

**SAINSBURY'S
SCHOOL GAMES
SCHOOL SPORT
ORGANISING CREW
TEACHER GUIDANCE
— PRIMARY**

What is a School Sport Organising Crew?

A School Sport Organising Crew (SSOCrew) is a diverse group of young people who join together to develop, organise and promote school sport and intra-school competition within the Sainsbury's School Games.

Why do you need a School Sport Organising Crew?

A SSOCrew provides a structured and meaningful mechanism for young people to do the following:

- Contribute to decisions about sporting activities and sports competition in their school.
- Engage in aspects of school life outside timetabled lessons.
- Air views and have opinions listened to.
- Influence and shape school sport for their peers.
- Assist in the development and planning of 'their' Sainsbury's School Games programme of activities — based on student voice and need.
- Organise intra-school competitions within their school.
- Be valued and seen as an integral part of the workforce.

The SSOCrew should be seen as an essential aspect of developing school sport provision that meets the needs of young people.

Benefits of establishing a School Sport Organising Crew

The SSOCrew is about young people organising and developing the Sainsbury's School Games in their school, creating a culture in school within which young people are empowered to lead change. A functional and successful SSOCrew can contribute to achieving wider educational outcomes.

Supporting young people to become the following:



Enabling young people to do the following:

- Take responsibility for their own learning.
- Show a desire to improve and achieve in relation to their own abilities.
- Set themselves attainable but aspirational goals.
- Work independently and collaboratively with their peers.
- Maximise participation in school work and life.
- Develop their leadership and life skills.

An appropriately selected SSOCrew can also add vital capacity to the schools workforce to enable delivery of a wider range of activities as part of the Sainsbury's School Games to include ALL young people.

What do SSOCrews do?

Every primary school is different... the context, setting, young people, facilities, staff, parental engagement and support, governing body support, links to local secondary schools.

However the key outcomes of SSOCrews should be focused around the following:

- Young people are, and understand that they are an integral part of the workforce that will support intra-school competition within the Sainsbury's School Games.
- SSOCrew members develop a range of leadership and life skills — communicating, decision making, negotiating, organisation, teamwork, evaluating and reporting.
- SSOCrew members have the ability to exert influence on the school sport offer by articulating their opinions and being agents of change.

To be able to achieve these outcomes as SSOCrew members, some suggested activities could be:

- Listening to what other students want to do.
- Organising and planning different types of events that will appeal to a range of young people.
- Scheduling activity into the school diary.
- Publicising events, competitions and school sports clubs.
- Recruiting participants to take part.
- Co-ordinating the running of school sports clubs (e.g. Change4Life Sports Clubs and celebration events) and competitions.
- Identifying volunteers to support the events — Primary Active Leaders is a curriculum resource which can be integrated into PE lessons to develop leadership skills and roles and skills to support events (for more information contact primarypesupport@youthsporttrust.org).
- Promoting success of your events and school sport.
- Promoting the Spirit of the Games Values (see the next page).

Spirit of the Games

Developed by the Youth Sport Trust working with young people, these are a set of values that they have told us are the most important to them in sport. The values are suggestions and your young people may demonstrate other values through the role.

The SSOCrew should demonstrate and promote these values in your school. For example they could reward a young person exemplifying a value during an event with a certificate.



Self belief

You've got to believe to achieve. Have the self belief and confidence to succeed and reach your personal best.



Teamwork

Treat everyone equally, support each other and work together to have fun and achieve. Celebrate each other's success. Be a good friend and a positive team player in school, sport and life.



Determination

Keep going no matter what. Determination is about the journey you go on to push yourself and achieve your dreams. Have the mental strength and the self-discipline to overcome obstacles, commit to your goals and keep working every day to become the very best you can be. Don't hold back!



Honesty

With others and with yourself. Have the courage to do the right thing. Be truthful and promote fairness in every situation.



Passion

Giving it 100 per cent, putting your heart and soul into whatever you are doing and never giving up. Care about what you do and the people around you, and approach each opportunity with enthusiasm and positivity.



Respect

Treating others politely and with understanding. Accepting life's 'ups and downs' with grace. Respect every day, in everything you do and for everyone around you.

What roles are needed to make up a SSOCrew?

The SSOCrew should be a manageable sized team of independent young people, who are enthusiastic, self motivated, committed to utilising their 'free' time, a member of staff (or an experienced Young Ambassador from a local secondary school) providing guidance and minimal support.

I am the Head of Crew

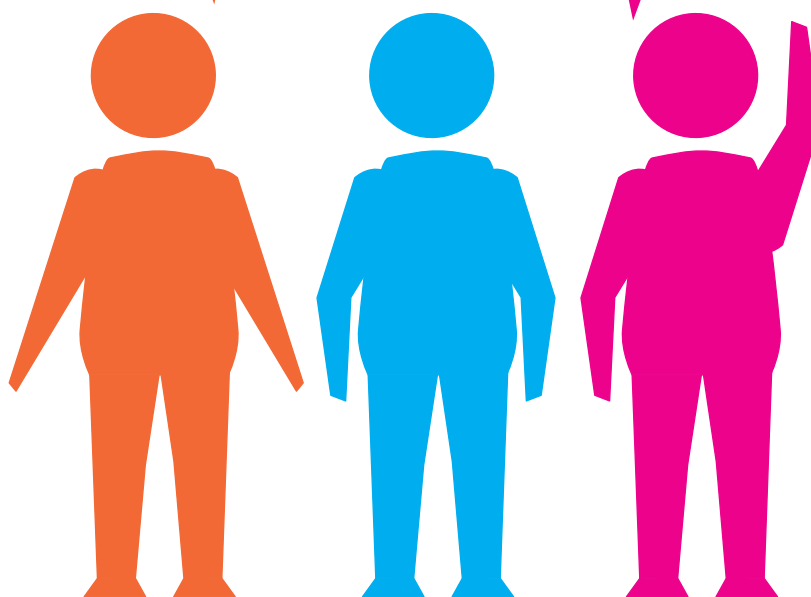
- My responsibilities are...
- Skills I need to use are...

I am the Equipment organiser

- My responsibilities are...
- Skills I need to use are...

I am the Media leader

- My responsibilities are...
- Skills I need to use are...



Roles and responsibilities

Examples of roles, responsibilities and young person skills/qualities:

ROLE	RESPONSIBILITY	SKILLS/QUALITIES
Head of Crew	<ul style="list-style-type: none"> • Representing the Committee in school meetings. • Liaising with school or college staff. • Leading meetings and ensuring all members have an opportunity to contribute. • Ensuring decisions are made and actions agreed. • Ensuring the main tasks of the Committee are carried out. • Motivating the Committee. 	<ul style="list-style-type: none"> • Comfortable engaging with teachers and other members of the school. • Approachable. • Enthusiastic with a good knowledge of sport in the school or college. • Respected within the school.
Note taker/ Administrator	<ul style="list-style-type: none"> • Planning and scheduling of meetings. • Producing reports as appropriate. • Call meetings, preparing the agenda, taking brief minutes and providing officers with copies. • Booking rooms for Committee meetings and venues for competition. 	<ul style="list-style-type: none"> • Efficient and well-organised. • Good IT skills. • Accurate note taking. • Good administration skills — desirable.
Research/ Recruitment leader	<ul style="list-style-type: none"> • Researching what opportunities young people want to do, in what format and when they want to do them. • Responsible for recruiting year group co-ordinators to support recruiting of students to attend activities/clubs/events. 	<ul style="list-style-type: none"> • Good at motivating other young people. • Good listener. • Excellent communicator.

Roles and responsibilities

Continued...

ROLE	RESPONSIBILITY	SKILLS/QUALITIES
Official leader	<ul style="list-style-type: none"> • Overseeing correct rules are disseminated and observed. • Keeping the scores/results of a game/activity to pass on to the sport administrators. • Encouraging friendship and fair play. • Being firm, fair and consistent when making decisions. 	<ul style="list-style-type: none"> • Knows and understands the rules of the game/activity. • Good under pressure. • Good communication skills.
Club Manager	<ul style="list-style-type: none"> • Taking responsibility for organising the club sessions. • Ensuring that club members show respect for each other, their opponents, coaches and officials. • Being able to motivate and inspire other young people. • Using information gathered by Research leader. 	<ul style="list-style-type: none"> • Good with people. • Have a good knowledge of the sport/activity. • Well-respected. • A good motivator. • A good role model.
Equipment organiser	<ul style="list-style-type: none"> • Ensuring all required equipment is at the event on time and in a suitable condition. 	<ul style="list-style-type: none"> • Efficient and well organised. • Administration skills — desirable.

Roles and responsibilities

Continued...

ROLE	RESPONSIBILITY	SKILLS/QUALITIES
Media leader	<ul style="list-style-type: none"> • Taking action photos. • Creating displays. • Producing reports on school sports clubs and competitions. 	<ul style="list-style-type: none"> • Enjoys taking photos and able to use a camera. • Creative. • An interest in writing and collecting.
Competition/ Festival leader	<ul style="list-style-type: none"> • Planning each event/competition in detail. • Being the main person responsible at the event/competition. • Liaising with all partners involved. • Recruiting sport specific experts to support with the delivery of sport specific events/competitions. 	<ul style="list-style-type: none"> • Knows and understands the rules of the game/activity. • Good under pressure. • Good communication skills.

The Primary Active Leaders Resource provides support materials to assist with the development of leadership skills in and out of curriculum lessons. For more information please contact primarysupport@youthsporttrust.org

Seven simple steps to set up an SSOCrew

STEP 1.

Having identified the Bronze Young Ambassador* — discuss and agree an action plan to set up a SSOCrew — the following steps provide an outline for the action plan.

STEP 2.

Bronze Young Ambassador meet with headteacher to explain what they would like to do, namely set up an SSOCrew and the outcomes they will work towards**. They could also present to a staff meeting.

STEP 3.

Bronze Young Ambassador — promotes the idea and concept to peers, to recruit members.

STEP 4.

Select members.

STEP 5.

Set date for first meeting and agree what the crew will achieve and how the Crew will operate, e.g. how often meetings will take place and when.

STEP 6.

Decide on roles needed on the Crew — see suggestions on previous page.

STEP 7.

Promote the role of the Crew in the school.

* For more information on Bronze Young Ambassadors contact your local School Games Organiser or visit www.youthsporttrust.org

**A student voice group may already be set up in your school. The role of an SSOCrew isn't to duplicate, however it can add value; with a Bronze Young Ambassador leading sport focused meetings as part of the set programme, or possibly being the SSOCrew representative on this group.

An effective School Sport Organising Crew

To ensure your School Sport Organising Crew is effective, the young people should not only have a voice, but must also feel empowered to initiate change and see it implemented in their school.

Opportunities provided will enable young people to identify the skills and gain experience to ensure this happens, for example:

- Surveying their peers and teachers on their opinions of the Sainsbury's School Games and school sport will develop communication skills of communication, questioning and listening.
- Developing materials and strategies to promote the Sainsbury's School Games and school sport in school will utilise their creativity, and develop presentation and design skills.
- Debating ideas will develop their analytical, reasoning and decision making skills.
- Making change happen will develop influencing skills.
- Reporting on the Sainsbury's School Games and the role which the Crew has played will develop their evaluative skills.