



Evidencing the impact of the PE and Sport Premium

Amount of Grant Received	£17,548.80	Amount of Grant Spent	£22,505.94	Date 25.07.24	Updated July 2024
RAG rated progress: Red - needs addressing Amber - addressing but further improvement needed Green – achieving consistently			20/21 Coronavirus Amendments - instead of RAG rating they are in blue to show they could not go ahead as planned all year due to the pandemic.		

Meeting national curriculum requirements for swimming and water safety	
What percentage of your Year 6 pupils could swim competently, confidently and proficiently over a distance of at least 25 metres when they left your primary school at the end of last academic year?	65%
What percentage of your Year 6 pupils could use a range of strokes effectively [for example, front crawl, backstroke and breaststroke] when they left your primary school at the end of last academic year?	65%
What percentage of your Year 6 pupils could perform safe self-rescue in different water-based situations when they left your primary school at the end of last academic year?	70%
Schools can choose to use the Primary PE and Sport Premium to provide additional provision for swimming but this must be for activity over and above the national curriculum requirements. Have you used it in this way?	Yes, extra coach provided to support non-swimmers.

Key indicator 1: The engagement of all pupils in regular physical activity

- Chief Medical Officer guidelines recommend that primary school children undertake at least 30 minutes of physical activity a day in school

School focus with clarity on intended impact on pupils:	Actions to achieve:	Funding allocated:	Evidence and impact:	Sustainability and suggested next steps:	20/21	21/22	22/23	23/24
Additional opportunities for physical activity during the primary school day – curriculum	- Maths of the day - Forest schools - Smile for a mile - Active classes - Five a day - Take 10 - Sports week - Eiger Desks	£1,000 £4,000 £795 £252 £1,500 £807	Children more active- teachers embedded active 30 minutes.	Continue to promote and embed active classrooms, including use of Eiger desks.				
Lunches & playtimes	- Play leaders organising structured games - P.E ambassadors club - Sports coaches– class challenges	£25 per session	Children actively engaged in activities at break times and lunch times improved behaviour.	Continue and maintain				
Extra-curricular (Breakfast & After school clubs)	- Girls Active - Boys Active - Football KS1 & KS2 - Multi-sports - Cheerleading - Dance - Fencing - Dodgeball - Wake up Shake up	Clubs £25 per session	Higher percentage of pupils engaged in sports and PE.	Continue and maintain				

Key indicator 2: Raising the profile of PE & Whole School Improvement

- The profile of PE and sport being raised across the school as a tool for whole school improvement

School focus with clarity on intended impact on pupils:	Actions to achieve:	Funding allocated:	Evidence and impact:	Sustainability and suggested next steps:	20/21	21/22	22/23	23/24
Attendance & Punctuality	- Lunchtime coaches - Wake & Shake - Breakfast club - Girls/Boys Active - Intervention Groups	£25 per session	Improved behaviour and targeted activities.	Continue and maintain lunchtime coaches. Introduce Change4life to targeted groups				
Behaviour & Attitudes to Learning	- Active curriculum - Celebration assemblies - Links with local clubs - Girls Active - Boys Active intervention	£800	Children more active- teachers embedded active 30 minutes. Links with clubs Lacrosse and tennis.	Continue links with clubs and active curriculum.				
Improving Academic Achievement	- Active curriculum - P.E Intervention (KS1 & 2) - Extra coach swimming	£800 £30	Children more active- teachers embedded active 30 minutes.	Continue with extra swimming coach Staff continue to make links across subjects & themes including PE.				
Health & Well Being/SMSC	- Drumzaloud - Spirit of the games values - Entering sporting events - Whole school approach to rewarding physically active & sports achievements e.g. assemblies - Celebrating success through newsletters, website & social media		Level 2 competitions. Achieved Gold award School Games. Intra competitions	School values ethos are complemented by sporting values Continue level 1 & 2 competitions next year.				

Key indicator 3: High Quality Teaching

- Increased confidence, knowledge and skills of all staff in teaching PE and sport

School focus with clarity on intended impact on pupils:	Actions to achieve:	Funding allocated:	Evidence and impact:	Sustainability and suggested next steps:	20/21	21/22	22/23	23/24
Review curriculum time allocation for Physical Education to ensure pupils meet National Curriculum outcomes. (minimum 2 hours of timetabled PE required to do this)	Ensure all pupils access 2 x 60 minute PE lessons a week.	£25 per session	Pupil's consistently achieving NC outcomes.	Continue employing Sports Cool for Games. CPD dance and gymnastics for staff with SHAPES. CPD – gymnastics for all next year Continue with Get Set 4 P.E SOW				
Review the quality of teaching & consider best way of allocating CPD from SHAPES, courses & other sources	CPD – EYFS CPD twilights Gymnastics coach for CPD Primary passport / Get Set 4 P.E BSY – children's yoga Dance CPD –Laura Kendal CPD - Zoom Social Distancing Games & Activities – SHAPES support	£175 £400 annually £2,300	CPD EYFS PD Sharon Skade Staff access support to achieve and confidence to teach high quality lessons increased.	Review staff CPD needs CPD dance and gymnastics for new staff with SHAPES. CPD – gymnastics for all next year Continue with PE Passport				
PE Coordinator allocated time for planning & review	Morning session for reviewing Time to observe lessons	£175 a day	Monitor lessons, staff and pupil voice	Agree time to monitor lessons and use of PE Passport				
Review supporting resources	PE Passport, maths of the day, five a day, take 10, on line active classrooms. Get Set 4 P.E SOW PE resources/equipment Sports Safe UK	£300 £800 £250 £4,500 £345	PE Passport – ensure progression. Improvement in planning & Assessment of PE Playground resources to encourage activity at playtimes.	Review use of PE Passport. Provide training for new staff. Smile for a mile track.				
Review of PE equipment to support quality delivery	See list of essential PE equipment & order accordingly	£4,500	New equipment ordered. Provide wider variety of sports PE.	Regular review				

			Suitable equipment for EYFS Play time resources.					
Targets relating to PE delivery being encouraged to form part of performance management	Part of coordinators performance management		Part of subject leaders PM	Explore possibilities for other staff particularly PE team at next PM reviews				
Support TA's & other adults to access relevant CPD to enhance the school PESS workforce	TA attended Primary Girls Active TA's in PE curriculum team		TA's attended level 2 sports events	Encourage CPD for TA's next year.				
Develop an assessment programme for PE to monitor progress	Use PE Passport Training new staff to use	£400	PE Primary Passport – improvements in planning and assessment	All staff to consistently use and access CPD offered.				
School focus with clarity on intended impact on pupils:	Actions to achieve:	Funding allocated:	Evidence and impact:	Sustainability and suggested next steps:	20/21	21/22	22/23	23/24
Review extra-curricular offer	Develop offer to ensure each year group & gender are catered for school challenge, family challenge, School Games.	SHAPES £2,300	Family Challenges promoted by school. School Games Gold Award Extra-curricular clubs introduced girls football & cheerleading	Continue to promote family challenges. Maintain Gold award.				
Review extra-curricular activity balance	School Sports 50% of pupils in extra-curricular sports activity More clubs aimed at girls - Cheerleading and girl's football specialist coach	£30 per hour £35 per hour	Young Ambassadors trained in each bubble to target inactive children continued as YA. Girl's football club Cheerleading club introduced as a result of pupil voice.	Continue Young Ambassadors. Set up Zumba club – mornings to encourage more girls. Continue with Cheerleading club and enter competitions				
Review offer for SEND pupils	Develop offer to be inclusive – SHAPES SEND Programme Inclusion awards		Shapes SEND resources and packs provided for families Level 2 competitions entered	Continue with SHAPES SEND opportunities				

Target inactive pupils	Develop intervention programmes Girls/Boys Active,	£25 per hour	Young Ambassadors trained in each bubble to target inactive children. Additional lunch times coaches	Continue programmes.				
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Key indicator 4: Broader Range of Activities

- *Broader experience of a range of sports and activities offered to all pupils*

School focus with clarity on intended impact on pupils:	Actions to achieve:	Funding allocated:	Evidence and impact:	Sustainability and suggested next steps:	20/21	21/22	22/23	23/24
Review School Games Participation including a cross section of children who represent school	• Use Shapes Competition Events Calendar to plan competition entries for year • Use new Shapes booking system to enter events • Review children who have represented school in the past (PE Passport) & ensure a wider range of children get involved by choosing events to attract children who have not taken part before	£2,300 £500 (transport)	Level 2 competitions reintroduced and excel, inspire and be proud to include a cross section of children.	Continue whole school staff participation in events.				
Review competitive opportunities for SEND children	• Ensure SEND pupils are identified and supported to attend appropriate competition • Inclusion award	£2,300	Level 2 competitions reintroduced SHAPES inclusion award Shapes SEND resources and packs provided for families	Look for other opportunities in SHAPES SEND programme.				
Increase Level 1 competitive provision	• Engage with SHAPES annual school challenge	£2,300 £25 per hour	Big leap Extra coach at the end of each half term for intra comps.	Continue with extra coach at the end of each half term for intra comps. Level 1 competitions at the end of appropriate units of work				

Extend Extra-Curricular & Competitions Offer	Breakfast & Afterschool clubs	£25 per session	Introduced wider range of after school clubs to increase participation. Girl's football club and cheerleading	Encourage more opportunities for the less active More opportunities for Level 1 Festivals				
Extending Competition Offer	Consider establishing friendly competitions with neighboring schools you can walk to	£25 per session	Sports coach exploring reintroducing football competition with other local schools.	Increase in competition uptake with football competitions in KS2 Explore possibilities for KS1				
Create Stronger Links to Community Clubs	- Sports specific coaching programmes - Development Days		Links with Lacrosse, Cricket, Tennis, Golf established.	Maintain current ones and explore more opportunities.				

30 Active Minutes Review

	Monday	Tuesday	Wednesday	Thursday	Friday
Reception	Continuous Provision Large playground: 10 mins	Continuous Provision PE: Games Coach 30 mins	Continuous Provision Large playground: 10 mins	Continuous Provision Large playground: 10 mins	Continuous Provision PE: Games coach 45 mins Large playground: 10 mins
Year 1	Imoves /MOTD – 10 mins Take 10 – 10 mins Smile for a Mile – 10 mins	PE - Games Coach – 45 mins Disco Dough – 10 mins	Go noodle – 10 mins Smile for a Mile – 10 mins Imoves (Science – 10 mins)	PE – Dance/Gymnastics – 45 mins Smile for a Mile – 10 mins	Smile for a Mile – 10mins 5-a-day (Spanish) - 10 mins Cosmic Yoga – 10 mins
Year 2	Smile for a mile Go Noodle for guided dance and up and active brain breaks	IMoves – yoga and active blasts Link to literacy/maths and topic work	IMoves – yoga and active blasts Link to literacy/maths and topic work	IMoves – yoga and active blasts Link to literacy/maths and topic work	Smile for a mile Go Noodle for guided dance and up and active brain breaks
Year 3	Smile for a mile – 20 minutes Active while we wait – 10 minutes	Go Noodle – 20 minutes Active while we wait – 10 minutes	Smile for a mile– 20 minutes Active while we wait – 10 minutes	Go Noodle – 20 minutes Active while we wait – 10 minutes	Smile for a mile– 20 minutes Active while we wait – 10 minutes
Year 4	Smile for a mile – 20 minutes Active while we wait – 10 minutes	Go Noodle – 20 minutes Active while we wait – 10 minutes	Smile for a mile– 20 minutes Active while we wait – 10 minutes	Go Noodle – 20 minutes Active while we wait – 10 minutes	Smile for a mile– 20 minutes Active while we wait – 10 minutes
Year 5	Smile for a mile - 10 minutes Go Noodle during the day – 10 minutes at intervals throughout the day for up and active brain breaks	Smile for a mile - 10 minutes Go Noodle during the day – 10 minutes at intervals throughout the day for up and active brain breaks	Smile for a mile - 10 minutes Go Noodle during the day– 10 minutes at intervals throughout the day for up and active brain breaks	Smile for a mile - 10 minutes Go Noodle during the day– 10 minutes at intervals throughout the day for up and active brain breaks	Smile for a mile - 10 minutes Go Noodle during the day – 10 minutes at intervals throughout the day for up and active brain breaks
Year 6	Smile for a mile - 10 minutes Go Noodle during the day – 10 minutes at intervals throughout the day	Smile for a mile - 10 minutes Go Noodle during the day – 10 minutes at intervals throughout the day	Smile for a mile - 10 minutes Go Noodle during the day– 10 minutes at intervals throughout the day	Smile for a mile - 10 minutes Go Noodle during the day– 10 minutes at intervals throughout the day	Smile for a mile - 10 minutes Go Noodle during the day – 10 minutes at intervals throughout the day

