Closing Date – Friday 20th November 2020

Follow the steps below to get involved:

1. Decide which dance category/categories your school would like to enter. You do not have to enter both categories.
2. Familiarise yourself with the Dance Theme.
3. Familiarise yourself with format and requirements.
4. Film your dance entry in your school set bubble(s).
5. Submit your entry/entries to your SGO by Friday 20th November.
6. Please ensure the students involved in your final video have consent for your school video to be shared on social media.

Tweet us with your efforts using the #CSWVirtualGames and your area Twitter handle below!

North Solihull – Hollie Williams - @SolihullNorth
South Solihull – Julie Chrysostomou - @SSolihullSSP
Coventry East – Stu Davoile - @SGOCoventryEast
Coventry West – Danny Kingham - @SGOCoventryWest
Central Warwickshire – Ali Knight - @CWSchoolSport
Southern Warwickshire – Andy Sandford - @swschoolgames
Eastern Warwickshire – Ian Smart - @Harris_SSP
Northern Warwickshire – Rory Leggett - @Schoolgames_nw

SCHOOL GAMES MISSION

Keeping competitive sport at the heart of schools and provide more young people with the opportunity to compete and achieve their personal best.
**CONNECTIONS – FS/KS1 & KS2**

**Equipment**
- No equipment required unless you choose to include it in your dance
- Costume for dance video or school PE kit

**How to**
- Working with a group of pupils, choreograph a dance piece based on the theme ‘Connections’.
- The dance **must** include pupils’ own ideas, and can be from the curriculum or an extra-curricular club.
- The dance must be a minimum of 1 ½ mins and no longer than 2 ½ mins.
- Entries will be accepted from the following two categories: 1) FS/KS1 2) KS2 - you can enter one or both.
  - If your dance contains pupils from across FS/KS1/KS2 you must enter category 2) KS2
- Video your performance in **landscape** format. Your video must include a pupil introducing the school and explaining how their dance links to the theme.
- Submit your video as per your SGO’s instructions. Completed video to last no longer than 3 minutes.
- Please use music that is copyright-free and appropriate.
- Any dance genre can be used to create your performance linked to the theme ‘Connections’.

**Scoring**
- **Local Inter School Competition** – SGO and a panel of judges to decide top 3 schools in each category. See Success Criteria star.
- **County Inter School Competition** – the top school from each area will be put onto a county performance video and schools involved will be asked to judge.

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**Success Criteria**

We are looking to see:

**Use of theme**

**Choreography**
- pupils own ideas and showing; levels, directions, timing and formations

**Performance Qualities**
- pupil confidence and enjoyment

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Did you demonstrate teamwork by supporting each others’ ideas when choreographing your dance?
The School Games provide an excellent opportunity to engage more and different young people in leadership roles. Below are some examples of the roles young people can engage with throughout this competition.

Connections: Engage Leaders by…
- Using leaders to lead part of the session (e.g., warm up)
- Choreographing all or part of the routine
- Allocating a leader within small groups to act as team captain
- Using leaders to deliver a cool down activity
- Using leaders to help teams or groups prepare to perform
- Using leaders to record performances
- Using leaders to take photographs for use on social media to celebrate school involvement in the School Games
- Using leaders to demonstrate the tasks

Lends a helpful hand
Encourages others
Always listens
Does the right thing
Enthusiastic always
Respects others
The School Games is designed to deliver competitive school sport to all young people. The School Games programme wants to ensure there are SMILES on the faces of all young people when participating in a School Games event.

Please take a look at the SMILES check list below.

**SMILES**

If all the competition principles are followed, that should result in SMILES. Use the below as a check list:

- **SAFE** participants feel physically and emotionally safe.
- **MAXIMUM PARTICIPATION** participants are fully involved all of the time, i.e. not hanging around.
- **INCLUSIVE** all participants can take part; activities are designed to suit and develop their abilities.
- **LEARNING** participants develop personal, social, creative, thinking and/or physical skills.
- **ENJOYMENT** activities recognise individuals’ personal needs and interests.
- **SUCCESS** participants feel they are making progress and getting satisfaction.

NB. While there isn’t a specific letter for fair play, SMILES only happen for all participants if they feel a sense of fairness. Fairness underpins inclusion, enjoyment and success; it isn’t just about ‘rules’.

**Competition Delivery**

This format is to be used across two competitions - KS1 and KS2.

Each school can enter a maximum of 1 entry per key stage (2 entries maximum). Your dance(s) should last between 1min 30 and 2min 30.

All entries should be sent to your SGO by **Friday 20th November**.

On receipt of your entry, you will receive a participation e-certificate to be printed and awarded to all pupils that have taken part.

CSW SGO’s will also provide School Games Values E-Certificates, which should be awarded to pupils that have shown the values highlighted on the challenge cards throughout the competition.

Local inter-school (level 2) results will be announced on **Friday 27th November** by your SGO.

KS1 and KS2 winners at inter-school (level 2) will form the judging panel for the county final. All qualifying local schools will be sent the other 7 area performances. You will be asked to watch the performances and rank in order of preference using the criteria and score sheet provided by your SGO. This should be completed and returned by **Thursday 10th December**.

County final winners will be announced on **Wednesday 16th December**. The top 3 teams will receive medals and certificates.

**Submitting Your Entry**

Please ensure the students involved in your final video have consent for your school video to be shared on social media.