



Sports Premium

Academic Year: September 2020 to March 2021	Total fund carried over: £11 £11 000	Date Updated: 16.9.21		
What Key indicator(s) are you going to focus on? Physical Activities with cross curriculum links				Total Carry Over Funding: £11000
Intent	Implementation		Impact	
To develop cross curriculum links through sports	Sports Floor is an innovative new development by Amazing Interactives ltd that converts a large 4m to 6m wall within a school hall. It currently has over 50 modules covering both educational and physical activities to suit age ranges 4 to 11. The innovative system allows large/small groups of pupils to interact with the modules by throwing balls or touching the wall.	Carry over funding allocated: £11000	The innovative system allows large/small groups of pupils to interact with the modules by throwing balls or touching the wall. This will support the children in English, Maths and the foundations subject while being active.	Monitor the number of children attending these sessions to ensure best value.

Academic Year: 2020/21	Total fund allocated: £27 850	Date Updated: 16.9.21		
Key indicator 1: The engagement of <u>all</u> pupils in regular physical activity – Chief Medical Officers guidelines recommend that primary school pupils undertake at least 30 minutes of physical activity a day in school				Percentage of total allocation:
				%
Intent	Implementation		Impact	32%
To deliver a wide range of sporting opportunities that all pupils can engage in.	Specialist coaches to deliver sports during lunch time	£9 750	Sessions will ensure children are active for at least 30 minutes a day. Help to develop sporting and social skills when participating in activities	Continue to access the SCSS service.
To deliver a Yoga opportunities that all pupils can engage in.	Employing specialist teachers of sports Provides high quality learning for other adults to deliver sports	£1500	Sessions will ensure children are active for an additional 30 minutes a day. Help to develop sporting and social skills when participating in activities	Continue to access the Yoga Bugs Programme.
Key indicator 2: The profile of PE/PSPE being raised across the school as a tool for whole school improvement				Percentage of total allocation:
				%
Intent	Implementation		Impact	0
Raising profile of school sport.	Regularly update on Class Dojo Termly newsletters that include PE information. Information on the website.	£0	Parents will be informed about children's sporting accolades and achievements.	Continue to update Class Dojo. Any sporting achievements will be discussed during parents' consultation evening

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Key indicator 3: Increased confidence, knowledge and skills of all staff in teaching PE and sport				Percentage of total allocation:
				%
Intent	Implementation		Impact	Cost in Indicator 1
To deliver a wide range of sporting opportunities that all pupils can engage in.	Teachers and staff to work alongside sports coaches to help increase confidence in teaching PE. Teachers to observe sports coaches and outside specialists PE lessons	Cost in Key Indicator 1	Children receive high quality PE lessons delivered on a regular basis	Staff to share ideas based on observations by sports coaches.
To deliver a Yoga opportunities that all pupils can engage in.				
Key indicator 4: Broader experience of a range of sports and activities offered to all pupils				Percentage of total allocation:
				%
Intent	Implementation		Impact	64%
Your school focus should be clear what you want the pupils to know and be able to do and about what they need to learn and to consolidate through practice:	Make sure your actions to achieve are linked to your intentions:	Funding allocated:	Evidence of impact: what do pupils now know and what can they now do? What has changed?	Sustainability and suggested next steps:
To have the pupils engage in outward-bound activities, including rock climbing, zip wire and other outdoor pursuits.	The Year 6 pupils to access the outdoor adventure activities at Kingswood Day Centre and transport.	£2500	Allows pupils to assess a wide range of sports. Experience outdoor adventure challenges.	Monitor the number of children attending these sessions to ensure best value.
To develop cross curriculum links through sports	Sports Floor is an innovative new development by Amazing Interactives ltd that converts a large 4m to 6m wall within a school hall. It currently has over 50 modules covering both educational and physical activities to suit age ranges 4 to 11. The innovative system allows large/small groups of pupils to interact with the modules by throwing balls or touching the wall.	£11 000 This is the under spend of £11000 from 2020/21)	The innovative system allows large/small groups of pupils to interact with the modules by throwing balls or touching the wall. This will support the children in English, Maths and the foundations subject while being active.	

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Key indicator 5: Increased participation in competitive sport				Percentage of total allocation:
				%
Intent	Implementation		Impact	4%
For pupils to participate in a competitive sporting event.	Sports Day at Middlesbrough Sports Village	£500 for venue £500 for coaches	Pupils will experience participate in a competitive sporting environment. The develop the social skills involved in competing	Further promote competitive sport in school.

Signed off by	
Head Teacher:	<i>Dennis Ley</i>
Date:	16.9.21
Subject Leader:	B Jones/B Horne
Date:	16.9.21
Governor:	<i>C. Pohn</i>
Date:	17.3.21

