



School Games Scale and Reach 2023/24



Total Number of events completed **26.051**

(average of 58 per School Games Organiser) 4% events without participant data

Total Number of Participants at Events

90,2

(Boys 50%, Girls 50%, Other Gender 0%) (28% Ethnically Diverse Communities & 14% SEND) Registered Schools 19,727

Development Coach Support

704

of SGOs

£1089

704 days of Development Coach support provided covering 1-2-1 personalised coaching, county meetings, School Games Organiser inductions, targeted support, engaging with Active Partnerships.

Feedback suggests this improves



Cost per head of School Games Organiser support

This covers Development Coach support and national, regional, and county networking / CPD and Continual Professional Development.



Breakdown of Events by Intents*		
*these figures display the total events completed	# Events	% of Total
Widening the competition environment to develop character and life skills	7,617	29%
Adding fun elements to engage new audiences	5,711	22%
Adapting the competition environment to support individual development in sport	4,100	16%
Adapting the format to increase motivation	2,643	10%
Widening the competition environment to develop health	2,313	9%
Considering age or maturity levels to support fair competition and foster social connections	2,120	8%
Adapting the scoring to develop different sport skills	1,223	5%
Using technology to develop physical skills	324	1%
Grand Total	26,0)51

Breakdown of Development Plan Actions by School Games outcome*

*this figure highlights the total number of actions completed		# Actions	% of Total
60 active minutes		527	23%
Positive experiences		521	23%
Secondary and transition		374	17%
Character development		446	20%
Advocate to key stakeholders		392	17%
	Grand Total	2,260	

