefit from some School Games interventions to aid their transition and have liaised with our SGO about these young people and potential opportunities.**

*This will be a y/n dropdown box. Your SGO will verify this and so you should be able to evidence which groups of young people would/ have benefited most. You will be asked via selecting some drop down boxes about some examples of cohorts of young people that you are currently targeting and the types of interventions that you would like to see or are already engaged in and the difference this has made to the young people – your responses will not affect your score and are optional.*

# School Games Mark

## Gold Criteria



### 4 Create positive experiences that support the character development of young people

**We have a formal structure to engage our young people through Sports Leaders, School Games Crews or Committees and use them to support our offer.**

*This will be a y/n dropdown box along with some numbers involved that you will need to input. There will be further drop down boxes to capture the type of leadership opportunity that you provide and how once engaged and trained these young people are helping you with your delivery of your School Games offer. Your SGO will verify this and so you should be able to share your approach with them. You will be asked via selecting some drop down boxes about some examples of how you achieve this – your responses will not affect your score and are optional.*

### 5 Advocated to key stakeholders how the School Games makes a meaningful difference to the lives of children and young people, including engaging and educating their parents

**We share with our parents our competition intent and ask the same of other external providers engaging with our school.**

*This will be a y/n dropdown box. Your SGO will verify this and so you should be able to share your approach with them and evidence this. You will be asked via selecting some drop down boxes about some examples of how you achieve this and what other providers you are engaging with – your responses will not affect your score and are optional.*

### B2022 CWGs Legacy

**We have used the power and inspiration of B2022 CWGs to engage our young people and parents and we have seen an uptake in participation especially from those facing the greatest inequalities as a result.**

*This will be a y/n dropdown box. There will be further dropdown boxes for you to evidence how you have achieved this as well as the opportunity for you to indicate if you would like to be a part of the more formal Legacy investment evaluation as led by Sport England.*



# School Games Mark Platinum



Having demonstrated that they have adhered and met the Gold standards and have 4 prior consecutive years of gold awards a school will automatically be eligible to apply for platinum.

We want to learn and gain some insights into where schools are in their engagement in the evolution of the School Games. We want to understand what it takes to be a fully engaged and committed school to help others on their journey of change. To that end we will look for some narrative from these schools to demonstrate the impact and meaningful difference they are making. In the first instance this will through a case study application, all applications received will also be 'entered' into our newly revamped Reward and Recognition Reward programme where schools will be in with a chance of gaining further recognition nationally.

Schools are asked to select one of the following areas and can submit this in a number of ways for example, some narrative written by a third party, a written case study (template supplied) video case study, through young people etc;

- **Demonstrate how you are engaging those young people that need it the most in the School Games and evidence how you know they are benefiting**
- **Demonstrate how you are a physically literate school and how this positively impacts on your young people**
- **Demonstrate how you are developing and co-creating your offer with your young people**
- **Demonstrate your understanding of young people's motivations and how you build this into your offer**
- **Demonstrate how you have embedded positive experiences of competition into offer and how this has made a difference to your uptake**
- **Demonstrate how have you ensured that you have developed and maintained 60 active minutes across your school.**

# Appendix 1



## About your School – non scoring

- School name (autofill)
- SGO name (autofill)
- Type of school inc size rage (autofil)
- Number of students on role years 3 – 13 (autofill)
- How many of these students are years 12 & 13 (autofill)
- Your Name (free box)
- Your role in school (dropdown)
- If you are not the PE lead please tell is your role here (drop down box)
- Number of Free School Meals (FSM) on roll (autofill)
- Number of Pupil Premium (PP) on roll (autofill)
- Number of Looked After Children (LAC) on roll (autofill)
- Number of English as a Second Language (ESL) on roll (autofill)
- Number of Special Educational Needs (SEND) on roll (autofill)

## Engagement with SGO – non scoring section

- Support from your SGO during the academic year with your own School Games provision over and above the competitions/events that you have engaged with
- Ongoing support from SGO over the academic year with 60 active minutes agenda (Likert scale)
- Any other comments on your school's engagement with your SGO or their School Games offer (free text box)

## Additional optional questions to support local and national conversations – non scoring section

Your school/educational establishment has provided all students in the Autumn, Spring and Summer term with two hours of timetabled Physical Education per week (within the curriculum only) and have extra curriculum provision inclusive of physical activity in addition to this – applicable to years 3 -11 only (non scoring tick box)

- Achieved
- Achieved 2 hrs through a combination of curriculum and extra curriculum provision
- Aspires to achieve this

Please list here if you use external providers within your curriculum provision (free text box)

Autumn term

Spring term

Autumn term