



## SCHOOL GAMES MARK 2017/18 CRITERIA

The School Games Mark is now in its 7th year and continues to reward schools and other educational establishments for their commitment to and development of competition, school sport, physical education and physical activity. The following criteria will help all institutions assess themselves across bronze, silver and gold levels of the award and, for those schools that can demonstrate a sustained high level of delivery, the Platinum award.

School Games Mark is directly linked to a schools engagement in the School Games. This needs to reflect a broad and balanced offer that actively encourages those young people that aren't currently engaged or who are engaged less often. This isn't about provision for a small cohort of young people but needs to consider ALL the school's population.

**In order to achieve any level of the School Games Mark, schools and educational establishments for the academic year 2017/18 must meet the following prerequisites for young people in years 3-13:**

### Increasing Engagement in School Games

- Have a system in place to track young people's participation in the School Games inclusive of physical activity.
- Have opportunities that attract less active young people to participate in physical activity.
- Have completed the Inclusive Health Check tool as accessed on your school's dashboard on [www.yourschoolgames.com](http://www.yourschoolgames.com).
- Have a member of staff who has actively engaged with their School Games organiser (SGO) as part of their Physical Activity CPD.
- **Primary Schools Only** – Have registered on [www.activeschoolplanner.org](http://www.activeschoolplanner.org).
- Have positioned 'personal challenge' as a key component of your School Games provision.

### Developing Competitive Opportunities

- Have held or accessed a School Games Day that has a clear cultural component as a culmination of a year round competition programme.
- Registered a School Games Day date on your dashboard on [www.yourschoolgames.com](http://www.yourschoolgames.com).
- Have a calendar that demonstrates opportunities for all young people with SEND and other targeted groups particular to your school (for example BAME, Free School Meals, LGBT, Inactive) to take part in competitions and festivals.
- Have a notice board and/or in house school digital system that promotes School Games activity and uses social media for the same purpose.
- Have maximised the School Games Values or your School values to support the competition and festival experience for all young people.

**N.B School Games Mark applications should not include any KS1 provision and is not open to infant only schools.**

**Evidence will be required for all levels achieved and will be verified by your School Games Organiser – start your conversations now with your SGO.**

All queries for School Games Mark need to be directed to [info@yourschoolgames.com](mailto:info@yourschoolgames.com)



Please ensure that you involve your School Games Organiser in developing your application – it is their role to validate them so the more involved they are the better placed they are to validate.



## BRONZE LEVEL

To achieve BRONZE LEVEL, your school or educational setting must meet all of the prerequisites as well as the following:

### Increasing Engagement In School Games

- Plans in place to provide all students with two hours of Physical Education, school sport and physical activity per week inclusive of extra curriculum provision – *applicable to years 3-11 only.*
- Engage** at least 20% of pupils (5% for special schools/PRUs) in extracurricular sporting and physical activity every week – *applicable to years 3-11 only.*

### Developing Competitive Opportunities

- Use the School Games formats to provide the opportunity for both boys and girls to take part in the appropriate level of competition.

*NB boys only or girls only for single sex schools.*

	Personal Challenge /Digital Competition Level 0 – this is about young people's personal best	Intra School Sports Level 1 – this is within school competition i.e. class v class, house v house etc.	Inter School Sports Level 2 – school v school Pathway Competitions Development Competitions and Festivals
Primary school with a KS2 of up to 50 students	0	3	2
Primary school with a KS2 of 51 to 120 students	0	4	3
Primary school with KS2 of 121 to 499 students	0	5	3
Primary school with a KS2 of 500 or more	0	6	4
Secondary school of up to 500 students	0	6	4
Secondary schools of 501 – 1,499 students	0	8	6
Secondary schools of 1,500 students or more	0	10	7
FE Institution	0	5	3
Small special schools with a KS2-5 population of 50 or fewer students	0	1	1
Special school of 51 students or more	0	2	2
Pupil Referral Units	0	1	1

### Workforce – Broadening The Range Of Opportunities

- Engage at least 5% of students (2% for PRUs/FE Colleges) in leading, managing and officiating in School Games activity.

*N.B School Games Mark applications should not include any KS1 provision.*



Please ensure that you involve your School Games Organiser in developing your application – it is their role to validate them so the more involved they are the better placed they are to validate.



## SILVER LEVEL

To achieve SILVER LEVEL, your school or educational setting must meet all of the prerequisites as well as the following:

### Increasing Engagement In School Games

- Provide all students with two hours of Physical Education, school sport and physical activity per week (made up of curricular and extra curriculum activity) – *applicable to years 3 -11 only.*
- **Engage** at least 35% of pupils (10% for special schools/PRUs) in extracurricular sporting and physical activity every week – *applicable to years 3-11 only.*
- Over the course of the academic year, have targeted provision for those least active young people in your school and a minimum take up of at least 10% from those identified as least active at the start of the the academic year. This take up needs to be sustained over a term – *applicable to years 3-11 only.*

### Developing Competitive Opportunities

- Use the School Games formats to provide the opportunity for both boys and girls to take part in age and stage appropriate level of competition.

*NB boys only or girls only for single sex schools.*

	<b>Personal Challenge /Digital Competition</b> Level 0 – this is about young people's personal best	<b>Intra School Sports</b> Level 1 – this is within school competition i.e. class v class, house v house etc.	<b>Inter School Sports</b> Level 2 – school v school Pathway Competitions Development Competitions and Festivals
Primary school with a KS2 of up to 50 students	1	4	3
Primary school with a KS2 of 51 to 120 students	1	5	4
Primary school with KS2 of 121 to 499 students	1	6	4
Primary school with a KS2 of 500 or more	1	7	5
Secondary school of up to 500 students	1	7	5
Secondary schools of 501 – 1,499 students	1	9	7
Secondary schools of 1,500 students or more	1	12	8
FE Institution	1	7	5
Small special schools with a KS2-5 population of 50 or fewer students	1	2	1
Special school of 51 students of more	1	3	2
Pupil Referral Unit	1	2	1





## SILVER LEVEL

To achieve SILVER LEVEL, your school or educational setting must meet all of the prerequisites as well as the following:

- Use the School Games formats to provide the opportunity through inter-school competition (Level 2) for both boys and girls to take part in B team standard competition.

*NB boys only or girls only for single sex schools.*

	'B' Teams
Primary school with a KS2 of up to 50 students	N/A
Primary school with a KS2 of 51 to 120 students	1
Primary school with KS2 of 121 to 499 students	2
Primary school with a KS2 of 500 or more	2
Secondary school of up to 500 students	1
Secondary schools of 501 – 1,499 students	2
Secondary schools of 1,500 students or more	3
FE Institution	2
Small special schools with a KS2-5 population of 50 or fewer students	N/A
Special school of 51 students or more	N/A
Pupil Referral Unit	N/A

- Promote the School Games inclusive of physical activity to parents and the local community at least once every half term using newsletters, website, social media and local press.

### Workforce – Broadening The Range Of Opportunities

- Engage a representative group of students within and beyond the curriculum in leading, managing and officiating in School Games activity. (10% for schools/special schools and 4% for FE/PRUs)
- Engage students in the planning and development of School Games activity through student voice.
- **Primary Only** Have completed the self review tool on [www.activeschoolplanner.org](http://www.activeschoolplanner.org)
- Utilise sports coaches to support school sport and physical activity that compliments your School Games Organisers (SGO) School Games provision.

### Increasing and Sustaining Participation

- Have active links with at least three local community and pathways sport/physical activity and leisure providers e.g. sport clubs, leisure centres, youth centres etc (one for special schools/N/A for PRUs) where the link is a signposting function (posters/assemblies etc) including one where the relationship is about the provider delivering taster sessions on site or the school/educational including one (N/A Special Schools/PRUs) where institute is a partner host site for the activity and young people are actively engaged to attend. Simply letting your facility to a club does not constitute a link.

*N.B School Games Mark applications should not include any KS1 provision.*

Please ensure that you involve your School Games Organiser in developing your application – it is their role to validate them so the more involved they are the better placed they are to validate.



## GOLD LEVEL

To achieve GOLD LEVEL, your school or educational setting must meet all of the prerequisites as well as the following:

*N.B if you achieved Platinum in 2016/17 then you do not need to apply for Gold in 2017/18 as you were awarded for two years.*

### Increasing Engagement in School Games

- Provide all students 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.*
- **Engage** at least 50% of pupils (20% for special schools/PRUs) in extracurricular sporting and physical activity every week – *applicable to years 3 -11 only.*
- Over the course of the academic year, have targeted provision for those least active young people in your school and a minimum take up of at least 15% from those identified as least active at the start of the academic year. This take up needs to be sustained over a term – *applicable to years 3 -11 only.*

### Developing Competitive Opportunities

- Use the School Games formats to provide the opportunity for both boys and girls to take part in the appropriate level of competition.

*NB boys only or girls only for single sex schools.*

	<b>Personal Challenge /Digital Competition</b> Level 0 – this is about young people's personal best	<b>Intra School Sports</b> Level 1 – this is within school competition i.e. class v class, house v house etc.	<b>Inter School Sports</b> Level 2 – school v school Pathway Competitions Development Competitions and Festivals
Primary school with a KS2 of up to 50 students	2	5	4
Primary school with a KS2 of 51 to 120 students	2	7	6
Primary school with KS2 of 121 to 499 students	2	8	6
Primary school with a KS2 of 500 or more	2	9	7
Secondary school of up to 500 students	2	9	7
Secondary schools of 501 – 1,499 students	2	11	9
Secondary schools of 1,500 students or more	2	14	10
FE Institution	2	9	7
Small special schools with a KS2-5 population of 50 or fewer students	2	3	2
Special school of 51 students or more	2	4	3
Pupil Referral Unit	2	3	2



# GOLD LEVEL

To achieve GOLD LEVEL, your school or educational setting must meet all of the prerequisites as well as the following:



- Use the School Games formats to provide the opportunity through inter-school competition (Level 2) for both boys and girls to take part in B and C team standard competition.

*NB boys only or girls only for single sex schools.*

	'B' Teams	'C' Teams
Primary school with a KS2 of up to 50 students	N/A	N/A
Primary school with a KS2 of 51 to 120 students	1	N/A
Primary school with KS2 of 121 to 499 students	3	1
Primary school with a KS2 of 500 or more	3	2
Secondary school of up to 500 students	2	1
Secondary schools of 501 – 1,499 students	3	2
Secondary schools of 1,500 students or more	4	2
FE Institution	4	2
Small special schools with a KS2-5 population of 50 or fewer students	N/A	N/A
Special school of 51 students or more	1	N/A
Pupil Referral Unit	N/A	N/A

- Promote the School Games inclusive of physical activity to parents and the local community at least once a fortnight using newsletters, website, social media and local press.

## Workforce – Broadening The Range Of Opportunities

- Every young person is provided the opportunity to learn to lead through curriculum PE as part of the lesson structure.
- Engage a representative group of students in leading, managing and officiating in School Games activity. (15% for schools/special schools and 6% for FE/PRUs)
- Have a School Sport Organising Committee or Crew in place that influences provision.
- Utilise sports coaches, volunteers or other providers to support school sport and physical activity delivery that complements your School Games Organiser's (SGO) provision.
- **Primary Only** – have completed the self review tool on [www.activeschoolplanner.org](http://www.activeschoolplanner.org) and can demonstrate some of the principles of an active school.
- Have active links with at least five local community and pathways sport/physical activity and leisure providers e.g. sport clubs, leisure centres, youth centres etc (two for special schools/N/A for PRUs) where the link is a signposting function (posters/assemblies etc) including of two (N/A Special Schools and PRUs) where the relationship is about the provider delivering taster sessions on site or the school/educational institute is a partner host site for the activity and young people are actively engaged to attend. Simply letting your facility to a club does not constitute a link.

## Increasing and Sustaining Participation

- Train and engage wider school staff in the delivery of school sport and physical activity.

*N.B School Games Mark applications should not include any KS1 provision.*

Please ensure that you involve your School Games Organiser when completing your application.



## PLATINUM LEVEL

To achieve the PLATINUM LEVEL in 2017/18, your educational setting must have successfully held a Gold award during the academic years 2013/14, 2014/15, 2015/16, 2016/17 consecutively and achieve Gold during 2017/18 as well demonstrating your school's achievements through case study evidence around one of the following areas:

- 1 How have you involved your pupils in planning and delivering your competition offer?**
- 2 How do you support exit routes for your young people into community activities?**
- 3 Have you demonstrated a holistic whole school approach to delivering physical activity in line with the Chief Medical Officer's (CMO) recommendation of a minimum of 60 active minutes a day?**

Please consider within your responses:

- What the outcome was for your school.
- How you set out to achieve this.
- What the impact has been on young people.
- What your three top tips would be for other schools to go about bringing this change.
- How you have engaged with your School Games Organiser.

All Platinum applications will need a supporting paragraph from your School Games Organiser and will then be verified externally.

All schools eligible to apply for Platinum need to do so as you apply for Gold; once your Gold application has been verified then we will look through your Platinum evidence.

All successful Platinum schools are awarded for two years and therefore schools who applied last year will not be required to undertake an application for either Gold or Platinum in the academic year 2017/18 and likewise successful schools in 2017/18 won't need to apply during 2018/19.

**For any queries please contact [info@yourschoolgames.com](mailto:info@yourschoolgames.com)**

