

SEND FESTIVAL INFINITY CIRCUIT

INTRODUCTION

This Disney inspired Shooting Stars by England Football SEND festival pack has been developed with the purpose of introducing children with special educational needs and disabilities to meaningful competition. The aim is to provide a positive experience for participants and ensure everyone can have fun and achieve.

The festival is based around collecting Marvel's Infinity Stones, which are six items of great power. The objective is to try and collect as many as possible as the children participate in the festival.

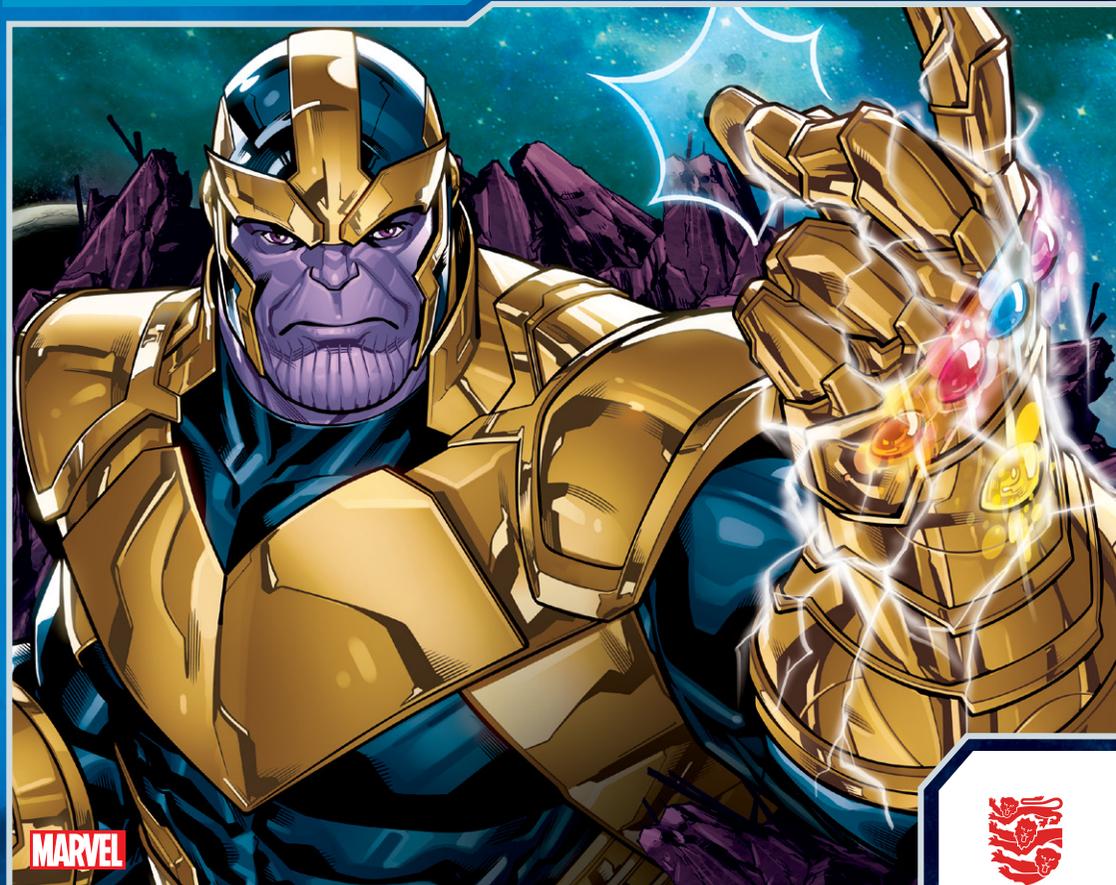
The festival also incorporates the School Games Values through two stages that support every child's journey. This can be delivered as an intra-school or inter-school festival format.

We understand that taking part in a festival can sometimes feel overwhelming with new activities, new people, and a new environment! That's why the stage 1 festival focuses on familiarisation and fun, giving children time to explore the festival activities in a safe, non-competitive environment.

Once they've built confidence and feel comfortable with the festival activities we would recommend that schools progress to a stage 2 festival, where schools can experience competition and celebrate in a friendly environment.

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INFORMATION & TIPS

- This festival has been developed with the considerations of children who have special educational needs, a disability, impairment or long-term health condition.
- The festival can be delivered in two progressive stages, allowing children to experience success and enjoyment in a way that suits their confidence and familiarity. This approach gives every child time to explore, and build confidence before taking part in a wider celebration with others.
- If you feel any of the activities need changing to suit the needs of the children, then use your own experience to adapt them. The STEP principle is a great way to make things easier or harder.

STEP:

S

PACE: Increase or decrease the size of the pitch.
Move closer to partner or target.

T

ASK: Simplify the game.
Change to holding, rolling or bouncing the ball.

E

EQUIPMENT: Change size, shape or colour of the ball.
Increase or decrease the number of goals.

P

PEOPLE: Reduce or increase the number of players on the pitch.
Work independently, in pairs or a team.

The festival can be delivered in two different stages as suggested below. Each stage can be delivered as an intra or inter school competition, whichever suits the schools and children participating.

Stage 1 (Learn & Play)

- Focuses on learning new skills, practising the activities, and building confidence through fun, non-competitive play.
- Gives children time to explore the challenges and games at their own pace while collecting Infinity Stones along the way.
- Encourages staff to adapt activities using the STEP principle so every child can take part and experience success.

Stage 2 (Play & Celebrate)

- Builds on the confidence and familiarity developed in Stage 1, introducing friendly competition in a safe and inclusive way.
- Promotes teamwork, respect, and enjoyment through shared experiences and the School Games Values.
- Ends with a celebration where every participant is recognised as an avenger for their effort, positivity, and teamwork.



SCHOOL GAMES VALUES

We encourage the School Games Values to become intrinsic to your festival. During the festival recognise positive demonstration of these values encouraging teams to achieve and check them off their Infinity Circuit Card.



Keep going no matter what. Determination is about the journey you go on to push yourself and achieve your dreams. Have the mental strength and the self-discipline to overcome obstacles, commit to your goals and keep working every day to become the very best you can be. Don't hold back!



Be honest with others and with yourself. Have the courage to do the right thing. Be truthful and promote fairness in every situation.



Giving it 100%, putting your heart and soul into whatever you are doing and never giving up. Care about what you do and the people around you, and approach each opportunity with enthusiasm and positivity.



Treat others politely, and with understanding. Accept life's 'ups and downs' with grace. Show respect every day, in everything you do and for everyone around you.



You've got to believe to achieve. Have the self-belief and confidence to succeed and reach your personal best.



Treat everyone equally, support each other and work together to have fun and achieve. Celebrate each other's success. Be a good friend and a positive team player in school, sport and life.

ACHIEVING SUCCESS

Before setting up your festival consider ways for teams to achieve success. We suggest children are introduced to achieving success in stages, as shown below, but be flexible on how you decide to measure this.

Decide how you will measure success during the festival – Stage 1: Learn & Play, Stage 2: Play & Celebrate, or through your own approach and make sure everyone understands what success looks like.

Success stages can be progressed as children re-visit the festival.

Stage 1 - Learn & Play

- During this stage, every team successfully collects an Infinity Stone on each pitch they visit, whether they win or lose. Stones are earned for taking part and showing effort. They can mark the stone as collected on their Infinity Circuit Card (included in this pack) once they have completed an activity.
- At the end of each activity, the teacher/leader and children talk about the School Games Values they have shown, again marking them off on their Infinity Circuit Card.
- Teams move around the circuit in the same direction and stay with the same group throughout, helping to build confidence and familiarity with the festival environment.

Stage 2 - Play & Celebrate

- During this stage every team still collects an Infinity Stone when they participate on each of the challenge pitches (Time - green, Mind - yellow and Soul - orange), but only the teams that win the game on the match pitches (Space - blue, Reality - red and Power Purple) collect the stone. This stage helps introduce a little more competition to success, with winners and loser on three of the pitches.
- At the end of each game the children award a School Games Value to the team they have been competing against, recognising the work of their peers who can then mark off the School Games Value they have been awarded on their 'Infinity Circuit Card'.
- Teams change pitches in opposite directions (see festival pitch set up diagram) – this will encourage a mix of teams competing against each other throughout the event.



THE FESTIVAL PITCH SET UP

*Note: This is a 3v3 festival and the set up accommodates a maximum of 6 players on each pitch, a total of 36 children.



SCHOOL FESTIVAL STARTING PITCHES

SCHOOL	STARTING PITCH COLOUR
Group 1	Blue
Group 2	Green
Group 3	Red
Group 4	Yellow
Group 5	Purple
Group 6	Orange

THINGS TO CONSIDER:

- If possible use Infinity Stone coloured markers for each pitch section.
- Share pitch diagram and controlled movements from pitch to pitch – (for psychological safety).
- Include time out spaces spread out around the pitches.
- Each group will be made up of 6 children working in two teams of 3.
- Keep team pairings consistent to help children feel secure and familiar.
- During stage 1 - learn & play - Each team will be given a colour to show which pitch they will start the festival on.
- During stage 2 - play & celebrate mix up team pairings throughout the festival to vary opposition and competition.

SCHOOL STAFF ROLES AT THE FESTIVAL

INFINITY STONE GUARDIANS:

Teachers from schools move with their children helping and enabling them to take part in the pitch activity.

NICK FURY THE LEADER OF SHIELD:

Controls the time for each game: Time four minutes to get ready (SOUND HORN), six minutes to play (SOUND HORN) time four minutes of rest to discuss School Games Values and move to the next pitch (SOUND HORN again to play) – repeat process six times.

TIMINGS

Teams will spend ten minutes on each pitch. Six minutes playing the game and four minutes to discuss and mark their success on their 'Infinity Circuit Card', before moving to the next pitch.

These timings are just suggestions and mean the festival would last for around an hour. Please use your own experience to adapt these timings if required, depending on how long you want the festival to last and the children you are engaging.

ROUND	TIMING	ACTION
0	4 mins	Children move to their pre allocated pitch
1	6 mins	Children play the game for the Infinity Stone pitch they are on
	4 mins	Children move to the next allocated pitch
2	6 mins	Children play the game for the Infinity Stone pitch they are on
	4 mins	Children move to their pre allocated pitch
3	6 mins	Children play the game for the Infinity Stone pitch they are on
	4 mins	Children move to their pre allocated pitch
4	6 mins	Children play the game for the Infinity Stone pitch they are on
	4 mins	Children move to their pre allocated pitch
5	6 mins	Children play the game for the Infinity Stone pitch they are on
	4 mins	Children move to their pre allocated pitch
6	6 mins	Children play the game for the Infinity Stone pitch they are on
	4 mins	Children move to their pre allocated pitch



FESTIVAL PROCESS

Read the following storyline to all children at the festival.

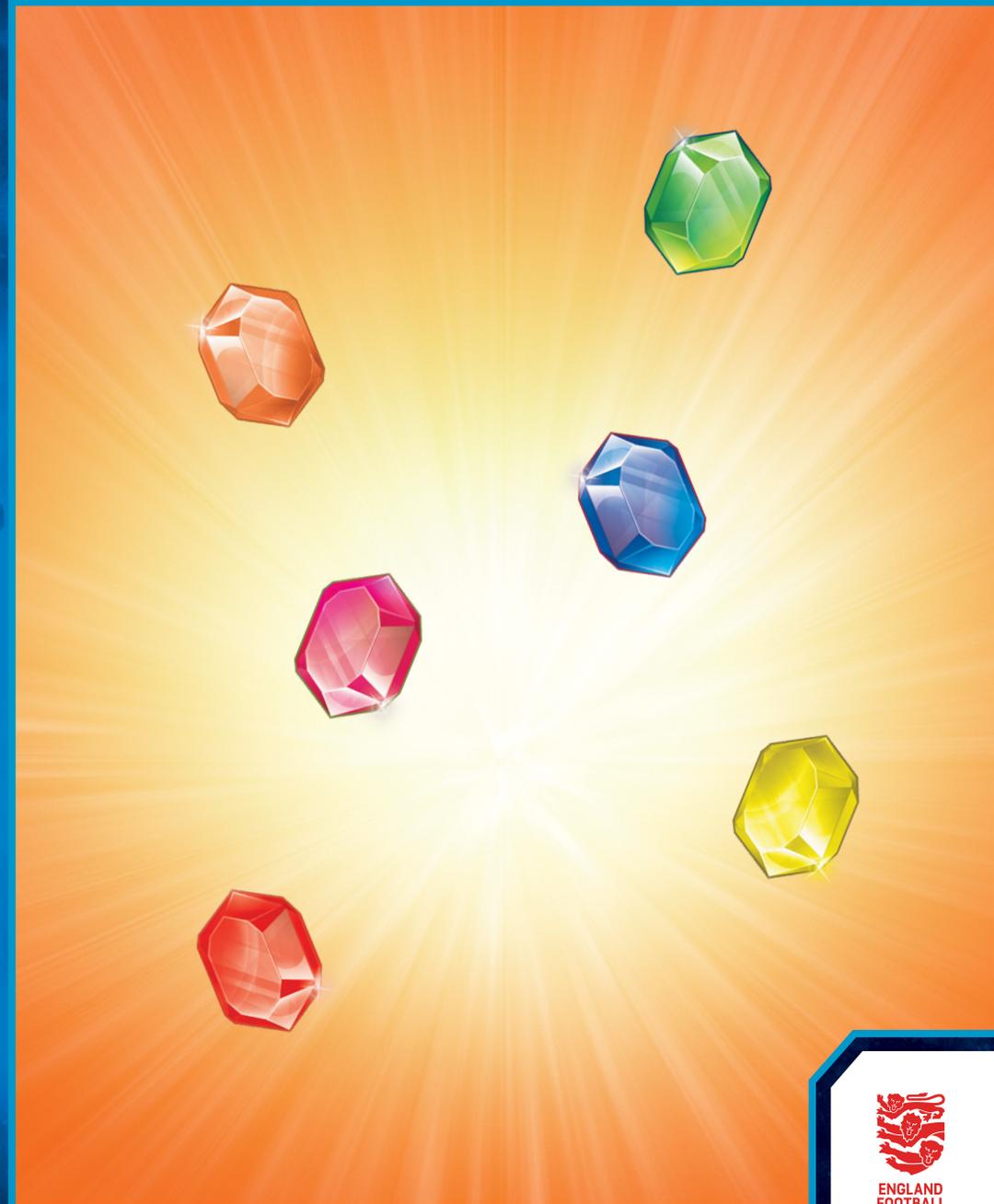
STORYLINE OPENING

At the dawn of the universe there was nothing, then BOOM! The Big Bang. In that very moment six crystals were scattered across the universe. These crystals are known as The Infinity Stones, each stone controls an essential aspect of life. The stones are: Space, Reality, Power, Soul, Mind and Time.

Avengers, today your unique skills and abilities will be called upon to stop the stones from falling into the wrong hands. This is your chance to play **THE INFINITY CIRCUIT**. Over the next 60 minutes can you collect all six Infinity Stones?

An infinity Stone can be collected by taking part in one of the activities. Each activity will last 6 minutes. Once you have completed an activity you can collect the Infinity Stone by marking it on your Infinity Circuit Card. You can then decide which School Games Values have been demonstrated and mark them on your Infinity Circuit Card before moving to the next Infinity Stone activity.

Now get ready to move to your first Infinity Stone activity and good luck!



STORYLINE CLOSE

Avengers, you have done well today, because of your actions, the earth remains safe. Thank you!

Bringing the Infinity Stones together was a dangerous thing to do, we must keep them safe to protect the universe, from further attacks.

AVENGERS ASSEMBLE!

AFTER THE FESTIVAL

If you have enjoyed this festival – what's next?

- Why not get involved with the Disney Inspired SEND Shooting Stars Clubs where you can continue your adventure back at your school. <https://girlsfootballinschools.org/extracurricular-keystage12-send-resources.php>
- Keep practicing your skills ready for your next festival.



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ENGLAND
FOOTBALL



INFINITY STONES

TYPE OF GAMES

FORMAT or NUMBERS

DIAGRAM



SPACE STONE

The game will start as a 3v3, where players from both teams will try to score in their opponent's goals.

The aim is to be the team with the most goals at the end of time.

If the football goes off the pitch, the game will re-start with a child choosing to kick or dribble the ball into play.

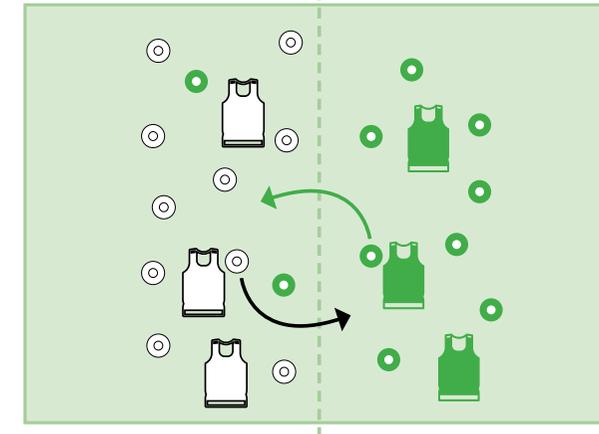
3 v 3



TIME STONE

- Make a square and split it into two halves.
- Place 10 green cones on one side and 10 white on the other.
- Split the children into two groups of 3.
- On GO, move one cone at a time to the other team's half of the square.
- Children can either take one of their cones coloured cone into the oppositions half or they can return one of the oppositions cones from their half of the pitch.
- Progression - Allow children to choose to either dribble, hold or bounce the football as they play the game.

2 teams of 3





INFINITY STONES

TYPE OF GAMES

FORMAT or NUMBERS

DIAGRAM



REALITY STONE

The game will start as a 3v3, where players from both teams will try to score in their opponent's goals.

The aim is to be the team with the most goals at the end of time.

If the football goes off the pitch, the game will re-start with a child choosing to kick or dribble the ball into play.

3 v 3



MIND STONE

Players move around the area trying to go through as many gates as they can.

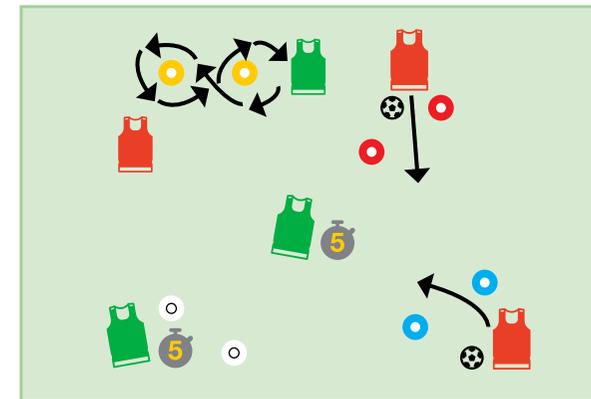
Set a challenge at each gate, for example:

- **Red Gate** – Encourage players to move through each gate in a different way.
- **Yellow Gate** – Players move in a figure of eight around the yellow cone.
- **White Gate** – Players try to balance for five seconds.

Progression:

Allow the children to choose to dribble, bounce or hold the football as they travel through the gates.

Six children working individually





BALLS



CONES



BIBS



GOALS

INFINITY STONES

TYPE OF GAMES

FORMAT or NUMBERS

DIAGRAM



POWER STONE

The game will start as a 3v3, where players from both teams will try to score in their opponent's goals.

The aim is to be the team with the most goals at the end of time.

If the football goes off the pitch, the game will re-start with a child choosing to kick or dribble the ball into play.

3 v 3

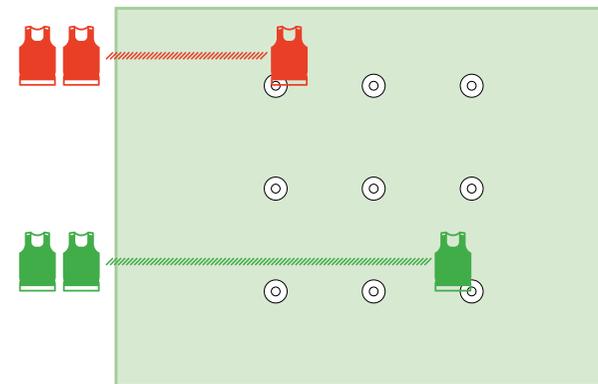


SOUL STONE

- Create a Noughts and Crosses grid using 9 cones.
- Split the players into two teams each with 3.
- On 'Go', teams can send one player with their colour bib to the grid.
- The player can place a bib on top of an empty cone.
- The player will return to their team where they will high-five to allow the next player to go.
- First team to get three bibs in a row will score a point.

Progression:
Change the bibs to footballs and allow the players to choose to dribble, hold or bounce the football and leave next to an empty cone on the grid.

2 teams of 3



ENGLAND FOOTBALL

INFINITY CIRCUIT CARD



Use this card during the festival to help measure your teams success.

After completing the activity on each pitch, if you managed to collect an Infinity Stone, tick it off on your card.

After completing the activity on each pitch discuss the Schools Games Value/s you demonstrated and have been awarded and tick those off on the card too.

On their own the stones provide great power. But when combined they form a circuit – granting the user INFINITE power!

TEAM NAME: