

# HAMPSHIRE

## SCHOOL GAMES WEEK 2022

### LEADERSHIP

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. 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.
5. Marketeer Task – Introduction to different ways of marketing the Sports Week /Commonwealth Games around school and the community. Create posters to advertise the week using a template provided. Create a school #Hastag to spread the word.

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



# LEADERSHIP ACTIVITIES

## What is a leader?

### KS1 Activity

- 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.

### KS2 Activity

- 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. 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!

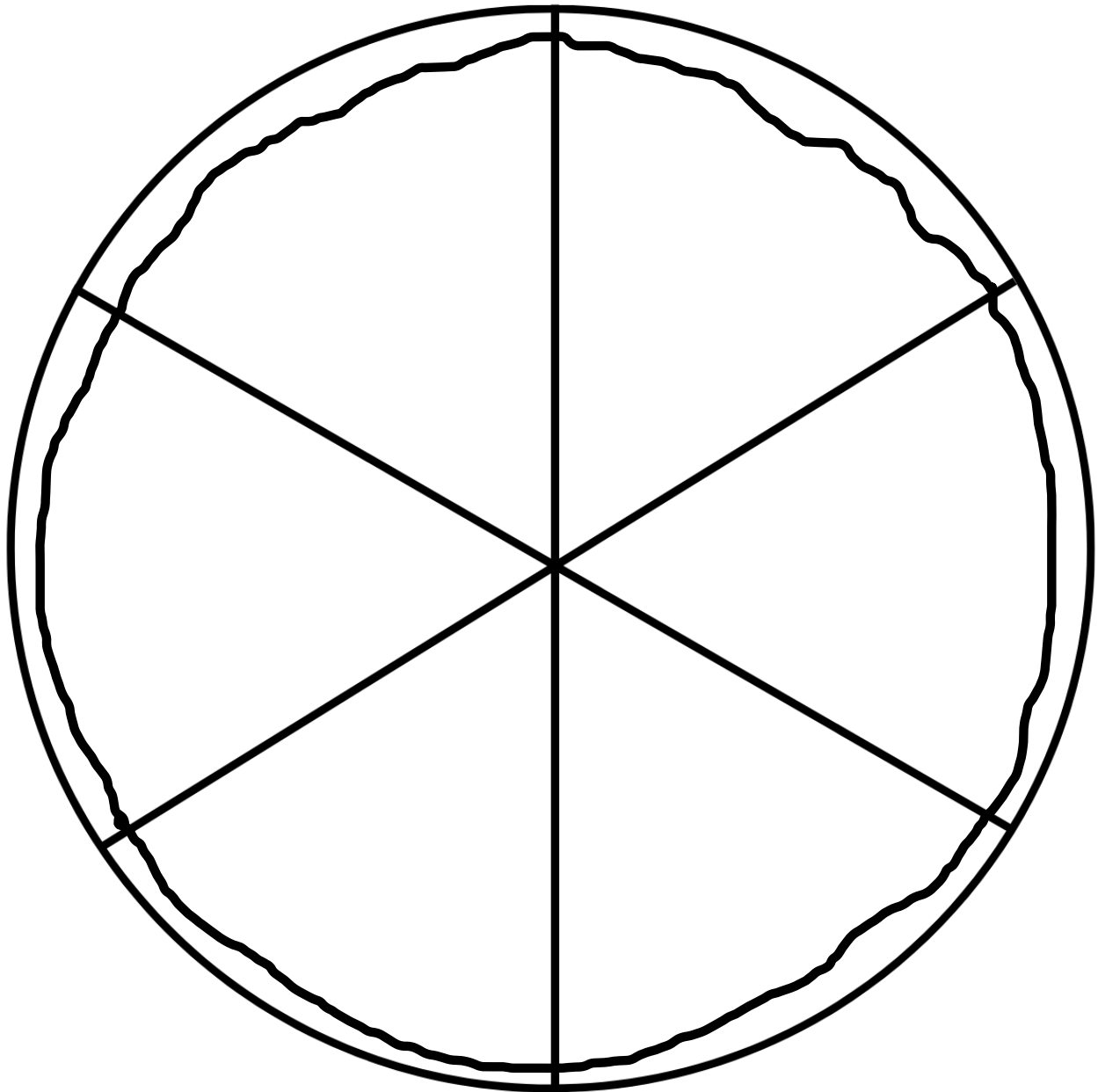
Here are some examples of skills some leaders have – you may relate with some of these, or you may come up with some ideas of your own.

**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**



## Leadership Pizza

Write one skill in each section of the pizza. Using big clear letters and decorate your pizza



The most important skill is \_\_\_\_\_

Because \_\_\_\_\_

\_\_\_\_\_

## Choosing your Leadership 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.

# 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, be creative! Give your activity a name & try and link to a Commonwealth sport.
- Be specific and simple instructions. Use the template below to help you.

Name of the Game

Equipment

Aim of the Game

Space Required

How to Play

Rules



# School Games @ "Your School Name"

## Headline for the Week

Add a photo

Our key successes for the week were.....

Class ... were really successful because ...

### What could you write:

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.

### Make it....

- Interesting
- Informative
- Creative

### 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?

Use your Hashtag

# ?????

# Design a Poster Activity

Design a poster to promote physical activity and/or The Commonwealth Games at your school. Before you start, think about the following:

Headline for the poster:

Date and Time of activity:

Brief Description/Caption about physical activity/Commonwealth:

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 the attention:

Design a Hashtag ie  
**#funtime**

