



QUEEN ELIZABETH II SILVER
JUBILEE SCHOOL

Sport Premium Allocation for Academic Year
2020-2021
Impact of Funding

Allocation
£ 16,420

Context: The sports premium is allocated to schools with primary aged pupils to make additional and sustainable improvements to the quality of Physical Education, School Sport and Physical Activity (PESSPA) offered. Schools should use the funding to extend or add to the activities already on offer and build capacity and capability within the school to ensure that improvements made now will benefit pupils joining the school in future years.

At QEII School we have a number of checks and balances to ensure that the money is spent wisely and produces excellent outcomes for our pupils in their knowledge, skills and confidence and in their engagement and experience in physical activity. Teachers are expected to understand the individual needs of our pupils and identify what interventions are required. The Physical HLTA's are responsible for ensuring physical activity opportunities and the impact for our pupils with physiotherapy needs and the PE subject leader is responsible for monitoring impact in all areas.

In deciding how to spend the Sports premium in any year the school takes into account:

- The needs of the cohort of primary aged pupils.
- Meeting the day-to-day needs of each learner within the context of the whole school, including offering a breadth of sporting activities where there is clear evidence of impact.
- CPD needs of staff to ensure the delivery of best possible provision and opportunities.
- Careful monitoring of the impact of Sports Premium in its recipients in previous years.

Key Indicator 1: The engagement of all pupils in regular physical activity (at least 30 minutes a day in school)
Objective 1: To develop our physical activity resources to support sensory circuits to ensure targeted activities and variation.

£500

Mid-Year Impact and Further Actions	Evidence
Key Indicator 2: The profile of PE and Sport is raised across the school as a tool for whole school improvement. Objective 2: To train and have a physical HLTA to carry out hydrotherapy programmes for two days a week ensuring continuity and progress for pupils.	£6,650
Mid-Year Impact and Further Actions	Evidence
Key Indicator 3: Increased confidence, knowledge and skills of all staff in teaching PE and sport Objective 3: To continue to use Cyber Coach PE to provide staff with professional development, training and a resource to help them teach PE and sport more effectively and embed physical activity across your school.	£ 250
Mid-Year Impact and Further Actions	Evidence
Key Indicator 4: Broader experience of a range of sports and activities offered to all pupils. Objective 4: To enable pupils with Profound and Multiple Learning Difficulties to participate in multisensory movement sessions on a regular basis supported by a physical HLTA. To increase the use of bikes through introducing a bike club. Purchase balance bikes To purchase a second moto-med bike	£3,200 £320 £5000
Mid-year Impact and Further Actions	Evidence
Key Indicator 5: Increased participation in competitive sport through liaison with Horsham District Council. Objective 5: Increased opportunities for outside coaches to support e.g. golf, bikeability, kungfu, wheelchair basketball. Organise a trampoline competition for Spring 2022	£ 500
Mid-year Impact and Further Actions	Evidence

Impact of Sports Premium 2019 – 2020:	
The engagement of all pupils in regular physical activity (at least 30 minutes a day in school)	The cost of the playground markings was larger than expected and it was not possible to carry this out during this academic year. This has therefore been carried forward with increased funding. For pupils who were in school a variety of sports activities were trialled and this will be formalised during this academic year with the development of a football pitch.
The profile of PESSPA being raised across the school as a tool for whole school improvement.	Our PE subject lead has developed her vision for PE and her three year action plan for Physical Education. During the lockdowns emphasis was put on physical activity taking place at home with a number of incentives introduced. E.g. link's to online activities such as Joe Wicks, Jumping Jonny, Zoom yoga and virtual sports day that was accessed by the whole school. Big incentives to increase physical activity at home and school such as getting out and walking, cycling, gardening, developing life-skills and helping with housework. There was also a focus on being healthy - home cooking and lessons around preparing simple meals that students could do at home and at school. The development of school sport was limited due to covid restrictions.
Increased confidence, knowledge and skills of all staff in teaching PE and sport	The PE lead contacted staff to find out what support they needed to feel confident in teaching PE including any resources that were needed. Useful documents were created to help them support physical activity in their classes, with particular emphasis on sensory students. Yoga sessions were demonstrated and videoed and staff were able to access CPD and resources through Sportability.
Broader experience of a range of sports and activities offered to all pupils	This has been carried over to next year due to the limitations of Covid-19
Increased participation in competitive sport	This has been carried over to next year due to the limitations of Covid-19
Overall Summary	
The impact of the covid – 19 pandemic and its restrictions greatly affected what we were able to develop and offer during this academic year. Therefore many of the objectives have been carried forward either to ensure that they are implemented or for those that were put in place, to ensure that they have the desired impact.	
Swimming and water Safety	
Pupils who swim competently, confidently and proficiently over a distance of at least 25 metres.	20
Pupils who use a range of strokes effectively. Eg. front crawl, backstroke, breaststroke	12
Pupils who can perform safe self-rescue in different water-based situations.	20