

LEADERSHIP MONDAY



#HSGWEEK2021

INTRODUCTION TO LEADERSHIP MONDAY

Hampshire School Games Organisers have created a range of resources for you to use during the week. To kickstart Hampshire School Games Week we have a Leadership workshop to follow, pupils will have 3 different leadership roles to choose from which they can then adopt to support the remainder of the week. Schools can choose to do as many activities as time allows and can use the resources flexibly around the school day.

The activities involved in the Leadership workshop are:

1. Video Introduction – Promoting Leadership and beginning to introduce to pupils what leadership is.
2. What is a leader? – Deeper dive into what a leader is and the skills that leaders possess. Create your own 'Leadership pizza' & introduction & choosing of one of three pathways – Deliverer, Reporter, Marketeer.
3. Deliverer Task – Introduction to working together as leaders with practical tasks. Then create an activity task that can be used during the week.
4. Marketeer Task – Introduction to different ways of marketing the Sports Week around school and the community. Create posters to advertise the week using a template provided. Create a school #Hastag to spread the word.
5. Reporter Task – Introduction to the newspaper/blog entry template. Brainstorm and plan how you will write your article during the week. Create a school #Hastag.

We hope you enjoy taking part in some or all of the activities!

WHAT IS A LEADER KS1 INTRO TASK

What is a leader?

- As a class discuss and come up with a definition of what you think a leader is.
- Next list what skills make a good leader (e.g – good communicator).
- Write these down some skills you think suit you from the list you have created as a class.

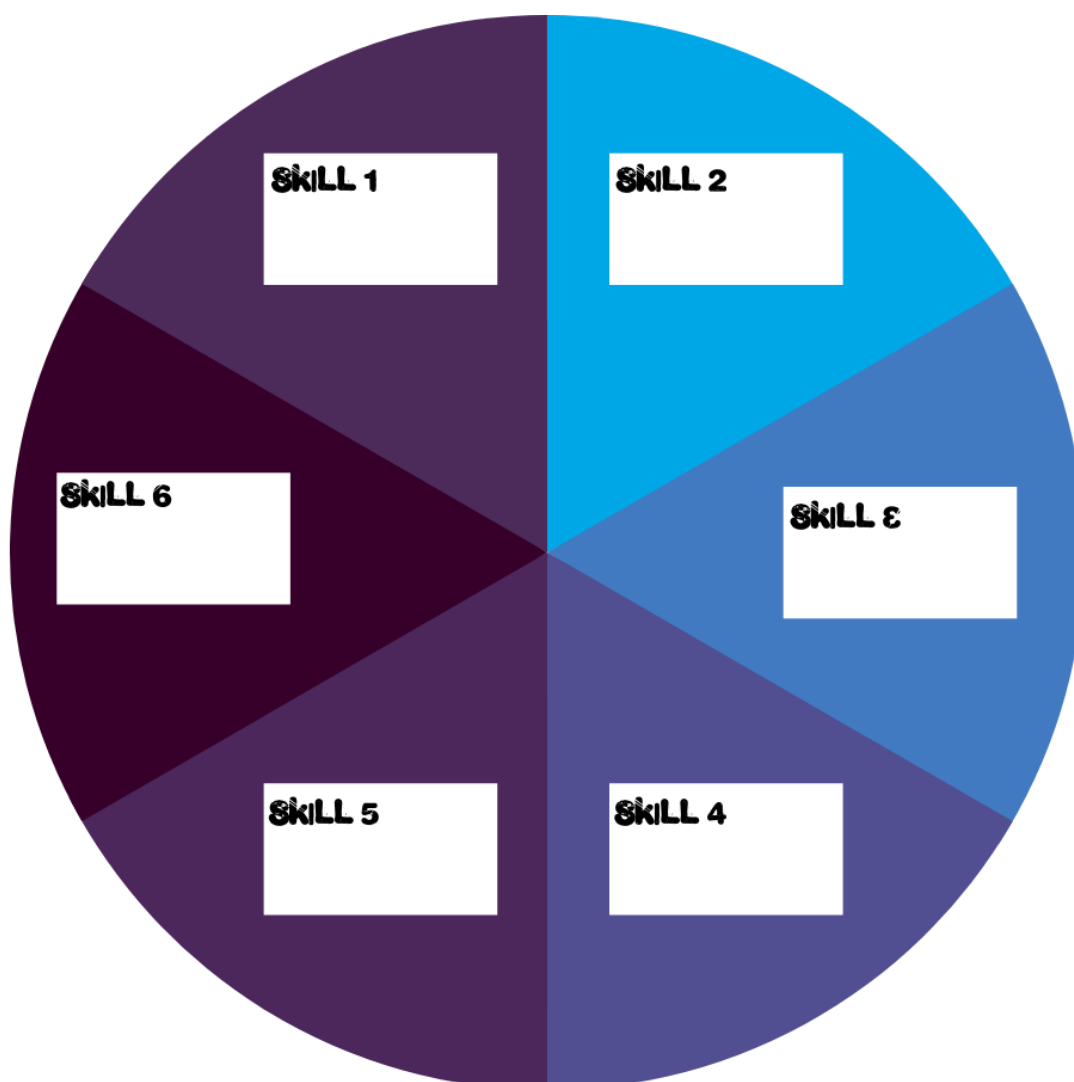
The Leadership Pizza

- This activity will help to improve pupil's understanding of different leadership skills. Each pupil should create their own 'Leadership Pizza' choosing toppings or skills that makes a good leader, make sure the pupils think about which of the skills may suit them best. Once everyone has made their own Pizza, give everyone the opportunity to discuss why they have chosen their toppings with the person next to them or as a whole class. Use the list of words below to help, it may be the teacher needs to guide the pupils and help with the meaning of some words.
- After discussion as a class or in pairs, each pupil should revisit their pizza and either stick with what they have chosen or change their toppings if they think a different skill is more important following the group discussion. Remember, not all Pizzas will be the same as every person has different mannerisms and traits, which makes them who they are & reflects how they approach leadership.
- Each pupil should keep their Pizza in a safe place. At the end of the week, review and reflect on the toppings chosen and whether they are still the 6 most relevant skills. It may be that you find throughout the week, with a bit of practice, a certain skill has now become a strength!



Here are some examples of skills some leaders have – you may relate with some of these or you may come up with some ideas of your own.

Passion – Vision – Belief – Empathy – Valuing Others – Good Listener – Solution Seeker – Aware – Integrity – Kind – Responsible – Understanding – Team Player – Prepared – Cooperative – Fun – Creative – Confident – Open to Advice – Flexible – Adaptable – Calm – Inclusive – Good Communicator – Reliable – Patient – Risk Taker – Good at Feedback – Decisive – Problem Solver – Mentor



CHOOSING YOUR PATHWAY.

Within the School Games there are many leadership pathways pupils can take. Get each pupil to pick one of the 3 leadership roles shown below that suit them the best. Once they have chosen a role, group pupils in their chosen roles so they can work on the next task.

Deliverer



Role: Leading activities, sport sessions, events, coaching or officiating for the Hampshire School Games Week.

Responsibility: Deliver fun School Games sessions, run a School Games event/competition, coach their peers, officiate at competitions.

Ideal for: Young people with excellent organisational skills, communication skills, and an ability to lead, motivate and enthuse others.

Reporter



Role: Consult with other young people to find out their likes and dislikes and ideas for improvement. Report on all things School Games!

Responsibility: Undertake a survey with classmates, develop a video to support reporting, develop an article for the school newsletter/website/School Games Blog, social media development (i.e. help with their own School Games twitter account).

Ideal for: Young people who enjoy talking to others, designing, being creative, and those who have an ability to think outside the box.

Marketeer



Role: Champion the importance of the School Games & tell everyone about it!

Responsibility: Deliver an assembly, create posters, create a promotional video, create a newsletter article, present to SLT to influence decisions, create a school sports council, create an inspirational School Games notice board.

Ideal for: Those who have an ability to influence and inspire others; those who will proactively spread the School Games ethos and those who will have an ongoing positive impact of the power of sport on wellbeing.

WHAT IS A LEADER KS2 INTRO TASK

What is a leader?

- Divide yourselves into groups of 4 to 6
- In these groups you have 5 minutes to come up with a definition for 'what is a leader?'
- Next list what skills make a good leader (e.g – good communicator).
- Write these down on a whiteboard or piece of paper
- Share your ideas with the other groups.

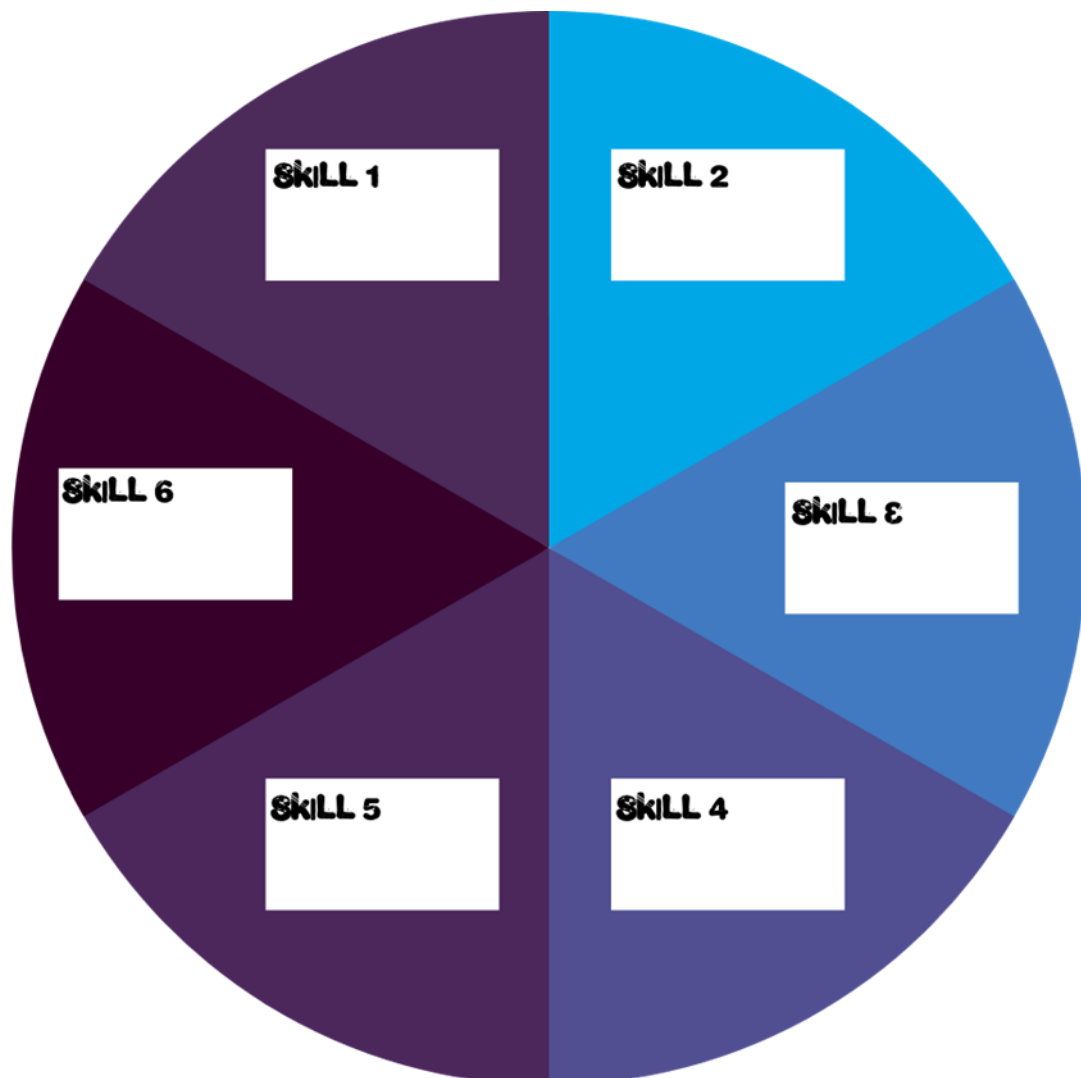
The Leadership Pizza

- This activity will help to improve pupil's understanding of different leadership skills. In groups, each pupil should create their own 'Leadership Pizza' choosing toppings or skills that makes a good leader, make sure the pupils think about which of the skills may suit them best. Once everyone in the group has made their own Pizza, give everyone the opportunity to discuss why they have chosen their toppings.
- After discussing as a group, each member of the team should revisit their pizza and either stick with what they have chosen or change their toppings if they think a different skill is more important following the group discussion. Remember, not all Pizzas will be the same as every person has different mannerisms and traits, which makes them who they are & reflects how they approach leadership.
- Each pupil should keep their Pizza in a safe place. At the end of the week, review and reflect on the toppings chosen and whether they are still the 6 most relevant skills. It may be that you find throughout the week, with a bit of practice, a certain skill has now become a strength!



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CHOOSING YOUR PATHWAY.

Within the School Games there are many leadership pathways pupils can take. Get each pupil to pick one of the 3 leadership roles shown below, that suit them the best. Once they have chosen a role, re-group pupils so they can work on the next task.

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Role: Leading activities, sport sessions, events, coaching or officiating for the Hampshire School Games Week.

Responsibility: Deliver fun School Games sessions, run a School Games event/competition, coach their peers, officiate at competitions.

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DELIVERER



DELIVERER TASK

How well can you lead?

Activity 1

In your group can you work together to organise yourselves into the following categories in the time limit set:

1. Age – Oldest to Youngest (2 minutes).
2. Shoe Size – Smallest to Biggest (90 seconds).

This will see how well you can communicate as a group, remember when leading your communication is crucial in order to allow who you are leading to understand what is being asked of them. How well did you do when under pressure of time? Moving forward think about how many people are communicating at once and are the instructions you give concise and clear. It is important that you do not overload information when giving instructions.

Now in your group, without talking can you organise yourselves into the following categories, remember you must do this in silence.

3. Height order – tallest to smallest (2 minutes).
4. Month you were born – January to December (2 minutes).

Non-verbal communication which you have practiced there is so important, you may find that at times you are working with people that have a hearing impairment or may struggle to understand verbal communication. It is important you can communicate in different ways, sometimes using gestures or hand movements and on other occasions by modelling or demonstrating what it is you want them to do.

Activity 2

Split into groups of 3 or 4s – using the template and help sheet can you design an activity or game that could be used during Hampshire School Games Week by your teachers, use the help sheet to think about the STEP principles before putting your ideas on paper.

DELIVERER ACTIVITY

Young leaders of Hampshire, your SGO's have a challenge for you! You have chosen the Deliverers pathway today and we would like you as part of today's training to create an activity that can be used in your school!

Please use the information below to get you thinking about what you may need to include in your activity! There is also a template to use! You also need to come up:

Activity Name:

Rules:

Scoring System (if required):

Differentiation (Harder/easier):

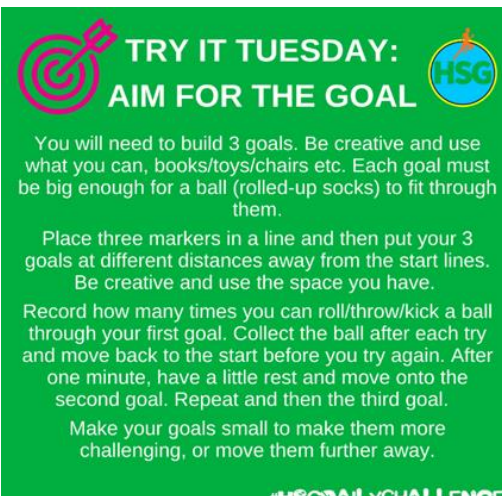
THINK about keeping your challenge within the current restrictions of social distancing with others & using minimal equipment that needs to be shared.

Remember:

S – SPACE **T** – TASK **E** – EQUIPMENT **P** – PEOPLE

S – SAFE **M** – MAXIMUM PARTICIPATION **I** – INCLUSIVE **L** – LEARNING **E** – ENJOYMENT **S** – SUCCESS

Here are some examples:



**TRY IT TUESDAY:
AIM FOR THE GOAL**

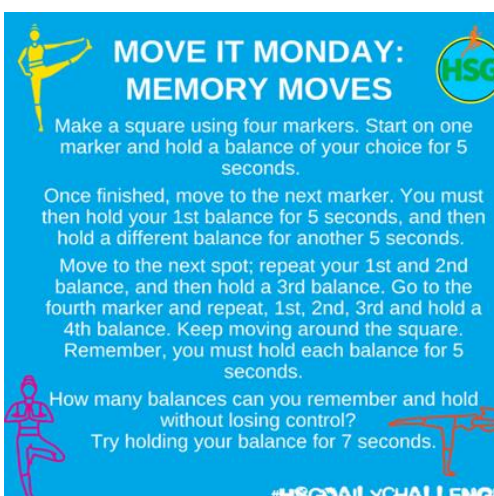
You will need to build 3 goals. Be creative and use what you can, books/toys/chairs etc. Each goal must be big enough for a ball (rolled-up socks) to fit through them.

Place three markers in a line and then put your 3 goals at different distances away from the start lines. Be creative and use the space you have.

Record how many times you can roll/throw/kick a ball through your first goal. Collect the ball after each try and move back to the start before you try again. After one minute, have a little rest and move onto the second goal. Repeat and then the third goal.

Make your goals small to make them more challenging, or move them further away.

#HSGDAILYCHALLENGE



**MOVE IT MONDAY:
MEMORY MOVES**

Make a square using four markers. Start on one marker and hold a balance of your choice for 5 seconds.

Once finished, move to the next marker. You must then hold your 1st balance for 5 seconds, and then hold a different balance for another 5 seconds.

Move to the next spot; repeat your 1st and 2nd balance, and then hold a 3rd balance. Go to the fourth marker and repeat, 1st, 2nd, 3rd and hold a 4th balance. Keep moving around the square.

Remember, you must hold each balance for 5 seconds.

How many balances can you remember and hold without losing control?
Try holding your balance for 7 seconds.

#HSGDAILYCHALLENGE

Deliverer Activity Template

DESIGN A PHYSICAL ACTIVITY FOR HAMPSHIRE SCHOOL GAMES WEEK

Design an activity that can be played safely at school and everyone can do!

Requirements:

- There should be no more than 3 rules
- Think about using equipment you have access to at home, be creative!
- Give your activity a name.
- Be specific and simple instructions.
- Use the template below to help you

Name of the Game	Aim of the game
Rules	How to play the game
Equipment Required	Space Required

MARKETEER



MARKETEER TASK

Design a poster promoting a new activity in your school. In your groups, decide on the following:

Osborne School is a maintained special school for pupils with learning disabilities aged 11-19.

- Name of activity
- Brief description/caption
- Date and time of activity
- Target Audience e.g. year group, girls, boys, SEND, etc.
- Enticing slogan to capture attention.
- Design a hashtag e.g. #funtime
- How will you promote to the parents and students? e.g. newsletter, social media, etc.

Marketeer poster template

DESIGN A POSTER ACTIVITY



Marketeer Mind Map Template

DESIGN A POSTER ACTIVITY

Design a poster to promote physical activity at your school. Before you start, think about the following:

Headline for the poster:	Date and Time for the activity:
Brief description/caption about physical activity:	
Who is your target audience? (E.g. Year Group, Girls, Boys, SEND etc.)	How will you promote to the parents and students? (E.g. newsletters, social media, etc.)
An enticing slogan to capture people's attention:	

Design a hashtag! E.g. #FunTime:



REPORTER



REPORTER ACTIVITY TASK

Activity 1

In small groups, can you brainstorm and create your own school #Hashtag for the week? For example during lockdown you may have taken part in the Hampshire School Games daily challenges. We created the following hashtag for this #HSGDailyChallenge.

A Hashtag is something that can be used effectively on social media, during promotional assemblies, on notice boards or in posters, blogs or articles.

THINK

- Does your school use a motto that you can use in a hashtag?
- Can you shorten words to initials? For example Mayhill Junior School – MJS
- Be creative – you want the hashtag to catch everyone's attention.
- You can use more than one hashtag so play around with lots of ideas!

Activity 2

As a reporter there are a range of different roles you can adopt for the week – School newspaper article, Your School Games blog, Twitter feed reporter, school website post, media (photos & video footage). In your group decide who may take on these different roles.

Using the newspaper article/blog template provided, begin to plan/brainstorm the details you need to find out during the week to write an effective article about the week's events. The template is divided into sections to help you start to plan. This template can be used to help with all the roles mentioned above as it will get you all thinking about how you can adopt these sections into the roles you have chosen.

- **Headline** – this needs to hook the reader – write down some words that you could use to catch the reader's attention.
- **Successes for the week** – How many you find out these successes? Who could you question or survey during the week? Write down some questions or ideas to find out this information during the week.
- **Images** – Can you take a photo(s) during the week that support the article/post you are trying to write? Your article could focus on a whole school perspective, year group perspective, class perspective or a classmate's experiences so make sure the image reflects this.
- **Short report** – the section where you write about the week needs to be concise and include key information from the week. Think about how you could include the #Hashtag you created within this section.
- **Pupil Voice** – Can you get a range of experiences from different pupils from the week? Plan what questions you may ask. We have given you 3 questions you could potentially use but can you come up with your own?



Reporter Activity Template**SCHOOL GAMES @ "YOUR SCHOOL"****Headline for the week !!**

Our key successes for the week were ...

Class ... were really successful because ...

We ran "list of sports" clubs after school for all of the school and had over ... pupils take part in our clubs. Our most popular club at school was ... which happened on a ... afterschool. It was great fun with Miss/Mr ... running the club with some exciting drills and games to help us improve our team work and develop our self-belief.

Pupil Voice...

What did the pupils enjoy most about the school games week?

What would the pupils and staff like to see from the next virtual school games week?

What new sports or skills did the pupils try that they have not had the chance to experience before?

Please use the links below to see the highlights from our week:

Twitter:

YouTube:

Website: