



SGO Network Review – update

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Two key Objectives:

- A) Examine the **impact** and **value-for-money** of the SGO network in its current form
- B) Appraising options for what a **re-imagined school sport network** could look like in the context of the changing education and sport landscape



FINALISING REPORT



CONSULTATION EVENTS
15 Jan / 5 Feb / 26 Feb

REVIEW COMPLETE
APRIL 2025

Objective A – Impact and Value for Money

IMPACT: The aim of this strand is to assess: *“the intended and actual (additional) impact of the SGO network, and what observable contribution is attributable to the direct/in-direct action of the SGO network”*.

This considers:

1. The extent the activities of the SGO network are contributing to the **5 School Games outcomes**.
2. The extent to which the SGO network is serving the **variety of school settings** including primary, secondary, special schools and pupil referral units.
3. The extent to which the SGO network is adopting the emphasis of **getting the least active more active** and sustaining participation and increasing/sustaining overall school engagement in after-school sport.
4. What observable contributions is the SGO network making to wider outcomes such as the **physical and mental wellbeing** of children and young people and the UK CMO Guidelines?
5. **Other observable benefits** have been realised by the SGO network?

6. VALUE FOR MONEY: To what extent does the work of the School Games Organiser network over the past 4–5 years, (2018 – 2023) represent value for money in terms of how the benefits compare to the costs. What would be lost if such a network were not to exist?

IMPACT: The research

Primary research:

- 3 surveys (SGO / Host sites / Schools)
- Interviews / focus groups with:
 - ❖ Active Partnerships
 - ❖ National Governing Bodies
 - ❖ SGOs
 - ❖ Schools, and
 - ❖ Selection of national partners

Secondary analysis of:

- School Games Mark applications 2023/24
 - Platinum award case studies
 - Impact reports and SGO surveys
 - SGO job descriptions and person specifications
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Surveys – schools n = 1,678

94% report their SGO has a positive impact providing equal opps

93% report their SGO has a positive impact on their least active

71% of schools report their SGO has helped to develop new partnerships for their school (clubs, coaches, facilities, community)

88% of schools report if their SGO was no longer available as they are now, their sport and physical activity offer would **REDUCE**

Surveys – SGOs n = 323

The average number of schools each SGO covers is **56** (range 115 schools to 19 schools)

On average, **63%** of an SGO's time is allocated to primary, **24%** to secondary, **10%** to Special Schools, **4%** to Alternative Provision and **3%** 'Other'

The SGOs report that their role serves the needs '**to a great extent**' for **80%** at primary level, **25%** at secondary **22%** for Special Schools, **5%** for Alternative Provision

Surveys – Hosts n= 84

76% of hosts are secondaries, **6%** Primary, **6%** other school type, **12%** not a school

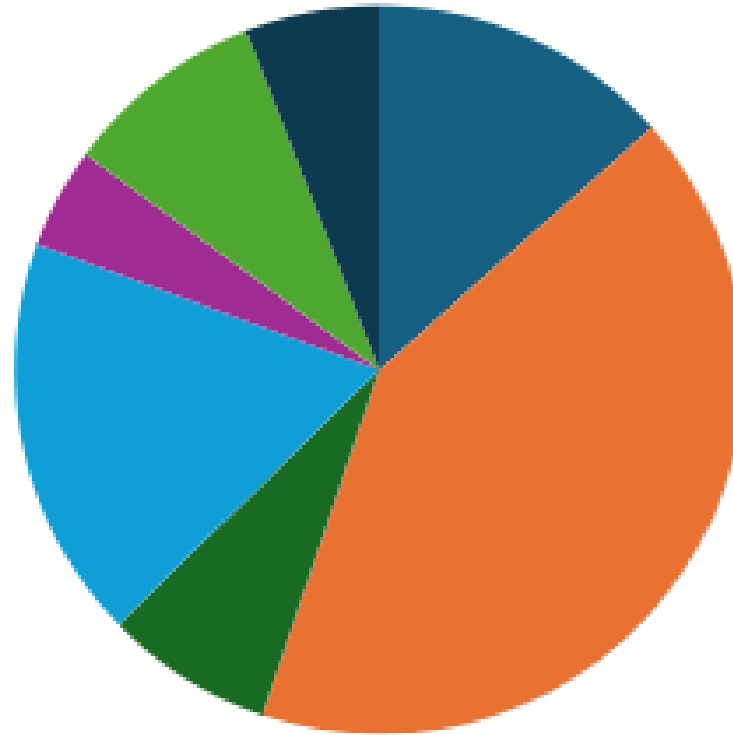
56% have been a host for more than 10 years, **80%** for 6 years or more

54% report being the SGO host site has 'a lot' of benefit to their students than if they were not the host, **35%** 'a little' benefit and **11%** 'no benefit'

Value for Money: Methodological Overview

Outcome Area	Measurement through Active Lives dataset, linked to unique school numbers for Platinum, Gold, Silver, Bronze School Games Mark schools
SGON Outcome 1	Measurement questions: self-reported daily minutes of exercise. 420 minutes of activity per week in and out of school, following Chief Medical Officer guidance (Active Lives)
SGON Outcome 2	<p>Measurement questions: i) how confident students report feeling and ii) how likely student is to keep trying when they find something difficult (Active Lives)</p> <p>Sub-group analysis (including impairment, level of deprivation, family affluence score and gender) undertaken for all outcome measures</p>
SGON Outcome 3	Beyond scope of VfM.
SGON Outcome 4	Partially captured through self-reported volunteering levels (those that have volunteered at least once in the last 12 months) (Active Lives)
SGON Outcome 5	Beyond scope of VfM. Would require continuous community-based surveys to identify local impact.

Objective B Consultation Events



- Active Partnerships
- Schools
- MATs
- SGOs
- National partners
- NGBs
- Sport England

Next steps

- Finalise Objective A report
 - Remaining 2 Objective B consultation events
 - Prepare and circulate key messages to the Network
 - Ongoing SGO Network drop-ins
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Positive Experiences Collective



The graphic features a yellow background with three overlapping circles: a red circle at the top left, a blue circle at the bottom left, and a white circle at the bottom right. The text 'Positive Experiences Collective' is prominently displayed in the center. Below the title, the website 'positiveexperiencescollective.org' is listed. At the bottom, logos for Positive Experiences Collective, The National Lottery, Sport England, and thinkpublic are shown.

Annual Gathering
Join us.
Open to all.
Sharing learning & creative stories of physical literacy.

Positive Experiences Collective
Learn more at positiveexperiencescollective.org

Patchwork Programme
Supporting 24 interdisciplinary teams over two years.
Putting physical literacy into practice.

Listening Circles
Virtual sessions.
Open to all.
A space for sharing solutions & ideas.

- Objective 1** Developing knowledge and understanding of positive experiences, physical literacy and tackling inequalities among sector partners.
- Objective 2** Supporting and empower advocates across the sector.
- Objective 3** Facilitate collaboration around shared themes that will support better policy and practice which prioritises positive experiences for all children and young people.
- Objective 4** Celebrating the progress of the Collective.

Positive Experiences Collective

www.positiveexperiencescollective.org

LISTENING CIRCLES

A structured group session to expand horizons and collectively shift practice towards positive experiences and physical literacy.



21 January 2025

Join us virtually from 10.00-12.00



18 March 2025

Join us virtually from 10.00-12.00



6 May 2025

Join us virtually from 10.00-12.00