

School Games Organiser High Level KPIs



Following the School Games Review, recommendation ten states

High level KPIs should be established for SGOs, reported on, published and used as part of their performance management. This should be embedded as an award condition.

The below KPIs are the final version and will take effect from September 2017 for the 2017/18 Academic Year.

School Games Engagement

- % of schools actively engaged in School Games*
- % of schools applying for School Games Mark**

Competition

- Competition Calendars uploaded
- Deliver a minimum of 22 Events, of which there are;
 - a minimum of 10 Pathway Sports which provide a progression into County Final (Level 3) of which a minimum 3 inclusive Sports should be included
 - a minimum of 2 Level 2 Development Competitions (Development Competitions are competitions with no progression to Level 3)
 - a minimum of 2 Level 2 Festivals targeting Yr 3/4 (Festivals are inter school occasion which includes a rotation of skill based activities which challenge young people to achieve their personal best.

NB. The remainder of the c.8 events can be positioned appropriately at Level 2 to support the outcomes of the School Games.

Workforce

- Minimum of 45 young people supported and receiving ongoing training through a Leadership Academy
- Minimum 60% of Level 2 workforce is made up of young people (U18)

Participation and Pathways

- Every SGO to have 80% of their target Change 4 Life Clubs embedded
- Each SGO identify and engage a minimum of 8 community exit routes (sports club, leisure provider, youth club, outdoor activity provider)

Professional Measures

- SGO has completed all reporting
- SGO has attended all three networking event throughout the academic year (National, Regional and County event)

*sliding scale, total number of schools in SGO Area

0-19 schools = 90%
20-39 schools = 79%
40-59 schools = 75%
60-79 schools = 70%
80-99 schools = 63%
100-120 schools 60%

**sliding scale, total number of schools in SGO Area

0-19 schools = 70%
20-39 schools = 50%
40-59 schools = 45%
60-79 schools = 42%
80-99 schools = 37%
100-120 schools = 35%



Guidance Document SGO High Level KPIs



Below is a brief guidance document which has been produced to provide further clarity on certain terms.

School Games Engagement

a. 'Actively' Involved in School Games — A school is registered on the School Games website, enters a minimum of 2 Inter school competitions (L2) NB. This data will be collected via SGO competition Calendars.

Competition

a. 'Pathway Competitions' — An inter school competition where the winners feed into the County Final (Level3). These competitions must adhere to the NGB Priority formats, and the target audience should be defined by the LOC to ensure that when participants reach the County Final they are competing against those of a similar experience/ability. SGO's are required to include minimum of three inclusive pathway sports.

b. 'Development Competitions' — An inter school competition where there is no pathway to the county final. The purpose of these events can be established locally with the key philosophy being there is a clear and mutually agreed reason for the sport/activities inclusion in an SGO Calendar of Competition and it is supporting the engagement of different Young People e.g. B/C Teams, new sport, those not previously engaged in competition. NGB formats should be adhered to and consideration should be given to the delivery approach/environment e.g. Round Robin / Ladder/ Knock Out.

c. Festival (Yr.3/4) — An inter school occasion which includes a rotation of skill based activities which challenge young people to achieve their personal best e.g. jumping, throwing, catching, skipping, racket skills, combat, adventure, target themed. Support and guidance will be developed to deliver Multi Skill festivals, including activities involved and support for delivery.

Workforce

a. Leadership Academy — this will continue to focus on a committed group of 45 Young People that receive ongoing training, support and deployment opportunities these can be from across the key stages.

b. Inter School Workforce (Level 2) — with an increased need to promote 'different' young people accessing volunteering in sport, school level opportunities become a crucial part. This % target will require data capture on the overall workforce supporting Inter School (Level 2) events taking place.

Participation and Pathways

a. — As with current guidance, this relates to a club that is student led and targets young people for a specific need e.g. increasing physical activity, social skills, low confidence that do not access the traditional sporting offer. The Clubs can be part of before school, lunch time or after school and are a positive way to contribute to schools achieving 30 Active Minutes

