

SCHOOL GAMES | NATIONAL SUMMIT 2025

Delivering change locally,
making a difference nationally



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Welcome



Thank you for joining us in Telford for this year's School Games National Summit.

As ever, the School Games community of organisations and individuals has worked tirelessly over the past year to tackle inequalities, nurture physical literacy, and engage young people's voices in the design and delivery of school sport. Your dedication and determination to make a difference is valued not just by those of us here today, but by the schools and education institutions you serve, and the millions of children up and down the country who, because of you, are accessing opportunities, feeling valued and being included.

Today gives us a chance not only to connect and network, learn from our speakers and participate in the workshops, but also to reflect on and rekindle our personal mission and our collective strength. When the job is hard, the environment is challenging, and the future uncertain, leadership can be a lonely place. Like you, I have experienced this. You are vested in the lives of others and people count on you, yet when there are so many unknowns it is impossible not to feel the weight of responsibility for maintaining momentum and being hopeful – and that's hard, really hard. However, the worst thing any of us could do right now is lose faith. We have all come on such a long and difficult journey, yet we know the months ahead will definitely bring change, whatever that looks like. As Harriet Beecher Stowe famously said, 'Never give up, for that is just the place and time the tide will turn.' So now more than ever we need to 'keep

the faith'. Through our opening keynote, we will be reminded of how a personal mission can overcome almost any barrier, and I hope Preet Chandi's story will help strengthen your inner resolve.

This year's Summit theme is 'Delivering change locally, making a difference nationally', and whatever changes lie ahead, we know balancing these two expectations – and delivering on both – will become increasingly important. We await the outcome of the Curriculum and Assessment Review and the launch of a new National Youth Strategy, both of which will set new agendas for children and young people's education and development. Equally, Sport England's Place Expansion work, more mayoral elections on the horizon and increasing devolution will mean the work you do as part of the local community and ecosystem will become even more significant.

In line with all that is going on in our context, in my opening address I will be asking us all to reflect on three simple questions:

- Is your personal mission conditional?
- What would your community look like without you?
- What would the network look like without you?

While this is an event for the system partners who fuel the School Games, at its heart it is about the people working in that system and how they can be prepared, aligned, and ready to respond to whatever lies ahead. Today, I hope you will enjoy the programme, unite with others, but also find the headspace and opportunity to reflect on yourself as a changemaker.

Thank you for the amazing work you do and the difference you make every day.



Ali Oliver MBE

**Chief Executive,
Youth Sport Trust**





Programme Overview

08:30 - 09:20

Registration and Networking

Exhibition Hall

09:30 – 10:35

CSLL 1	Exhibition Hall - Case Study Live Lounge
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JAM 1	Exhibition Hall - NGB/NDSO Zone
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TI 2	Exhibition Hall - Active Classroom
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TI 4	Exhibition Hall - Panel Area
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TI 7	Newport 2
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PL 1	Newport 1
-------------	-----------

PL 6	Atcham Suite
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YV 1	Ryton Suite
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YV 4	Coalport Suite
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10:35 – 10:55

Refreshments and Networking

Exhibition Hall

10:55 – 12:30

Keynote Address

Ludlow 2 & 3

12:30 – 13:30

**Lunch, Exhibition
and Case Study Zone**

Come and learn from innovative practices in the Case Study Zone with a range of School Games Organisers, Active Partnerships, National Governing Bodies of Sport and National Disability Sport Organisations in the network highlighting their successes and learnings from recent programmes.

Exhibition Hall

13:35 – 14:30

CSLL 2

Exhibition Hall -
Case Study Live
Lounge

JAM 2

Exhibition Hall –
NGB/NDSO Zone

TI 1

Coalport Suite

TI 3

Newport 1

TI 6

Ludlow 1

PL 3

Atcham Suite

PL 5	Exhibition Hall - Panel Area
YV 1	Ryton Suite
YV 2	Newport 2
YV 3	Exhibition Hall - Active Classroom
14:40 – 15:40	
CSLL 3	Exhibition Hall - Case Study Live Lounge
JAM 3	Exhibition Hall - NGB/NDSO Zone
TI 5	Newport 1
PL 2	Ludlow 1
PL 4	Exhibition Hall - Active Classroom
YV 1	Ryton Suite
YV 5	Newport 2
YV 6	Atcham Suite
Prayer & Quiet Room	
The Gallery	





Lanyards

You will see event attendees wearing different coloured lanyards this year. The lanyards represent the following:

			
Pink Youth Sport Trust Staff	Blue Delegates	Green Development Coaches, National Consultation Group and Positive Experience Changemakers	Yellow First-time Summit Attendees

School Games Orienteering Challenge

PRIZES TO BE WON!

Take part in our digital orienteering competition to win some School Games prizes, including a stash of School Games-branded pop-up banners.

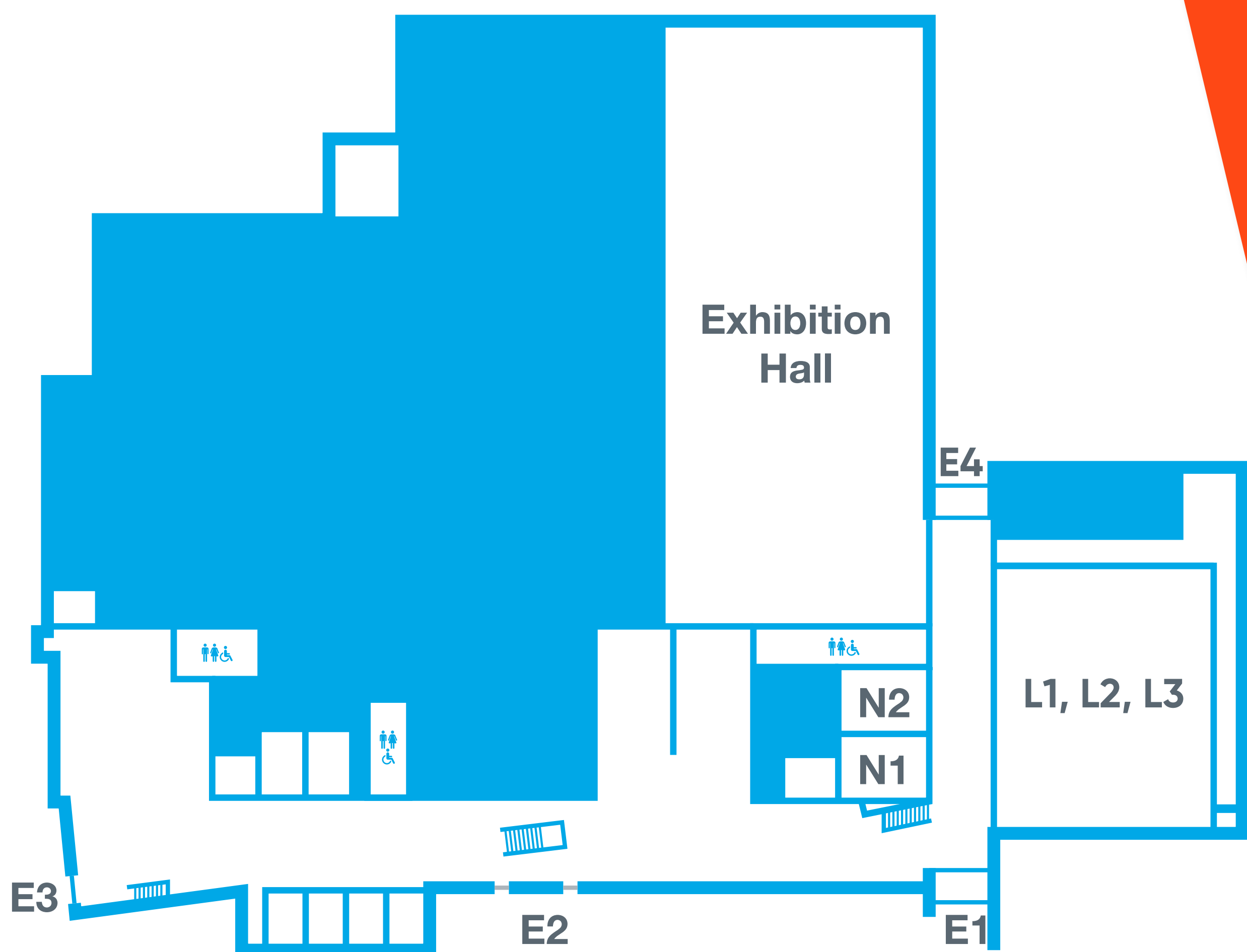
We are delighted to work with British Orienteering, one of our School Games NGBs, to create a course around the venue. Use the digital platform to check in at various orienteering plaques around the Exhibition Hall to have a chance to win one of five prizes selected at random at the end of the day. Get your steps in for the day, whilst familiarising yourself with all that is on offer in the Exhibition Hall and win some prizes along the way.

Not sure? Please speak to one of the team either at the British Orienteering stand or a Youth Sport Trust colleague and they will be able to help you.



**TAKE
PART!**

Finding Your Way



GROUND FLOOR

Exhibition Hall

Registration, Exhibition, Panel Area, Active Classroom, Case Study Live Lounge & Catering

L2&3 Ludlow Suite: Keynote Address

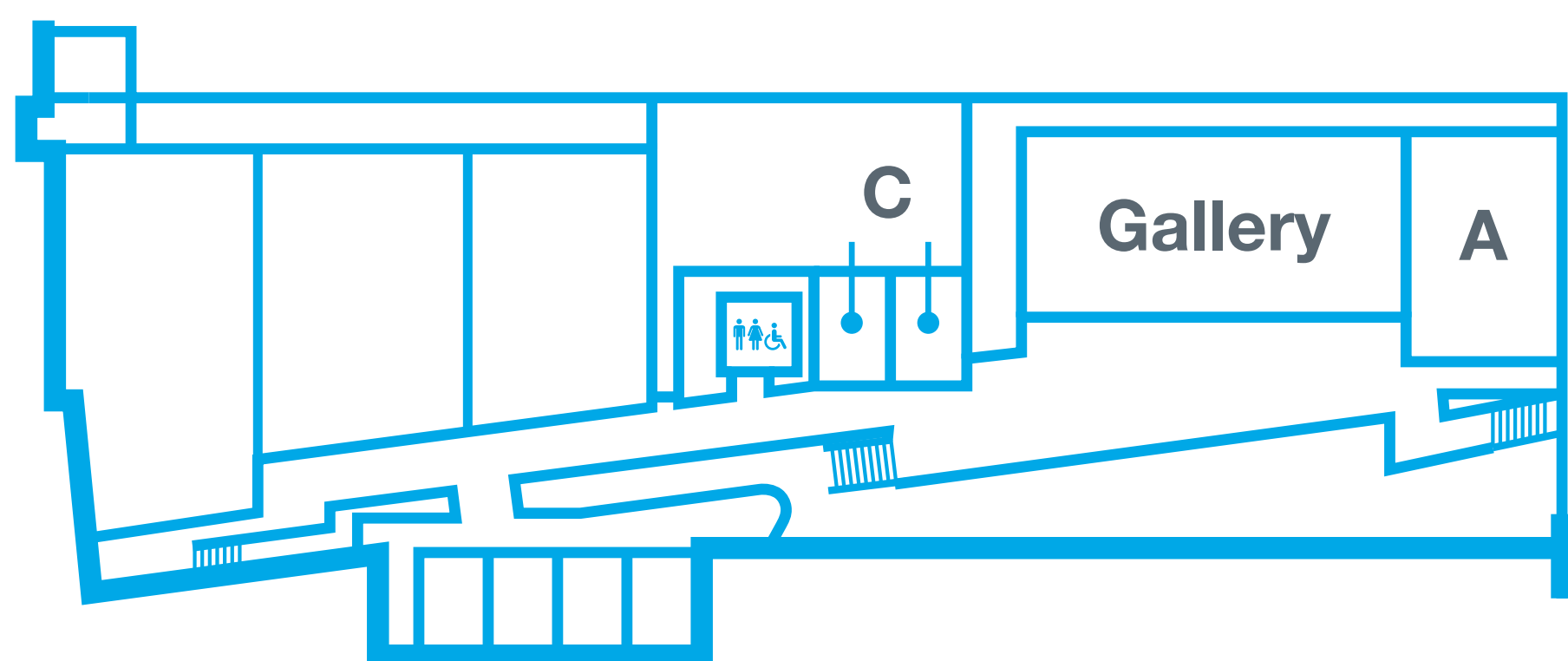
L1 Ludlow Suite: TI 6, PL 2

N1 Newport Suite 1: PL 1, TI 3, TI 5

N2 Newport Suite 2: TI 7, YV 2, YV 5

R Ryton Suite: YV 1

E Exit



FIRST FLOOR

C Coalport Suite: YV 4, TI 1

A Atcham Suite: PL 6, PL 3, YV 6

Gallery Prayer & Quiet Room



Exhibition - What to Expect

Exhibitors

A range of NGBs, NDSOs, 'Friends of the School Games', and Youth Sport Trust stands available to speak to throughout the day.

Registration

Collect your delegate badge on arrival. For SGOs, School Games Mark collateral will be available to collect from the registration desk during lunch.

Sessions

Active Classroom, Case Study Live Lounge and Panel Area.

NGB & NDSO Activity Zones

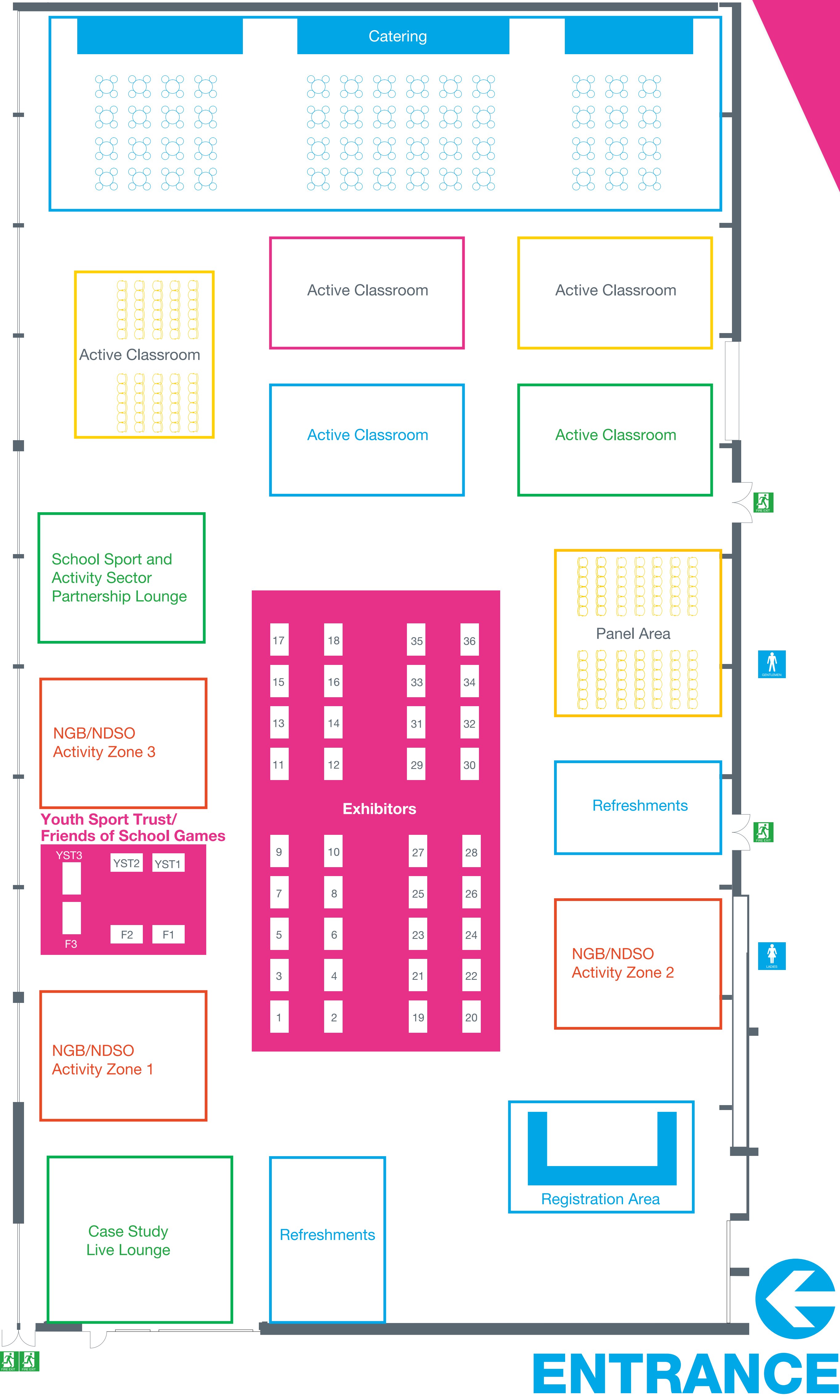
Part of the 'Jamboree' session booking where NGBs and NDSOs will deliver activities across the day. **Activity Zones schedule**

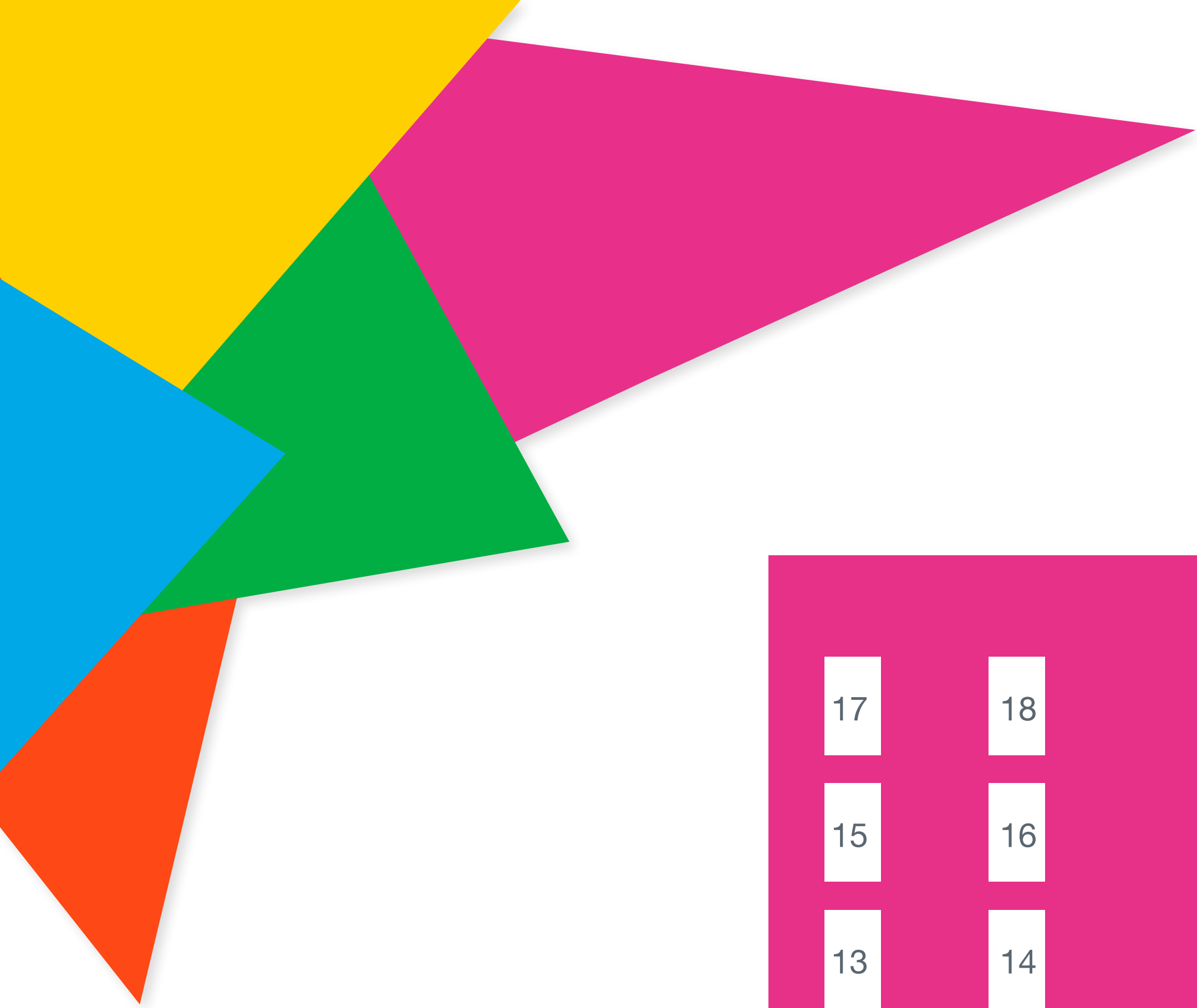
School Sport and Activity Sector Partnership Lounge

The School Sport and Activity Sector Partnership drives coordinated efforts to shape the future of PE, school sport, and physical activity. Visit the lounge to learn more about the partnership, its dedicated action groups, and their latest sector pledges.

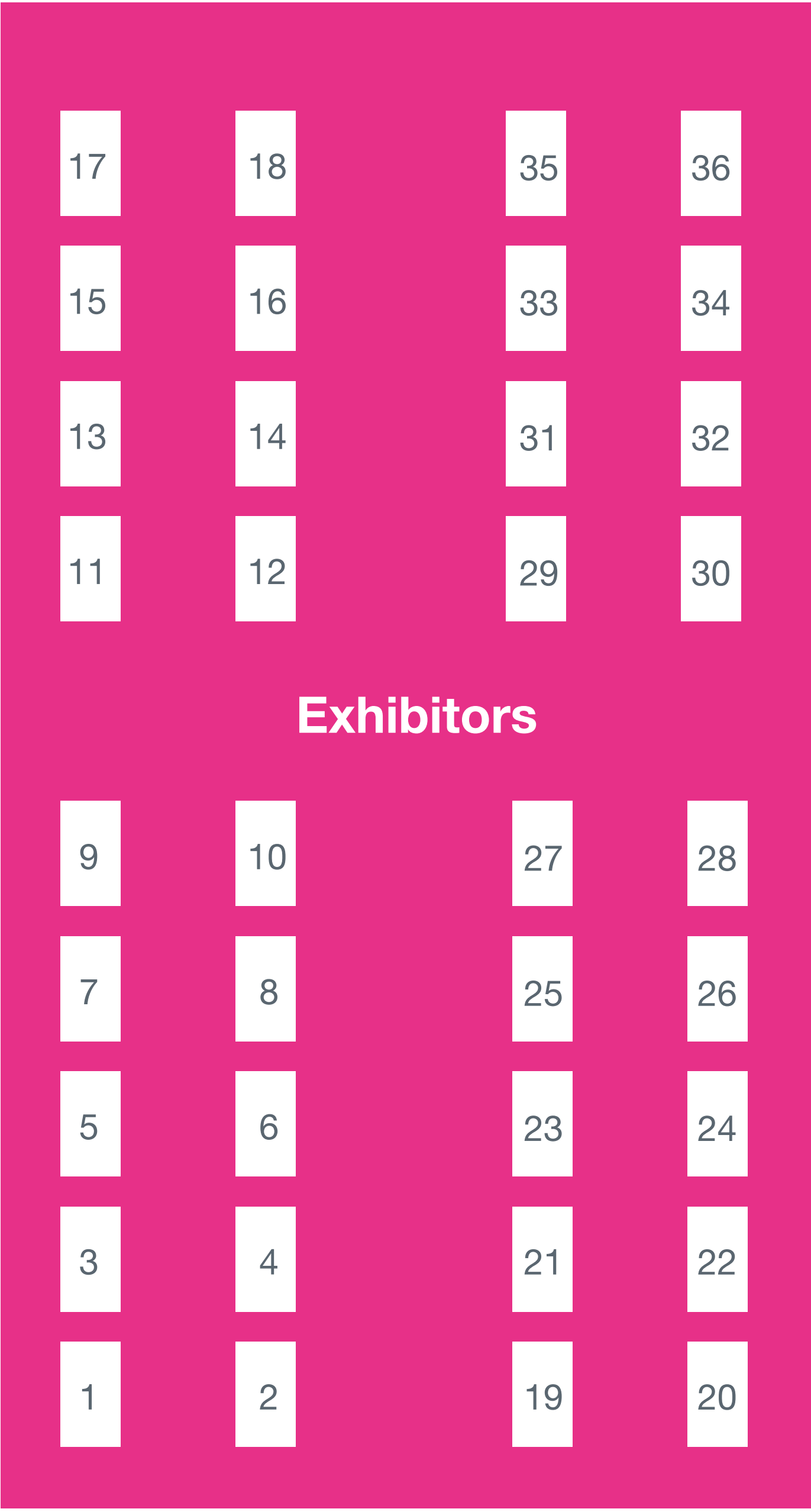
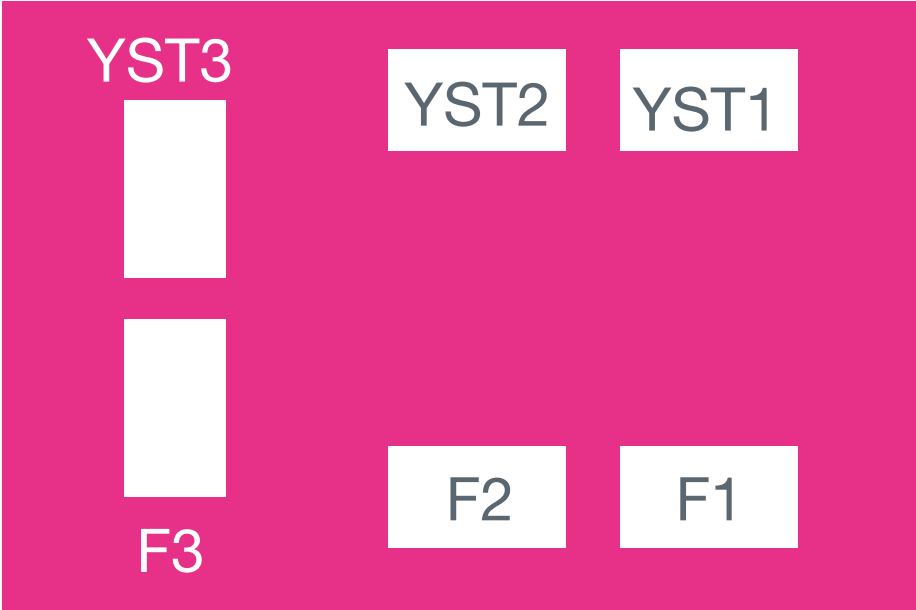


Exhibition





Youth Sport Trust/
Friends of School Games



Youth Sport Trust	
Alternative Provision	YST 1
Athlete Mentors	YST 2
Girls Active	YST 3

Friends of School Games	
Hanover Sport	F1
Inclusive Employers	F2
Sport Industry Research Centre- Sheffield Hallam University	F2

National Governing Bodies and National Disability Sports Organisations	
Access Sport	32
Activity Alliance	34
Archery GB	13
Badminton England	7
Basketball England	11
Boccia England	15
Bowls Alliance	30
British Gymnastics	22
British Judo	24
British Orienteering	26
British Triathlon	23

British Wheelchair Basketball	12
Chance to Shine	28
CP Sport	16
Dwarf Sports Association	18
England & Wales Cricket Board	25, 27
England Athletics	6
England Hockey	4
England Netball	3
England Squash	8
Goalball UK	14
Golf Foundation	5
Lawn Tennis Association	9
Lord's Taverners	29
Mencap	31
NFL	20
Rounders England	1
Rugby Football League	19
Rugby Football Union	2
Sense	33
Special Olympics Great Britain	17
Swim England	21
Table Tennis England	10
UK Deaf Sport	35
WheelPower	36



Activity Zones

Activity Zone 1

Session 1

09:40 – 10:05	Boccia England
10:10 – 10:35	Motor Activity Training Programme, Special Olympics Great Britain

Session 2

13:35 - 14:00	England Netball
14:05 - 14:30	Swim England

Session 3

14:40 - 15:10	Table Tennis England
15:10 - 15:40	Sense

Activity Zone 2

Session 1

09:40 – 10:05	British Judo Association
10:10 – 10:35	Chance to Shine

Session 2

13:35 - 14:00	Basketball England
14:05 - 14:30	Archery GB

Session 3

14:40 - 15:10	Goalball UK
15:10 - 15:40	Activity Alliance

Activity Zone 3

Session 1

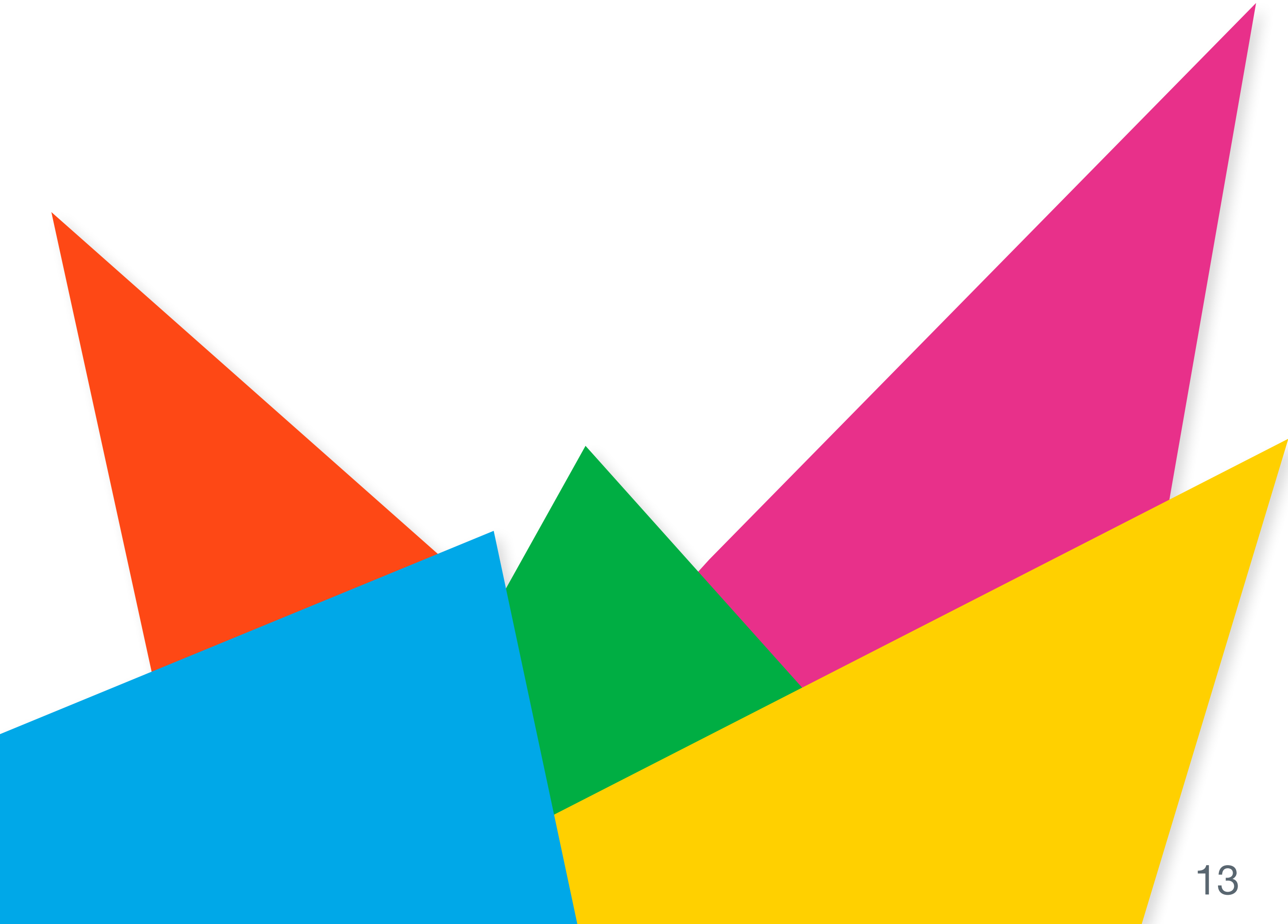
09:40 – 10:05	Lawn Tennis Association
10:10 – 10:35	Bowls Development Alliance

Session 2

13:35 - 14:00	Golf Foundation
14:05 - 14:30	NFL

Session 3

14:40 - 15:10	England Hockey
15:10 - 15:40	British Orienteering



Keynote Address Speakers



Preet Chandi MBE

Captain Preet Chandi is a former British Army Officer and physiotherapist, who served in the Royal Army Medical Corps for 16 years. In 2022, Preet became the ninth woman in history to ski solo to the South Pole and the first woman of colour to complete a solo expedition on the continent. Preet set out on her next adventure, during which she broke two Guinness world records for the longest solo unsupported one-way ski expedition by a woman. As part of the endeavour, she covered 922 miles in 70 days.

She returned to Antarctica less than a year later for her fourth world record, completing the female speed record to the South Pole in 31 days, 13 hours, and 19 minutes. She completed this expedition on 28 December 2023.

Her aims for her expeditions were to inspire as many people as possible. Preet wanted to show that everybody starts somewhere.

She emphasises that, no matter where you are from or what your starting point in life is, you are capable of smashing the glass ceiling into a million pieces and creating your own definition of “normal” on the journey to success.

Preet completed her Sports and Exercises Medicine MSc in October 2021 and has published medical research conducted on the physiological data she gathered during expeditions. In 2022, she completed more than four months of school talks across the UK, reaching more than 18,000 students. That same year, she was appointed a Member of the Order of the British Empire (MBE) as part of the Queen’s Birthday Honours.

She won the ‘Inspirational’ and ‘Woman of the Year’ awards at the inaugural Women in Defence event in October 2022 and became ‘Explorer of the Year 2023.’





Tim Hollingsworth OBE

Tim Hollingsworth OBE is the Chief Executive of Sport England. Before this, he was Chief Executive at the British Paralympic Association, served as Secretary General for ParalympicsGB, and Chief Operating Officer at UK Sport. He is a Council Member of the University of Bath, a Football Foundation Trustee, and a Member of the International Paralympic Committee's Paralympic Games Committee. In January 2022, Tim was appointed a Government Disability Access Ambassador, advising on opportunities to improve the accessibility and quality of services in sport for people with disabilities. He holds Honorary Degrees from Bath and Exeter University. He also has expertise in strategic communications and media relations.



Sessions

Session Strands



Tackling Inequalities (TI)

Ensuring we reach those who need us most.



Physical Literacy (PL)

Creating positive experiences.



Youth Voice (YV)

Involving young people in creating their offer.

09:30 - 10:35

CSLL 1

Case Study Live Lounge

Case Study A:

Consulting with young people to deliver a successful yoga event

Case Study B:

Engaging Young People from Low-Income Backgrounds in Tennis

Case Study C:

Using School Games Mark Data to Bridge Physical Literacy Gaps

Learn from innovative practice shared by practitioners from the School Games network with a chance to explore how to apply it to your context through facilitated discussions.

[Exhibition Hall – Case Study Live Lounge](#)

Jamboree 1

NGB/NDSO/System Partner Jamboree

Collaborate with our wider School Games family of National Governing Bodies of Sport (NGBs), National Disability Sport Organisations (NDSOs) and wider system partners to learn together about how we can collectively engage those young people that need our help the most. The themes of tackling inequalities, youth voice, and physical literacy will be explored.

You will be able to take part in practical activities where partners will bring their School Games formats to life along with networking opportunities on a rotating basis.

Exhibition Hall – NGB/NDSO Zone

TI 2

Inclusive and Meaningful SEND Provision

Can all sports be inclusive? Discover how to create an inspiring, accessible, and meaningful environment for young people with SEND using School Games inclusion resources.

Exhibition Hall – Active Classroom

TI 4

Building Your Power Base: Engaging Senior Leaders and Influencers

Learn how SGOs have successfully built strategic relationships with senior leaders and key partners - including community organisations, school governors, and PTAs - to drive change and inspire action.

Exhibition Hall – Panel Area

TI 7

Making School Games Inclusive for Neurodiverse Children

A hands-on workshop offering practical strategies to ensure School Games activities are inclusive for neurodiverse children.

Newport 2

PL 1

Delivering 60 Active Minutes through the School Games

Explore the Chief Medical Officer's physical activity guidelines and current participation levels for young people to look at strategies to integrate movement throughout the school day.

Newport 1

PL 6

Embedding Physical Literacy as a Key Part of a School Games Offer

Learn how SGOs have embedded physical literacy at the heart of their offer to influence schools and engage partners to create a positive relationship with movement and physical activity.

Atcham Suite

YV 1

Getting started with Youth Voice

A series of three, one-hour sessions across the day to provide you with a foundation to support Youth Voice.

Explore valuable tools, activities, resources, and top tips to support facilitation of meaningful youth voice activities to enable collaboration and co-design of positive PE and sport experiences with and for young people.

Ryton Suite

YV 4

Strategies for engaging neurodiverse young people in co-design

Explore examples of how to co-design programmes of extracurricular activities with neurodiverse young people. We will look at activities and toolkits used and the impact this approach has had on a target group of young people within a single school setting.

Coalport Suite

13:35 - 14:30

CSLL 2

Case Study Live Lounge 2

Case Study D:

How Youth Voice can shape an SGO's events calendar

Case Study E:

Engaging SEND students through storytelling

Case Study F:

A Holistic Approach to 60 Active Minutes for Young People

Learn from innovative practice shared by practitioners from the School Games network with a chance to explore how to apply it to your context through facilitated discussions.

[Exhibition Hall – Case Study Live Lounge](#)

Jamboree 2

NGB/NDSO/System Partner Jamboree

Collaborate with our wider School Games family of National Governing Bodies of Sport (NGBs), National Disability Sport Organisations (NDSOs) and wider system partners to learn together about how we can collectively engage those young people that need our help the most. The themes of tackling inequalities, youth voice, and physical literacy will be explored.

You will be able to take part in practical activities where partners will bring their School Games formats to life along with networking opportunities on a rotating basis.

Exhibition Hall – NGB/NDSO Zone

TI 1

Equalling the Playing Field

Explore how equal opportunities and equal play are being championed across the school landscape and consider what this means for your School Games delivery and your advocacy role with schools.

Coalport Suite

TI 3

Making What Works Better: Enhancing Inclusive Competition and Partnerships

Reignite our core principles of competition. Explore what inclusive competition looks like in our provision and how to reframe what we do to engage young people who need us most.

Newport 1

TI 6

Using Data to Drive Impact

Tackle data overload! Learn how to extract valuable insights, why it's important and how to use data to shape the future of the School Games.

This workshop will focus on the insight we have available in relation to the most under-served young people in schools, how we can identify and importantly engage them through the School Games.

Ludlow 1

PL 3

Addressing Inactivity in the School Day

Using insights from half a million data points from the Active School Planner, this session examines the least active periods in the school day, their impact on children's health and wellbeing and strategies to increase daily movement.

Atcham Suite

PL 5

Cascading the Physical Literacy Message to Schools

With the current national ask to 'ignite' the concept of physical literacy, learn how SGOs have successfully promoted the concept to schools and families to encourage 60 active minutes of movement daily.

Exhibition Hall – Panel Area

YV 1

Getting started with Youth Voice

A series of three, one-hour sessions across the day to provide you with a foundation to support Youth Voice.

Explore valuable tools, activities, resources, and top tips to support facilitation of meaningful youth voice activities to enable collaboration and co-design of positive PE and sport experiences with and for young people.

Ryton Suite

YV 2

Empowering Youth Voice through Collaboration

This workshop explores creative ways to engage young people by building relationships and boosting their confidence to collaborate. Facilitated by young people through a panel

discussion and group activities, participants will learn how meaningful connections inspire better collaboration and ensure youth feel heard and valued. You will leave with practical insights into collaboration techniques which will help foster an environment where youth leadership can thrive.

Newport 2

YV 3

Listening to seldom heard voices

A practical session exploring how to implement the Youth Sport Trust’s Youth Voice Toolkit to engage young people with low confidence and create a ‘brave space’ for seldom heard voices.

Exhibition Hall – Active Classroom

14:40 - 15:40

CSLL 3

Case Study Live Lounge 3

Case Study G:

Re-engaging schools through an Eco-Champions programme

Case Study H:

Using Feedback to Prevent Inactivity in Secondary School

Case Study I:

Targeting Transition: Sam’s Journey to Success Through Targeted Support

Learn from innovative practice shared by practitioners from the School Games network with a chance to explore how to apply it to your context through facilitated discussions.

Exhibition Hall – Case Study Live Lounge



Jamboree 3

NGB/NDSO/System Partner Jamboree

Collaborate with our wider School Games family of National Governing Bodies of Sport (NGBs), National Disability Sport Organisations (NDSOs) and wider system partners to learn together about how we can collectively engage those young people that need our help the most. The themes of tackling inequalities, youth voice, and physical literacy will be explored.

You will be able to take part in practical activities where partners will bring their School Games formats to life along with networking opportunities on a rotating basis.

Exhibition Hall – NGB/NDSO Zone

TI 5

Influencing Change Through the Power of Effective Storytelling

Learn how to craft and position compelling stories within the network to drive meaningful change.

Newport 1

PL 2

Understanding Physical Literacy and its Role in School Games

This workshop is a repeat from Summit 2024.

Gain a deeper understanding of physical literacy and how it can support School Games delivery.

Ludlow 1

PL4

Creating Meaningful Opportunities for Targeted Groups through a ‘Pathway to Positive Experiences’

Led by Positive Experience Changemakers, this workshop applies the ‘Principles of Competition’ and how they relate to the ‘Pathway to Positive Experiences’ to design meaningful and impactful opportunities for targeted young people.

Exhibition Hall – Active Classroom

YV 1

Getting started with Youth Voice

A series of three, one-hour sessions across the day to provide you with a foundation to support Youth Voice.

Explore valuable tools, activities, resources, and top tips to support facilitation of meaningful youth voice activities to enable collaboration and co-design of positive PE and sport experiences with and for young people.

Ryton Suite

YV 5

What can we learn from Hackathons?

This session explores hackathons - short, focused events where people collaborate to solve problems and innovate. We will share how they have helped co-design solutions to barriers stopping some young people from taking part in sport and consider their value when time with young people is limited.

Newport 2

YV 6

Developing Peer Researchers - Principles and Practice

We will reflect on the learning from the Peer

Researchers pilot to enable delegates to increase their capacity to gather the views and ideas of young people about PE and sport by training young peer researchers.

Atcham Suite



Thank you

for supporting the **School Games Summit**. We would also like to thank all partners for their contribution to today’s exhibition, workshops, and panel discussions.

Event Operations

Audio Visual – Missing Link
Exhibition – Maelstrom
Event Solutions

Young Performers

SSPA Events

Youth Sport Trust

The Youth Sport Trust is a UK leading children’s charity for improving young people’s wellbeing through sport and play. We empower young people and equip educators to transform lives. Founded in 1995, we work with around 20,000 schools to inspire Changemakers and build a sense of belonging. Our vision is to create a future where every child enjoys the life-changing benefits of play and sport.

www.youthsporttrust.org

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Registered company number: 4180163

