

YOUNG LEADER TRAINING - TUTOR NOTES

SCHOOL GAMES FESTIVAL



This learning programme is a model for delivery and should be flexible based on the individuals attending the course.

KEY LEARNING OUTCOMES

By the end of the training, learners should be able to:

- Help to set up and lead the School Games skill based festival hockey offer and understand the design of the festival
- Demonstrate and explain various fundamental skills that will support the development of the participants
- Deliver engaging activities for their participants
- Ensure the festival is set up safely

DURATION	OUTCOME	KEY CONTENT	FOCUS	RESOURCES
10 mins	Workshop and peer introduction	<ul style="list-style-type: none"> • Tutor to set the scene (domestics & schedule/content) • Learners to be paired up with someone and discuss the roles and responsibilities of a sports leader • Make a list of all the things they think they need to know before running a festival • Tutor to float between groups to gain feedback 	<ul style="list-style-type: none"> • Get to know the young leaders • Initiate the focus for the training • Get an overview of the experience of the group • Outline the roles and responsibilities of a sports leader 	
20 mins	School Games stations	<ul style="list-style-type: none"> • Tutor to showcase how to set up and run two stations used in the School Games festival: Jack, Queen, King and Sharks & Fishes • Encourage the leaders to use the activities as an opportunity to encourage connection in the group of players - using names, learning an interesting fact about another player, high fives/team celebrations • Discussion on how players may behave during these activities and how they might deal with some of the challenging behaviour 	<ul style="list-style-type: none"> • Tutor to concentrate on STEP: • SPACE – how big to play the game based on 8-10 players • TASK – how the activity works and the rules involved (safety) • EQUIPMENT – what equipment is required and alternative ideas • PEOPLE – how to cope if you have more or less 	Step Model

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10 mins	Playing time	<p>Get the young leaders into pairs and hand out a copy of one of the activities to each pair. Using the STEP model the young leaders have time to work through their card to understand the activity and get it set up</p> <ul style="list-style-type: none"> • Catch Me If You Can • Great Goal Robbery • Rapid Fire • The Interceptor • Gain Ball • Snakes • Skittles • Bounce • Team Treasure Chest 	<ul style="list-style-type: none"> • Group discussion on how to set up multiple activities in an area so it is safe and organised • Give the leaders a scaffold to use for the 10 mins <ol style="list-style-type: none"> 1. Find out children's name 2. Ask the school games values questions 3. Explain and demonstrate game 	School Games activity cards
10 mins	Describe the activity	<ul style="list-style-type: none"> • Join two pairs together and they take it in turns to describe their activity to the other pair (as if they were going to get them to play it) • The pair listening uses the STEP model to check the leaders have covered all the parts • Discuss walk throughs and demonstrations to show the activity to the participants 	<ul style="list-style-type: none"> • Describing the activity to another pair to check the language used makes sense 	
60 mins	Lead an activity	<ul style="list-style-type: none"> • Pairs now take it in turns to lead the rest of the young leaders through their activity and they play it so all the leaders get to know it • Tutor to give some feedback after they have led it 	<ul style="list-style-type: none"> • All the leaders to get a chance to lead an activity and get some feedback • Ask the participants of the activity to give some feedback 	

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DURATION	OUTCOME	KEY CONTENT	FOCUS	RESOURCES
10 mins	Wrap up and questions	<ul style="list-style-type: none"> Describe how to set out a skills festival 		
Total 2 hours	Discussion on running a skills festival	<ul style="list-style-type: none"> Discussion on the school games values and how certain games will score points if the participants demonstrate the values Discuss any challenges they may face Answer any questions they might have about running the festival 	<ul style="list-style-type: none"> Respect – Jack, Queen, King, Self Belief - Sharks & Fishes, Determination – Catch me if you can, Passion – Gain Ball and Teamwork – The Interceptor Revisit the 10 min scaffold Find out children’s name Ask the school games values questions Explain and demonstrate game 	School Games values worksheet