



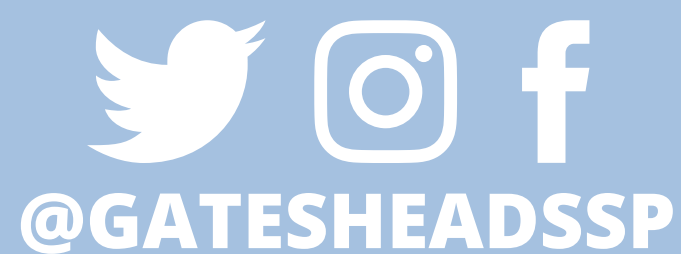
Campaign Overview

Summer 2020 - #SummerOfSuccess

Owing to the success of our recent #DANCEUNITE campaign we have decided to develop an entire series of projects and opportunities as part of an overarching #UNITE campaign.....

The #UNITE campaign consists of virtual events/activities and a number of cross-curricular challenges. The campaign has been designed with flexibility in mind, allowing staff and pupils attending school to engage as well as those children who are still at home.

Whilst naturally placing a strong emphasis on physical activity, the #UNITE campaign represents an opportunity to support and engage the school community in many other ways. To achieve this we will continue to embrace the '5 Ways to Wellbeing': Connect, Be Active, Learn, Give & Take Notice.



#RUNUNITE



AGES: Open

KEY INFORMATION:

With links to our annual school's fun run, this campaign aims to get young people active! Participants can get involved at school as part of their 'bubble' or with a running buddy (parent/guardian) if at home. Participants will be challenged to create a safe 1-mile route to complete each day during w/c 15th June. Each day will adopt a different theme to ensure the challenge remains fun and engaging throughout the week.

SUPPORT & RESOURCES:

More detailed activity guidance and information relating to the daily themes will be provided as part of the launch. Schools/children will also be introduced to some familiar faces who will act as 'virtual' running buddies to help inspire participants and keep them motivated throughout the week. A series of supporting 'warm-up' tutorials will also be available to help ensure participants are ready to complete their 1-mile route each day.

#WRITEUNITE



AGES: KS1, KS2 & KS3

BACKGROUND:

Summer is typically a time when children get to take part in their annual School Sports Day. Although we know these won't be able to take place as they have done, we want to get children thinking about the things they enjoy the most about this occasion to share with others.

THE CHALLENGE:

We are challenging pupils to write a school sports day poem. Poems can be based on a previous sports day experienced and/or one that is imagined. Content should celebrate everything positive about this occasion and may also link to the '5 Ways to Wellbeing': Connect, Be Active, Learn, Give & Take Notice.

PRIZES & INCENTIVES:

INDIVIDUAL (awarded across each Key Stage Category)

- Winner - £20 Amazon voucher
- Highly Commended x 3 - £10 Amazon voucher

SCHOOL (one overarching prize awarded)

- Sports Day Equipment Package - worth £350)



#DRAWUNITE

AGES: KS1, KS2 & KS3

BACKGROUND:

Physical activity has such a crucial role to play in promoting wellbeing and this has never been more apparent than it is now. With access to more traditional sport opportunities limited at the moment, many people are struggling for inspiration and ideas to be active. Can you help?

THE CHALLENGE:

We are challenging pupils to draw imaginative posters of different activities people could get involved with. This could reflect activities young people have participated in themselves with members of their household (e.g. running, cycling, walking dancing etc.) or could be based on research of other 'possible' activities that could be undertaken. The final design must incorporate something that relates to the #UNITE logo.

PRIZES & INCENTIVES:

INDIVIDUAL (awarded across each Key Stage Category)

- Winner - £20 Amazon voucher
- Highly Commended x 3 - £10 Amazon voucher

SCHOOL (one overarching prize awarded)

- Winner - coaching block - worth £180
- Highly Commended x 3 - £50 art resources



Schools will be able to apply for a #UNITE Mark towards the end of the Summer Term. This has been dovetailed with the School Games virtual engagement award to recognise schools who have engaged with a range of virtual activity programmes during the Summer term.

Applications will be via a short online form. Although the criteria will be flexible, any schools who have engaged with a minimum of **TWO** #UNITE projects will qualify for the award.



#SKIPUNITE

AGES: KS1 & KS2

KEY INFORMATION:

KS1 children will be supported to learn basic jumping skills and how to turn a rope (NO challenges). KS2 Children will be supported to learn and perfect a series of fun, daily skipping skills over the course of the week (Mon-Thurs). Friday will be 'Challenge Day!' Children will be challenged to complete each of the 4 skills learnt as fast as they can, recording the number of times they perform the skill successfully in the allotted time.

SUPPORT & RESOURCES:

The campaign will be underpinned by a series of tutorial videos and skills cards. KS1 children will benefit from one generic resource designed to support basic skill development. KS2 children will be able to access 'beginner' or 'advanced' resources in line with previous experience/ability.



#QUIZUNITE

AGES: Upper KS2

KEY INFORMATION: Virtual quizzes have become popular during lock-down that we wanted to create a sports-themed quiz for pupils to get involved with. It's almost the end of term which traditionally means a whole range of fun activities in class before breaking up for the summer. We know this isn't possible for everyone at the minute and so we've invited some special guests to help create our very own #QUIZUNITE for you all to enjoy.

