

Closing Date – Friday 20th November 2020



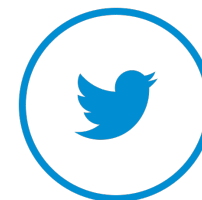
Follow the steps below
to get involved:

1. Familiarise your pupils with the challenges in the document below.
2. Pupils complete all 4 challenges - in school set bubble(s).
3. Inputted scores into the spreadsheet provided by SGO.
4. Submit your score as per the detail on the final page.
5. Ensure you complete all data reporting on the spreadsheet and return to your SGO by **Friday 20th November**.

KS2 FOOTBALL



**Tweet us with your
efforts using the
#CSWVirtualGames
and your area Twitter
handle below!**



North Solihull – Hollie Williams - @SolihullNorth

South Solihull – Julie Chrysostomou - @SSolihullSSP

Coventry East– Stu Davoile - @SGOCoventryEast

Coventry West – Danny Kingham - @SGOCoventryWest

Central Warwickshire – Ali Knight - @CWSchoolSport

Southern Warwickshire – Andy Sandford - @swschoolgames

Eastern Warwickshire – Ian Smart - @Harris_SSP

Northern Warwickshire – Rory Leggett - @Schoolgames_nw

SCHOOL GAMES MISSION

Keeping competitive sport at the heart of schools and provide more young people with the opportunity to compete and achieve their personal best.

KS2 FOOTBALL

PLANETS DRIBBLING

Equipment

- Ball
- Cones (x12)
- Stopwatch



How to

- Mark out a 1x1m square using 4 cones – this is the 'sun'.
- Around the sun, place another 8 cones in a line – these are the 8 planets in our solar system.
- The planets should be increasing distances from the sun: Mercury = **1m**, Venus = **2m**, Earth = **3m**, Mars = **4m**, Jupiter = **5m**, Saturn = **6m**, Uranus = **7m** and Neptune = **8m**.
- Starting at the sun, dribble your ball to a planet, go around it and then return back to the sun.
- You score points for each planet that you visit, and each planet is worth a different number of points: Mercury = **1 point**, Venus = **2 points**, Earth = **3 points**, Mars = **4 points**, Jupiter = **5 points**, Saturn = **6 points**, Uranus = **7 points** and Neptune = **8 points**.
- Each planet can only be visited once.
- Dribble to visit as many planets as you can in **45 seconds** scoring as many points as possible.

Scoring

- Add up the points for each planet you visited in **45 seconds**. Remember, you can only visit each planet once. **Top score = 36 points**.

TOP TIPS

Keep your eye on the ball.

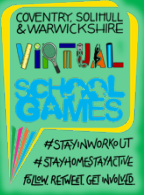
Keep the ball close to your feet for more control.

Plan the order you want to visit the planets.



Believe in yourself!
Can you visit all of
the planets?

KS2 FOOTBALL



TOP TIPS

Use the inside of your foot for an accurate pass.

Work with your partner to get the best score possible.

Use one-touch passes if you can.



Can you work collaboratively with a partner to get the highest score you can?



PASS MASTERS

Equipment

- Ball
- Cones (x8)
- Tape Measure
- Stopwatch

How to

- For this challenge you will be working in a team of two.
- Create two 2m x 2m boxes, 4m apart, and stand in your box opposite your partner.
- Player A passes the ball to Player B, and Player B controls it and returns it back.
- Continue this pattern and count how many times you can pass and control in **60 seconds**.
- Each time the ball is successfully received and controlled in your box you will score 1 point.
- If the ball is not controlled in the box the pass should not be counted as a point, for example if the ball rolls away or doesn't reach the box. If this happens, do not give up and do not stop the timer - retrieve it as quickly as possible, bring it back to your box and carry on with your score until the 60 seconds is up.

Scoring

- Working as a pair, count how many times you can accurately pass and control to one another in **60 seconds**. The total score is awarded to each player.

Video support – <https://youtu.be/WOWIVic3uY4>

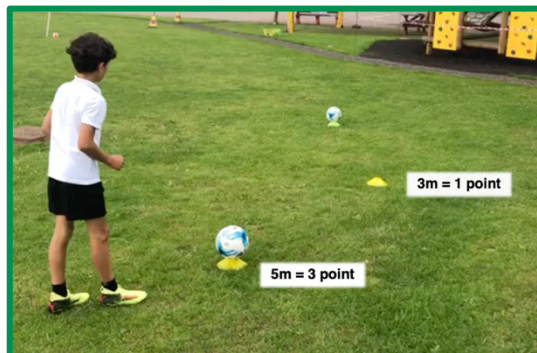


KS2 FOOTBALL

COCONUT SHY

Equipment

- Balls (x2)
- Cones (x3)



TOP TIPS

Focus on being as accurate as possible.

Take your time.

Review your effort each time - did you use the correct amount of force?

How to

- Place one of your balls on top of one of your cones – this is the coconut (target).
- Set up your 2 other cones 3m and 5m away from the coconut (see image).
- Stand at your chosen 3m or 5m cone, place your second ball just to the side, and kick the ball to try and knock down the coconut (see video).
- A successful shot from **3m** scores **1 point** and a successful shot from **5m** scores **3 points**.
- You can change markers for every shot if you want to.
- You have **5 attempts** to score as many points as you can.

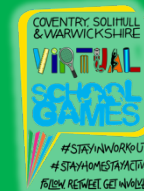
Scoring

- Add up the total number of points you score with your 5 shots. **Maximum score = 15 points.**



Giving 100% effort shows passion and supports achieving the highest score you can!

KS2 FOOTBALL



TOP TIPS

Use the insides of your feet.

Don't go too fast - try to get into a rhythm.

Keep your eyes on the ball.



HOT FEET

Equipment

- Ball
- Stopwatch

How to

- Stand in a space.
- Using the inside of your feet, push the ball from one foot to the other (left, right, left, right, and so on) as quickly as you can without losing control.
- Each time the ball touches one of your feet you score **1 point** (see video below for scoring clarification).
- You have **60 seconds** to score as many points as you can.
- If you lose control, do not give up and do not stop the timer - retrieve the ball and continue your score until your 60 seconds is up.

Scoring

- Count the number of times the ball touches one of your feet in 60 seconds.



Have you tried your hardest to achieve your best possible score?

Video support - <https://youtu.be/PFTqcb6thMI>



SCHOOL GAMES LEADERSHIP

The School Games provide an excellent opportunity to engage more and different young people in leadership roles. Below are some examples of the roles young people can engage with throughout this competition.

Planets Dribbling: Engage Leaders by...

- Using leaders to set up the cones and to demonstrate the task
- Using leaders to keep track of the planets the participant visits
- Using leaders to count and write down the points achieved
- Encouraging the participant to go around the cones properly
- Using leaders to replace/return any cones that are hit

Through The Gate: Engage Leaders by...

- Using leaders to time the activity
- Using leaders to count the number of successful passes achieved
- Using leaders to write scores down for participants
- Using leaders to demonstrate
- Using leaders to judge whether the ball goes through the gate

Coconut Shy: Engage Leaders by...

- Using leaders to set out the cones and to demonstrate the task
- Using leaders to put the ball back on the cone if it's successfully knocked off, and to return the kicking ball to the participant
- Using leaders to count and write scores down for participants
- Using leaders to keep count of the shots taken (5)

Hot Feet: Engage Leaders by...

- Using leaders to demonstrate the task and time the activity
- Using leaders to count each point out loud
- Using leaders to write the scores down for participants
- Using leaders to remind participants of the correct technique

LENDS A HELPFUL HAND

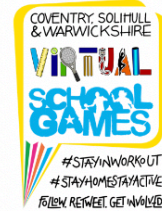
ENCOURAGE'S OTHERS

ALWAYS LISTENS

DOES THE RIGHT THING

ENTHUSIASTIC ALWAYS

RESPECTS OTHERS



Further Engagement of Leaders by...

- Using leaders to set up multiple stations for each activity
- Have them run stations with the teacher taking overall responsibility
- Using leaders to run media - take photos/video and write reports
- Encouraging to participants to demonstrate the School Games values, and when completing their challenges

COMPETITION DELIVERY

The School Games is designed to deliver competitive school sport to all young people. The School Games programme wants to ensure there are **SMILES** on the faces of all young people when participating in a School Games event.

Please take a look at the **SMILES** check list below...

SMILES

If all the competition principles are followed, that should result in **SMILES**. Use the below as a check list:

SAFE participants feel physically and emotionally safe.

MAXIMUM PARTICIPATION participants are fully involved all of the time, i.e. not hanging around.

INCLUSIVE all participants can take part; activities are designed to suit and develop their abilities.

LEARNING participants develop personal, social, creative, thinking and/or physical skills.

ENJOYMENT activities recognise individuals' personal needs and interests.

SUCCESS participants feel they are making progress and getting satisfaction.

NB. While there isn't a specific letter for fair play, SMILES only happen for all participants if they feel a sense of fairness. Fairness underpins inclusion, enjoyment and success; it isn't just about 'rules'.

SUBMITTING YOUR SCORES

This format is to be used across two competitions – Yr. 3/4 and Yr. 5/6.

Each school can enter a maximum of 3 teams (A,B & C) per age group (Yr 3&4 and Yr. 5/6) made up of 5 boys and 5 girls. All competitions have been developed to be delivered in PE Lessons to class groups/bubbles, encouraging maximum participation.

Please use the spreadsheet provided by your SGO to record your scores as well as your number of participants at intra-house level.

Spreadsheets should be completed and returned to your SGO by **Friday 20th November**.

On receipt of your entry, you will receive a participation e-certificate to be printed and awarded to all pupils that have taken part.

CSW SGO's will also provide School Games Values E-Certificates, which should be awarded to pupils that have shown the values highlighted on the challenge cards throughout the competition.

Local inter-school (level 2) results will be announced on **Friday 27th November** by your SGO.

Winners at inter-school (level 2) will be put forward to complete a final challenge facilitated by your SGO - between **Monday 23rd November & Friday 10th December**. These final challenges + your previous scores will determine the county champions.

County final winners will be announced on **Tuesday 15th December** where the top 3 teams will receive medals and certificates.