

Virtual Competition Information



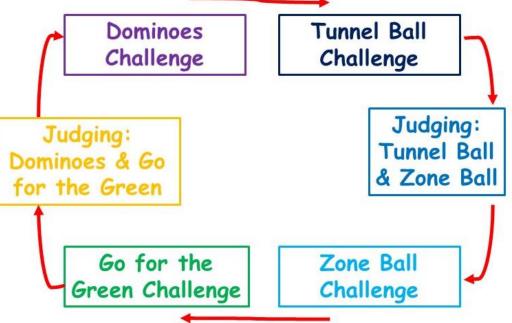
- Introduction
- How to set up or adapt for your school
- What about remote learners?
- Competition activities
- Make it covid safe
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- Printable recording sheet
- Printable certificate

INT ODUCTION

- There are separate competitions for Y3/4, Y5/6 and Y7/8.
- Children can enter while in school or from home, if they are remote learning (see additional resource for parents)
- This is a county-wide competition the winners from across the county will receive medals.
- To take part children need to participate in a team of 4-6 children, who take turns within the five minutes allocated for each challenge to produce a team score.
- There are 4 challenges which can be set up as a carousel in a PE lesson or completed week-by-week as part of a scheme of work.
- The team with the highest total from the 4 challenges will be the winners.
- We've tried to make the competition as flexible as possible so schools can adapt it to their individual needs.
- Children who are remote learning can still take part see additional resource for parents for further details.
- Schools are encouraged to enter as many teams as possible into this competition.

HOW TO SET UP OF ADAPT FOR YOUR SCHOOL

- The simplest way to run this competition is in a class PE lesson.
- Set up the 4 competitions as a carousel, with 2 additional stops for 'judging'.
- Split the class into approx. 6 groups of 5. Teams are given 2 minutes practive time (if possible) and 5 minutes competing time at each station.
- When at the judging stations teams are responsible for ensuring the other challenges are participated in and scored correctly.
- Each team takes their recording sheet with them and completes it after each station with the judges' help.
- Teacher photographs the score sheets and emails to the SGO.



- When competing in teams, one child at a time has 1 attempt, then swap to the next player.
- Some of the diagrams show 2 tees per challenge – each team should only use 1 tee per challenge.

WHAT ABOUT REMOTE LEAPNEPS?

- Remote learners are very welcome to compete too.
- They can compete in modified challenges and submit their scores using this google form. <u>https://forms.gle/vBhNMkmmckhwMd237</u>
- There is an additional PDF with the adapted challenges for home learning on – please share this with parents
- Your SGO will then collate the results 5 remote learners will be combined into a team to produce your school's 'remote team'
- Schools can enter as many remote teams as they wish.



BOMMOES CHALLENGE

Instructions

There is one team on each tee (white cones).

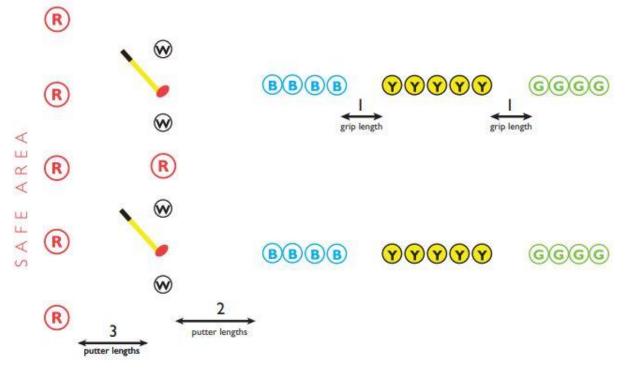
13 cones are in a straight line from the player.

Players try to roll the ball with the putter to hit the cone nearest to them, if the player hits the cone they collect it.

The cones must be hit in order.

Play for 5 minutes.

Don't reset the cones once all collected.



Scoring

Team continues until all cones are hit or 5 minutes is over

1 point for blue cones

5 points for yellow cones

10 points for green cones

69 points maximum per team of 5

TUNNEL BALL CHALLENGE

Instructions

Putt the ball down the tunnel towards the hoop without hitting any cones.

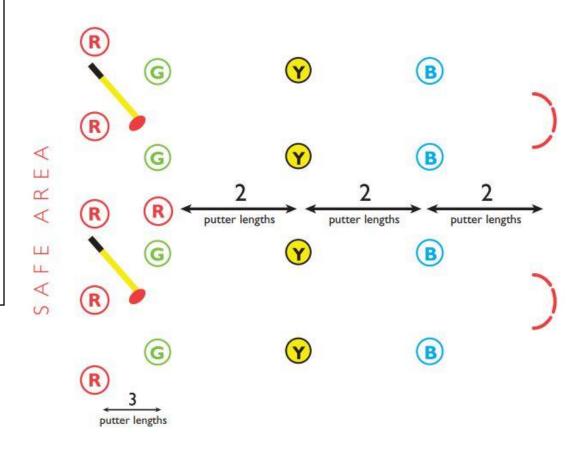
Choose which tee you would like to play from – yellow, blue or green.

The furthest tees will reward you with more points.

Play for 5 minutes and score as many points as you can.

Scoring

From Blue = 1 point From Yellow = 5 points From Green = 10 points The ball must stay in the hoop to score.





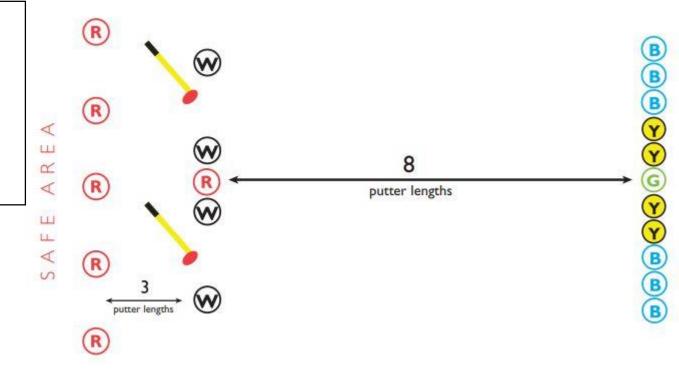
Instructions

Lay out the cones so that they all touch.

Try to hit the green or yellow cones to score the highest.

<u>Scoring</u>

Blue = 1 point Yellow = 5 points Green = 10 points



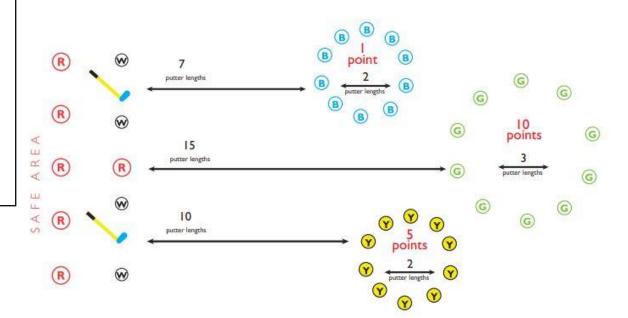
If you hit a cone, leave it in place for the next player – there isn't a limit on how many times you can hit each cone.

GBFBPTHE GPEEN

Instructions

Players start from the white cones and try to strike the ball onto the green target.

The ball has to STOP in the circle to score Play for 5 minutes.



Scoring

Finishes in Blue target = 1 point Finishes in Yellow target = 5 points Finishes in Green target = 10 points



Make sure that you follow your school's risk assessment/procedures

- Each team takes their ball and clubs with them from station to station
- Wash/wipe down all equipment after use.
- Organise the stations outside on the playground or field.

How to enter and report results

During the competition each team can record their results onto the printable recording sheet.

Teachers can enter each team by taking a photo of the completed score sheets and emailing them to your local SGO.

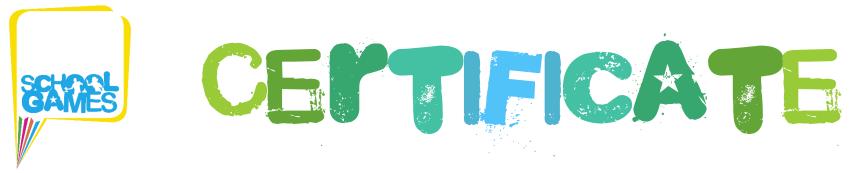
Closing date for entries is Friday 18th June 2021



- All children will get the opportunity to lead a station by using the suggested method of running this competition.
- Encourage your leaders to support and encourage participants, while ensuring the rules are followed and scores collected accurately.

	Game	Score
School:	Dominoes	
<u>-louse/team name:</u>		
Year group:	Tunnel Ball	
<u> Team members names: (e.g. Zoe F)</u>	Zone Ball	
1	Go For The Green	
3	What is your total score?	

YOUTH SPORT TRUST



Congratulations to

For successfully taking part in our YE/4 VITUAL TTI GOLF CHAMPIONSHIPS

June 2021

School Games Organiser

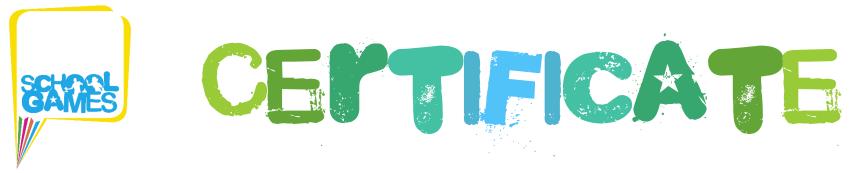












Congratulations to

For successfully taking part in our Y5/6 VITUAL TTI GOLF CHAMPIONSHIPS

June 2021

School Games Organiser

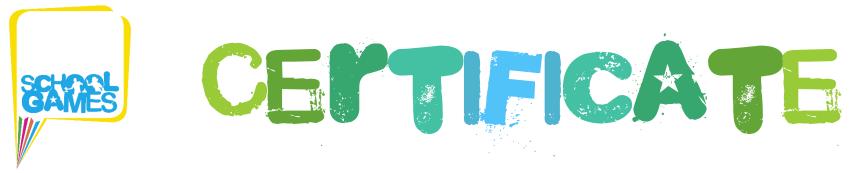












Congratulations to

For successfully taking part in our Y7/8 VIPTUAL TPI GOLF CHAMPIONSHIPS

June 2021

School Games Organiser





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