

SUPPORTING INFORMATION FOR ALL SCHOOLS 2013/14

Sainsbury's
**SCHOOL
GAMES**



The following information will support your school in applying for the Sainsbury's School Games Kitemark by outlining and explaining the prerequisites and providing some ideas on what evidence you will require to support your application, and programmes/resources which your school can access to fulfil the criteria.

Please note that the Sainsbury's School Games Kitemark is only applicable to Years 3 to 13 (Years 1 and 2 are not included).



Supporting information for all schools

Criteria: Prerequisites for all levels	Interpreting the criteria	Possible evidence	YST programmes/resources to support this area
Participation			
A system in place to track young people's participation in the Sainsbury's School Games	A paper-based or electronic system that allows your school to track students' participation in the Sainsbury's School Games. This does not need to be hi-tech, but has to be able to support schools to create strategies to increase participation.	<ul style="list-style-type: none"> Registers Databases SIMs system or equivalent Student record of achievement 	<ul style="list-style-type: none"> Sainsbury's School Games website, www.yourschoolgames.com
Opportunities which attract less-active young people to participate in physical activity	There is an increasing number of young people of all ages that are not engaging with PE and sport opportunities in school and are therefore classed as less active. There are also various reasons for inactivity relating to health, social, cultural and physical issues that will need to be overcome to increase physical activity through PE and school-sport interventions and change attitudes towards healthy, active lifestyles.	<ul style="list-style-type: none"> List of opportunities available to less-active young people (e.g. Change4Life Sports Clubs) Knowledge, or copy, of whole-school physical-activity policy to support this area Change4Life Sports Club evaluations and case studies Registers for after-school clubs for the less active Detail of how the less active are targeted and signposted to opportunities Evidence of reference to Student Voice and adapting programmes based upon the demand of students, e.g. student survey, School Sport Organising Committee/Crew 	<ul style="list-style-type: none"> Change4Life Sports Clubs Matalan yoUR Activity Sky Sports Living for Sport competition in PE resource on the School Games website, www.yourschoolgames.com Primary Active Leaders Young Ambassadors Volunteering opportunities – club coach/official/manager School Games website, www.yourschoolgames.com
Competition			
Held a Sainsbury's School Games Day as the culmination of a year-round competition programme	<p>Level 1 of the Sainsbury's School Games builds on a school's existing work to offer students a year-round programme of regular intra-school competition (Level 1) in a number of sports. This culminates in a Sainsbury's School Games Day: the ultimate school sports day.</p> <p>Schools are not allowed to count their annual sports day as a School Games Day unless the event has been formatted to encompass the three key themes of culture, celebration and inclusion.</p>	<ul style="list-style-type: none"> Photos Videos Programme of activity Sainsbury's School Games website (uploading of event details and blogs) Notice boards School's own website Blog 	<ul style="list-style-type: none"> Level 1 primary and secondary school resources on the School Games website, www.yourschoolgames.com Challenge and competition cards Examples of Level 1 School Games Days and case studies from the pilot areas www.yourschoolgames.com

Competition continues on next page

Supporting information for all schools

Criteria: Prerequisites for all levels	Interpreting the criteria	Possible evidence	YST programmes/resources to support this area
Competition <i>continued</i>			
A calendar of competition that demonstrates opportunities for young people with SEN to take part in competitive sporting activity	<p>An annual or termly calendar that shows the sports competitions that your school is involved in. This can be in paper format or online (via Outlook, etc).</p> <p>Young people with SEN are those who:</p> <ul style="list-style-type: none"> • have a specific type of impairment; • are recognised as having a special educational need; • cannot access the mainstream format/competition; • will benefit from playing inclusive formats and • have not represented their school at Level 2. 	<ul style="list-style-type: none"> • Sainsbury's School Games competition calendars • Website demonstrating fixtures • Results • Newsletters • Photos • Videos • Notice boards • Blogs 	<ul style="list-style-type: none"> • Inclusive sports formats • Project Ability schools • TOP Sportsability • School Games website, www.yourschoolgames.com
A notice board promoting Sainsbury's School Games activity	This needs to be a formal, branded Sainsbury's School Games notice board, NOT a notice board for the promotion of PE. Good examples of content for the Sainsbury's School Games notice boards could include: competition calendars, results, team sheets, logos, photos, details of School Sport Organising Committees/Crews and information about the Kitemark award for the previous year.	<ul style="list-style-type: none"> • Photos 	<ul style="list-style-type: none"> • School Games website, www.yourschoolgames.com
Criteria: BRONZE	Interpreting the criteria	Possible evidence	YST programmes/resources to support this area
Participation			
Aspire to provide two hours of PE to all students per week	<p>All schools should ensure that students have access to a high-quality PE experience. Within this, schools should be aspiring to two hours of curriculum provision.</p> <p>'Aspiring' means the school has planned intentions to deliver two hours of PE per week in the future.</p> <p>This criterion does NOT apply to Years 12 and 13.</p>	<ul style="list-style-type: none"> • School timetable • Governors' minutes • PE/school longer-term plans/strategies 	<ul style="list-style-type: none"> • Bupa Start to Move • Matalan TOP Sport competition in PE resource on School Games website, www.yourschoolgames.com • Learning Leaders • Primary Active Leaders

Bronze Participation continues on next page

Supporting information for all schools

Criteria: BRONZE	Interpreting the criteria	Possible evidence	YST programmes/resources to support this area
Participation <i>continued</i>			
Engage at least 20% of students in extracurricular sporting activity every week	<p>Extracurricular activity is any sporting activity that takes place above and beyond the curriculum. This includes before school, lunchtime and after school hours.</p> <p>This provision can be wider than the Sainsbury's School Games sports formats.</p> <p>This criterion is only applicable to Years 3 to 11.</p> <p>The percentage calculation is based on the number of spaces taken up within extracurricular activity, and not individual students. Example: if you have 160 young people attending sessions per week and 500 students on your school roll, then $160 \div 500 \times 100 = 32\%$</p>	<ul style="list-style-type: none"> Registers of young people taking part Examples of opportunities targeting specific groups of students Extracurricular programme of activity Promotional material regarding activity 	<ul style="list-style-type: none"> School sport clubs Y6/7 transition clubs Primary Active Leaders Young Ambassadors Volunteering opportunities – club coach/official/manager Change4Life Sports Clubs School Games website, www.yourschoolgames.com
Competition			
Use the Sainsbury's School Games formats to provide the opportunity for both boys and girls to take part in the appropriate level of competition	<p>Schools can only include competition formats from the 38 Sainsbury's School Games sports.</p> <p>If your school is single sex, this criterion is only required for boys only or girls only.</p>	<ul style="list-style-type: none"> Calendar of competition and/or fixture lists Festival and celebration events 	<ul style="list-style-type: none"> School Games website, www.yourschoolgames.com
Workforce			
Engage at least 5% of students in leading, managing and officiating Sainsbury's School Games activity	<p>Leading – young people promoting, organising, reporting on or preparing their peers for School Games competitions</p> <p>Managing – young people managing teams of students involved in School Games competitions</p> <p>Officiating – young people undertaking the role of an official, which includes scoring, timekeeping and results reporting in School Games competitions.</p> <p>This criterion is applicable to Years 3 to 13.</p> <p>Example of percentage calculation: if you have 50 young people leading, managing and officiating per week and 500 students on your school roll, then $50 \div 500 \times 100 = 10\%$</p>	<ul style="list-style-type: none"> Photos Videos Personal journeys/case studies Evidence of volunteering hours Blogs on School Games website News articles 	<ul style="list-style-type: none"> Young Ambassador programme (Bronze, Silver, Gold and Platinum Ambassadors) Step into Sport Volunteer Passport Primary Active Leaders Coach/official scholarships SGO volunteer workforce offer Links with LCV Lead Schools School Games website, www.yourschoolgames.com

Supporting information for all schools

Criteria: SILVER ONLY	Interpreting the criteria	Possible evidence	YST programmes/resources to support this area
Participation			
Provide all students with two hours of PE and school sport per week (made up of curricular and extracurricular activity)	<p>All schools should ensure that their young people have access to a high-quality PE experience. Within this, schools should be delivering two hours of provision through a combination of curricular and extracurricular (before school, lunchtime and after school) opportunities for all students. For example, some schools have one hour and 50 minutes of timetabled curriculum time for PE, which is 'topped up' to two hours or more through activities such as 'wake and shake' for all pupils or every student being required to take part in at least one session of extracurricular physical activity per week.</p> <p>This criterion does NOT apply to Years 12 and 13.</p>	<ul style="list-style-type: none"> • School timetable • Extracurricular programme • School website • PE/school longer-term plans/strategies 	<ul style="list-style-type: none"> • Bupa Start to Move • Matalan TOP Sport • Learning Leaders competition in PE resource on School Games website, www.yourschoolgames.com • PE Change Teams
Engage at least 35% of students in extracurricular sporting activity every week	<p>Extracurricular activity is any sporting activity that takes place above and beyond the curriculum. This includes before school, lunchtime and after school hours.</p> <p>This provision can be wider than the Sainsbury's School Games sports formats.</p> <p>This criterion is only applicable to Years 3 to 11.</p> <p>The percentage calculation is based on the number of spaces taken up within extracurricular activity, and not individual students. Example: if you have 200 young people attending sessions per week and 500 students on your school roll (Years 3-13), then $200 \div 500 \times 100 = 40\%$</p>	<ul style="list-style-type: none"> • Registers of young people taking part • Examples of opportunities targeting specific groups of students • Extracurricular programme of activity • Promotional material regarding activity 	<ul style="list-style-type: none"> • School sport clubs • Y6/7 transition clubs • Primary Active Leaders • Young Ambassadors • Volunteering opportunities – club coach/official/manager • Change4Life Sports Clubs • School Games website, www.yourschoolgames.com
Competition			
Use the Sainsbury's School Games formats to provide the opportunity for both boys and girls to take part in the appropriate level of competition	<p>Schools can only include competition formats from the 38 Sainsbury's School Games sports.</p> <p>If your school is single sex, this criterion is only required for boys only or girls only.</p>	<ul style="list-style-type: none"> • Calendar of competition and/or fixture lists 	<ul style="list-style-type: none"> • School Games website, www.yourschoolgames.com

Supporting information for all schools

Criteria: SILVER ONLY	Interpreting the criteria	Possible evidence	YST programmes/resources to support this area
Competition <i>continued</i>			
Use the Sainsbury's 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	<p>Schools can only include competition formats from the 38 Sainsbury's School Games sports.</p> <p>If your school is single sex, this criterion is only required for boys only or girls only.</p> <p>The Sainsbury's School Games aspires to provide young people with depth of opportunity in competition. Schools can provide 'B' teams in any of the 38 School Games formats. A 'B' -team is made up of students that may not have reached the 'A' -team standard.</p>	<ul style="list-style-type: none"> • Team sheets – for 'A' and 'B' teams • Fixture lists • Competition calendars • Video/photographic evidence • School website • Blogs 	<ul style="list-style-type: none"> • School Games website. www.yourschoolgames.com
Promote the Sainsbury's School Games to parents and the local community at least once every half term	Promotion of the Sainsbury's School Games is essential. Schools should use all appropriate mechanisms to do this.	<ul style="list-style-type: none"> • Photos • Press articles • Newsletters • Website • Social media • Parents/community notice boards • Headteacher updates/letters • Blogs 	<ul style="list-style-type: none"> • School Games website. www.yourschoolgames.com
Regularly feature match reports and competition results on the school website and in the local press	Promotion of the Sainsbury's School Games is essential. Schools should use all appropriate mechanisms to do this, using the Sainsbury's School Games brand wherever possible.	<ul style="list-style-type: none"> • Copies of articles and web stories 	<ul style="list-style-type: none"> • School Games website. www.yourschoolgames.com
Workforce			
Engage at least 10% of students in leading, managing and officiating Sainsbury's School Games activity	<p>Leading – young people promoting, organising or preparing their peers for School Games competitions.</p> <p>Managing – young people managing teams of young people involved in School Games competitions.</p> <p>Officiating – young people undertaking the role of an official, which includes scoring, timekeeping and results reporting in School Games competitions.</p> <p>This criteria is only applicable to Years 3 to 13.</p> <p>If you have 50 pupils leading, managing and officiating per week and 500 pupils on your school roll (Years 3-13), $50 \div 500 \times 100 = 10\%$</p>	<ul style="list-style-type: none"> • Photos • Videos • Personal journeys/case studies • Evidence of volunteering hours • News articles 	<ul style="list-style-type: none"> • Young Ambassador programme (Bronze, Silver, Gold and Platinum Ambassadors) • Step into Sport volunteer passport • Primary Active Leaders • Coach/official scholarships • SGO volunteer workforce offer • Links with LCV Lead Schools • School Games website. www.yourschoolgames.com

Supporting information for all schools

Criteria: SILVER ONLY	Interpreting the criteria	Possible evidence	YST programmes/resources to support this area
Workforce <i>continued</i>			
Engage students in the planning and development of Sainsbury's School Games activity	<p>Schools should actively engage their young people in planning, developing and delivering Sainsbury's School Games activity.</p> <p>At Silver level, this does not need to come in the form of a School Games Organising Committee or Crew, but should be a group or forum which represents the views of young people/student voice.</p>	<ul style="list-style-type: none"> • Information on student councils, School Sport Organising Committee/Crews (SSOCs) • Minutes from meetings • Promotion of the activity, e.g. photos of young people 	<ul style="list-style-type: none"> • School Sport Organising Committee training via the School Games website www.yourschoolgames.com • School Sport Organising Committee/Crew primary and secondary school guidance on the School Games website • PE Change Teams
Utilise sports coaches to support school sport	<p>School sport takes place outside of the curriculum (before school, lunchtime and after school) and is inclusive of competition.</p> <p>Coaches need to have the appropriate knowledge and understanding to work in school sport.</p>	<ul style="list-style-type: none"> • Register of coaches/contact details and sports • Discussion with young people about the support they receive from coaches • Evidence of coaches undertaking appropriate CPD and inductions to ensure they have the appropriate knowledge to work in the school-sport setting 	<ul style="list-style-type: none"> • School sport clubs • Y6/7 transition clubs • Coaching in School Sport e-learning modules • School Games website, www.yourschoolgames.com
Clubs			
Have active links with at least three local sports clubs	<p>A school-club link is an agreement between a school and a community-based sports club to work together to:</p> <ul style="list-style-type: none"> - Meet the needs of all young people, whether they want to get involved: <ul style="list-style-type: none"> • as an elite performer; • to enjoy sport and develop their skills; • for social or recreational reasons; • to maintain or develop their fitness; • as a young leader or coach; • as a club officer. - Provide new and varied opportunities for young people - Help young people to realise their ambitions in sport by providing pathways for them to follow - Agree good standards of provision and put in place quality controls, and club and school developments, to ensure that standards remain high. 	<ul style="list-style-type: none"> • List of clubs/contacts and rationale for link, e.g. club coaches within school • Promotional material to support these links, e.g. posters • Registers of young people that have taken the pathway from school to club 	<ul style="list-style-type: none"> • School Games website, www.yourschoolgames.com

Silver Clubs continues on next page

Supporting information for all schools

Criteria: SILVER ONLY	Interpreting the criteria	Possible evidence	YST programmes/resources to support this area
Clubs <i>continued</i>			
	<p>The following should be considered in your honest assessment of these links:</p> <ul style="list-style-type: none"> - Are young people from your school actively supported to transition into this club? - Is your school part of the club's (clubmark or equivalent) accredited school-club link agreement with their NGB? - Does the club interact directly with the school, for example by supporting coaching of teams or the provision of equipment, kit or venue? - Does the club run sessions or a satellite club with your school? 		
Criteria: GOLD ONLY	Interpreting the criteria	Possible evidence	YST programmes/resources to support this area
Participation			
Provide all students with two hours of PE per week (within the curriculum only)	<p>All schools should ensure that their young people have access to a high-quality PE experience. Within this, schools should be delivering two hours of timetabled curriculum PE each week.</p> <p>This criterion does NOT apply to Years 12 and 13.</p>	<ul style="list-style-type: none"> • School timetable/Curriculum map 	<ul style="list-style-type: none"> • Bupa Start to Move • Matalan TOP Sport • Learning Leaders competition in PE resource on School Games website • Primary Active Leaders • Quality Mark self-review tool
Engage at least 50% of students in extracurricular sporting activity every week	<p>Extracurricular activity is any sporting activity that takes place above and beyond the curriculum. This includes before school, lunchtime and after school hours.</p> <p>This provision can be wider than the Sainsbury's School Games sports formats.</p> <p>This criterion is only applicable to Years 3 to 11.</p> <p>The percentage calculation is based on the number of spaces taken up within extracurricular activity, and not individual students.</p> <p>Example: if you have 250 young people attending sessions per week and 500 students on your school roll (Years 3 to 13), then $250 \div 500 \times 100 = 50\%$</p>	<ul style="list-style-type: none"> • Registers of young people taking part • Examples of opportunities targeting specific groups of students • Extracurricular programme of activity • Promotional material regarding activity 	<ul style="list-style-type: none"> • School sport clubs • Y6/7 transition clubs • Primary Active Leaders • Young Ambassadors • Volunteering opportunities – club coach/official/manager • Change4Life Sports Clubs • School Games website, www.yourschoolgames.com

Gold Participation continues on next page

Supporting information for all schools

Criteria: GOLD ONLY	Interpreting the criteria	Possible evidence	YST programmes/resources to support this area
Participation – The provision of support for talented young sports people			
Secondary criteria – offer talented young sports people specific support to help them to balance their sporting commitments with school and home life	Talented young sports people face specific challenges in managing their workload and the scheduling of their lives, and therefore may require help in doing so. Schools are able to access programmes of assistance to deliver this to a high standard and through Gifted & Talented policies can create support systems.	<ul style="list-style-type: none"> • Register of young people and their sporting talent, including the types of sport • Copy of school policy around this area of support and detail of support programme • Names of young people on the Gifted & Talented Register and the schedule of specific support activities for them 	<ul style="list-style-type: none"> • Junior Athlete Education (JAE) • Performance Parent • School Games website, www.yourschoolgames.com
Primary criteria – offer talented young sports people specific support to help them to develop their sporting potential	Talented young sports people face specific challenges in managing their workload and the scheduling of their lives, and therefore may require help in doing so. The development of a comprehensive policy to assist Gifted & Talented students will support this.	<ul style="list-style-type: none"> • Knowledge of school policy around this area of support • Names of young people on the Gifted & Talented Register and the schedule of specific support activities for them 	<ul style="list-style-type: none"> • Performance Parent • School Games website, www.yourschoolgames.com
Competition			
Use the Sainsbury's School Games formats to provide the opportunity for both boys and girls to take part in the appropriate level of competition	<p>Schools can only include competition formats from the 38 Sainsbury's School Games sports.</p> <p>If your school is single sex, this criterion is only required for boys only or girls only.</p>	<ul style="list-style-type: none"> • Calendar of competition and/or fixture lists 	<ul style="list-style-type: none"> • School Games website, www.yourschoolgames.com
Use the Sainsbury's 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	<p>Schools can only include competition formats from the 38 Sainsbury's School Games sports.</p> <p>If your school is single sex, this criterion is only required for boys only or girls only.</p> <p>The Sainsbury's School Games aspires to provide young people with depth of opportunity in competition. Schools can provide 'B' teams in any of the 38 School Games formats. A 'B' team is made up of students that may not have reached the 'A' -team standard. This is the same for 'C' teams.</p>	<ul style="list-style-type: none"> • Team sheets – for 'A', 'B' and 'C' teams • Fixture lists • Competition calendars 	<ul style="list-style-type: none"> • School Games website, www.yourschoolgames.com

Supporting information for all schools

Criteria: GOLD ONLY	Interpreting the criteria	Possible evidence	YST programmes/resources to support this area
Competition <i>continued</i>			
Promote the Sainsbury's School Games to parents and the local community once a fortnight	Promotion of the Sainsbury's School Games is essential. Schools should use all appropriate mechanisms to do this.	<ul style="list-style-type: none"> • Photos • Press articles • Newsletters • Website • Tweets • Parent notice boards 	<ul style="list-style-type: none"> • School Games website, www.yourschoolgames.com
Regularly feature match reports and competition results on the school website and in the local press	Promotion of the Sainsbury's School Games is essential. Schools should use all appropriate mechanisms to do this, using the Sainsbury's School Games brand wherever possible	<ul style="list-style-type: none"> • Copies of articles and web stories 	<ul style="list-style-type: none"> • School Games website, www.yourschoolgames.com
Workforce			
Engage at least 20% of students in leading, managing and officiating Sainsbury's School Games activity	<p>Leading – young people promoting, organising or preparing their peers for School Games competitions</p> <p>Managing – young people managing teams of students involved in School Games competitions</p> <p>Officiating – young people undertaking the role of an official, which includes scoring, timekeeping and results reporting in School Games competitions</p> <p>This criterion is applicable to Years 3 to 13.</p> <p>Example: if you have 100 young people leading, managing and officiating per week and 500 students on your school roll (Years 3 to 13), then $100 \div 500 \times 100 = 20\%$</p>	<ul style="list-style-type: none"> • Photos • Videos • Personal journeys/case studies • Evidence of volunteering hours • Blogs on School Games website • News articles 	<ul style="list-style-type: none"> • Young Ambassador programme (Bronze, Silver, Gold and Platinum Ambassadors) • Step into Sport Volunteer Passport • Primary Active Leaders • Coach/official scholarships • SGO volunteer workforce offer • Links with LCV Lead Schools • School Games website, www.yourschoolgames.com

Supporting information for all schools

Criteria: GOLD ONLY	Interpreting the criteria	Possible evidence	YST programmes/resources to support this area
<p>Workforce <i>continued</i></p> <p>Have a School Sport Organising Committee or Crew in place</p>	<p>School Sport Organising Committees are groups of young people in a secondary school who join together to lead the planning and delivery of school sport clubs and intra-school competition programmes in their school. They influence and shape the school-sport offer for their peers through deciding on the types of competitions to be held, their structure and where and when they take place, making school sport more attractive and accessible for all young people.</p> <p>The same concept applies to primary schools, where the group of young people working together is known as the School Sport Organising Crew.</p> <p>School Sport Councils are also an equivalent term for these groups.</p>	<ul style="list-style-type: none"> • Information on student councils, School Sport Organising Committees/Crews • Minutes from meetings • Promotion of the activity, e.g. photos of young people • Videos made by students 	<ul style="list-style-type: none"> • School Sport Organising Committee training via the School Games website, www.yourschoolgames.com • School Sport Organising Committee/ Crew primary and secondary school guidance on the School Games website, www.yourschoolgames.com • School Sport Organising Committee/ Crew primary and secondary school case studies on the School Games website, www.yourschoolgames.com
<p>Utilise sports coaches to support school sport</p>	<p>School sport takes place outside of the curriculum (before school, lunchtime and after school) and is inclusive of competition. Coaches need to have the appropriate knowledge and understanding to work in school sport.</p> <p>The use of coaches to support school sport can be an effective means of providing more opportunities and linking schools to local clubs.</p>	<ul style="list-style-type: none"> • Register of coaches/contact details and sports • Promotional items • Discussion with young people about the support they receive from coaches • Evidence of coaches undertaking an induction and appropriate CPD to ensure they have the appropriate knowledge to work in the school-sport setting • Links from school to club 	<ul style="list-style-type: none"> • School sport clubs • Y6/7 transition clubs • Coaching in School Sport e-learning modules • School Games website, www.yourschoolgames.com
<p>Train wider school staff to support school sport</p>	<p>Supporting school sport can involve taking on many roles, from direct delivery to officiating, managing teams, supporting young statisticians and reporters, as well as driving students to and from competitions. Training can take the form of an accredited course, in-house training for colleagues, webinar sessions or session observations, to name just a few.</p> <p>'Wider school staff' means all people employed by the school.</p>	<ul style="list-style-type: none"> • Course evidence, including staff lists • Staff comments/feedback • Case studies from staff 	<ul style="list-style-type: none"> • Change4Life primary school training • Change4Life secondary school training • Matalan • Bupa • Sainsbury's Active Kids for All Inclusive PE training • Team Manager Tutor Training • Inclusion Tutor Training

Supporting information for all schools

Criteria: GOLD ONLY	Interpreting the criteria	Possible evidence	YST programmes/resources to support this area
<p>Clubs</p> <p>Have active links with at least six local sports clubs</p>	<p>A school-club link is an agreement between a school and a community-based sports club to work together to:</p> <ul style="list-style-type: none"> - Meet the needs of all young people, whether they want to get involved: <ul style="list-style-type: none"> • as an elite performer; • to enjoy sport and develop their skills; • for social or recreational reasons; • to maintain or develop their fitness; • as a young leader or coach; • as a club officer. - Provide new and varied opportunities for young people - Help young people to realise their ambitions in sport by providing pathways for them to follow - Agree good standards of provision and put in place quality controls, and club and school developments, to ensure that standards remain high. <p>The following should be considered in your honest assessment of these links:</p> <ul style="list-style-type: none"> - Are young people from your school actively supported to transition into this club? - Is your school part of the club's (clubmark or equivalent) accredited school-club link agreement with their NGB? - Does the club interact directly with the school, for example by supporting the coaching of teams or the provision of equipment, kit or venue? - Does the club run sessions or a satellite club with your school? - Does a poster/advert for the club really constitute an active link? 	<ul style="list-style-type: none"> • List of clubs/contacts and rationale for link, e.g. club coaches within school • Promotional material to support these links, e.g. posters • Registers of young people that have taken the pathway from school to club 	<ul style="list-style-type: none"> • School Games website www.yourschoolgames.com

Frequently asked questions

Q: What type of school are we?

KM measurement	Type of school
Primary school with KS2 of up to 120 students	<ul style="list-style-type: none">• First school with Years 3 and 4• Primary school• Middle-deemed primary• Preparatory school• Primary-deemed Pupil Referral Unit NB: Data should not include Years 1 and 2
Primary school with KS2 of 121 students or more	
Secondary school of up to 500 students	<ul style="list-style-type: none">• Middle-deemed secondary• Upper school• Secondary school• Independent secondary school• Secondary-deemed Pupil Referral Unit
Secondary school of 501 students or more	
FE institution	All further education colleges
Special school	All special schools

Q: How will schools be able to access the Sainsbury's School Games Kitemark?

A: The criteria appear on www.yourschoolgames.com and can be accessed by logging on to your **Sainsbury's School Games dashboard**. The window for schools to apply opens on 04 June 2014 and will remain open until 01 October 2014. It has been indicated to SGOs, where time permits, that they will have a further two weeks to complete the verification of applications.

Q: Will certificates and logos be sent directly to schools or to SGOs?

A: Logos will be available to download from schools' own dashboards, which can be found in the logged-in area of the Sainsbury's School Games website. Certificates for all levels will be sent directly to schools, along with pennants and, where applicable, plaques (Gold only).

Q: What other collateral will be given to schools to celebrate their success?

A: All schools will receive a certificate, pennant and congratulatory letter signed by the Ministers from the Department for Health, Department for Education and Department for Culture, Media & Sport. In addition, all Gold schools will receive a plaque in recognition of their award.

Frequently asked questions continued

Q: When will schools be made aware of the level awarded?

A: As long as your school is not automatically selected for external validation, the application will be submitted to your SGO for verification prior to confirmation of the level achieved. We are advising SGOs that this should take two weeks for Bronze and Silver and slightly longer for Gold. You will receive a response from your SGO electronically. Following verification by the SGO, the school will then be able to access their logo via the Sainsbury's School Games website.

Schools selected for an external validation visit will not have their award confirmed until after this has taken place.

Q: Do we include our KS1 pupils in our calculations, as the Sainsbury's School Games is targeted at Years 3-13?

A: No. Given that the Sainsbury's School Games is targeted at Years 3-13, that is the scope of the Kitemark. It is unlikely that schools would be able to achieve the participation rates in KS1 that are required from the KS2 year groups as the Sainsbury's School Games does not have resources and formats aimed at KS1.

Schools are encouraged to deliver a rounded competition programme for KS1 that is appropriate to their age group and ability, but there is currently no measurement against this via the Sainsbury's School Games.

Q: As KS1 is not included in the Sainsbury's School Games, how can schools with Years 1 and 2 gain something in recognition of their work?

A: The Youth Sport Trust continues to support the development of primary school PE through a number of mechanisms and programmes. Schools can apply for the Youth Sport Trust Primary Quality Mark, for example. More information can be found on www.youthsporttrust.org

Q: We are a boys/girls-only school – how can we apply for the Sainsbury's School Games Kitemark given that the criteria refer to opportunities for both boys and girls?

A: The criteria ensure that as a single-sex school you are not penalised in any way, allowing you to field single-sex teams.

Q: The criteria state boys and girls in Level 1 (intra-school) and Level 2 (inter-school) sports. Does this mean single-sex teams or mixed?

A: It means single-sex teams, unless a format dictates otherwise. Schools are required to provide the indicated number of sports across boys and girls. (Unless, as stated in the criteria, they are a small or single-sex school)

Frequently asked questions continued

Q: Is the number of sports per year group or across all year groups?

A: It is across all year groups.

Q: Do the sports have to be Sainsbury's School Games sports?

A: Yes, the sports have to be from those listed on the Sainsbury's School Games website. There are 38 sports in total.

Q: Do all our competitions have to be part of the Sainsbury's School Games at Level 1 (intra-school) and Level 2 (inter-school)?

A: Yes they do. You can use any number of existing competitions that run locally and brand them as Sainsbury's School Games events. We understand that not all sports can be qualifiers to the Sainsbury's School Games Festival (Level 3), and therefore you may take part in some standalone events.

Q: Does the definition of 'competition format' mean at least three separate sports (e.g. netball, hockey and rugby) in any age group or does one sport in three different age groups count?

A: The definition of 'competition format' means separate sports.

Q: If a school has a Sixth Form, does this add to their cohort? For example, one secondary school has less than 500 students in Years 7-11, but would have more if their Sixth Form were to be taken into account.

A: As the Sainsbury's School Games is for all young people from Years 3-13, the Sixth Form adds to the cohort. The only exception to school cohorts is the number of pupils at KS1, as the Sainsbury's School Games is for students from Year 3 upwards. Years 12 and 13 are not included in the two-hour PE provision and extracurricular targets.

Q: How can we ensure that we engage our young SEN students appropriately?

A: This should be defined according to the school, the students that you have on roll and the relationships that you have with other delivery partners. Consider the following:

- Are students with SEN given the opportunity to indicate what competitions they'd like to take part in?
- Do you provide opportunities for your students with SEN to take part in intra-school competition (Level 1)?
- Do you provide opportunities for your students with SEN to take part in inter-school competition (Level 2)?

Frequently asked questions continued

1. Is this in standalone disability competitions?
 2. Is this in integrated competitions?
 3. Do you provide competitions in disability-specific sports that anyone can take part in?
- Do you link to your local Project Ability lead school?
 - Are students with SEN given the chance and support to excel in their sports?
 - Are the opportunities for leading, managing and officiating appropriate to your students?

Glossary

Q: What does 'evidence' mean in this context – what will we have to provide?

A: Schools applying for the Sainsbury's School Games Kitemark should be confident that, if selected for a validation interview and visit, the appropriate evidence against each of the criteria statements could be presented – whether through notice boards, timetables of the competition programme, providing a small group of team captains to be interviewed, meeting minutes etc.

Q: What is a School Sport Organising Committee/Crew?

A: All schools are encouraged to develop School Sport Organising Crews (primary) and School Sport Organising Committees (secondary). These are groups of young people who lead the planning and delivery of school sport clubs and intra-school competition (Level 1) programmes in their school.

They will influence and shape the school-sport offer for their peers through deciding on the types of competitions, their structure and where and when they take place, making school sport more attractive and accessible for all young people.

More information can be found by logging on to your school's dashboard on www.yourschoolgames.com and clicking on 'how to run a School Games Organising Committee or Crew' via the bulletin board.

If you have any further questions regarding the Sainsbury's School Games Kitemark, please email schoolgameskitemark@youthsporttrust.org

Can't log in? Email info@yourschoolgames.com