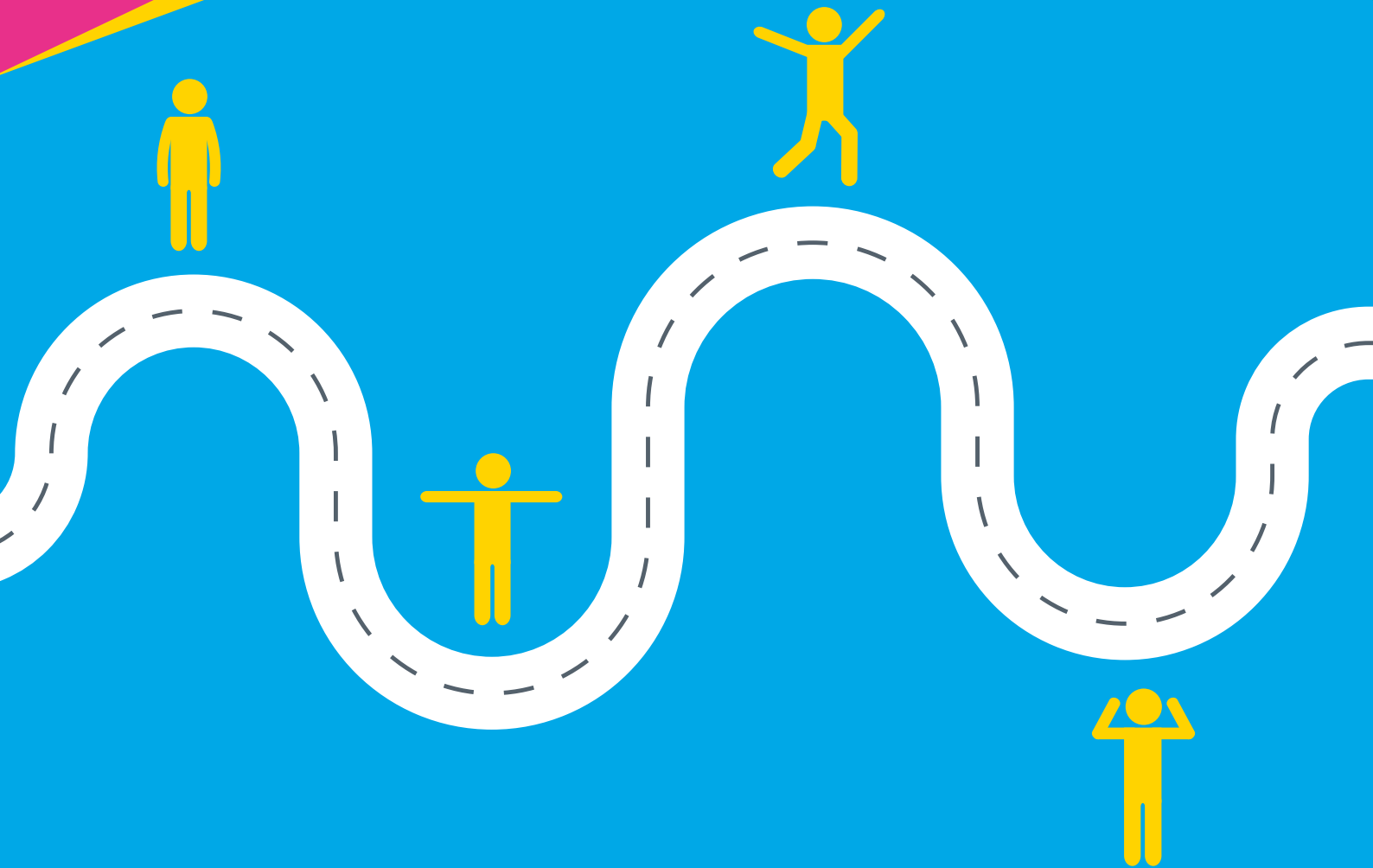


SCHOOL
GAMES



School Games Roadmap 2026/27



HM Government



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Forewords



Welcome to the 2026/27 School Games Roadmap.

Firstly, thank you for the difference you make to children's lives daily. With a generation battling the consequences of increasingly sedentary lifestyles, your work to help more children and young people enjoy the life changing benefits of play and sport is improving their health and happiness, and showing a positive alternative is possible.

Importantly, your collaborative ethos means the impact surpasses opportunities created alone. By working together, sharing effective practice and learning, and inspiring each other, you are developing and delivering approaches informed by the challenges and opportunities present, with a commitment to tackling inequalities, improving the school experience and creating healthy habits for life.

With the values and ambitions within the Roadmap at the forefront of your work, you are delivering change locally, layering up to the collective impact of the School Games on children's lives.

And you are doing this against a backdrop of uncertainty. As we explored at the School Games Summit in Telford in June 2026, the external landscape means questions about what the future of PE and school sport will look like in the future remain. Rest assured, we continue to push for clarity at the earliest possible opportunity.

For now, however, we are optimistic the process to identify a National Delivery Partner for the new PE and School Sport Partnerships Network will take place over the Summer before being announced in the Autumn. The National Delivery Partner will then advise on future plans for the School Games from April 2027 onwards.

I hope this Roadmap can inform your planning and practice for the coming year whilst encouraging you to reflect on your achievements and impact. During this time of uncertainty I continue to be moved by your professionalism, commitment and impact.

Children and young people are more active, happier and healthier because of you. Thank you.

A handwritten signature in black ink, appearing to read "Ali Oliver".

**Ali Oliver MBE — Chief Executive
Youth Sport Trust**

Thank you for everything you do as part of the School Games Organisers Network to help children and young people lead active, healthy and happy lives through positive experiences of sport and physical activity.

At a time of change across the PE, school sport and physical activity landscape, I want to recognise not only your professionalism and commitment, but also your patience. Throughout this period, I have been continually impressed by the way School Games Organisers have remained firmly focused on what matters most: creating better outcomes for children and young people.

Every day, you provide opportunities for children and young people to enjoy being active, build confidence, develop friendships and experience a sense of belonging through sport and physical activity. These positive experiences are incredibly important, helping children develop a lifelong love of being active and building positive relationships with sport and physical activity that last throughout their lives.

What inspires me most is your determination to reach those children and young people who stand to benefit the most. Through your inclusive and child-centred approach, you remove barriers, tackle inequalities and ensure more young people can access opportunities that are meaningful, enjoyable and relevant to them.

As I look ahead, I am optimistic about the opportunities the new PE and School Sport Partnerships Network presents and its potential to build on the strong foundations established across the sector, including the passion, expertise and commitment you exemplify daily.

On behalf of Sport England, I want to thank you for your dedication, resilience and unwavering commitment. The impact of your work is felt every day in schools and communities across the country with children healthier, happier and more active because of the opportunities you create. Your contribution is making a lasting difference, and I am incredibly grateful for everything you do.

A handwritten signature in black ink, appearing to read "Joanne Moss".

**Joanne Moss
Strategic Lead Children and Young People**

Vision and Mission



The School Games vision and mission sets out our ambitions for young people. The vision states what we want to achieve, and the mission gives clarity around how this will be achieved. Delivering change locally whilst making a difference nationally is key to the success of the vision and mission being achieved.

Vision

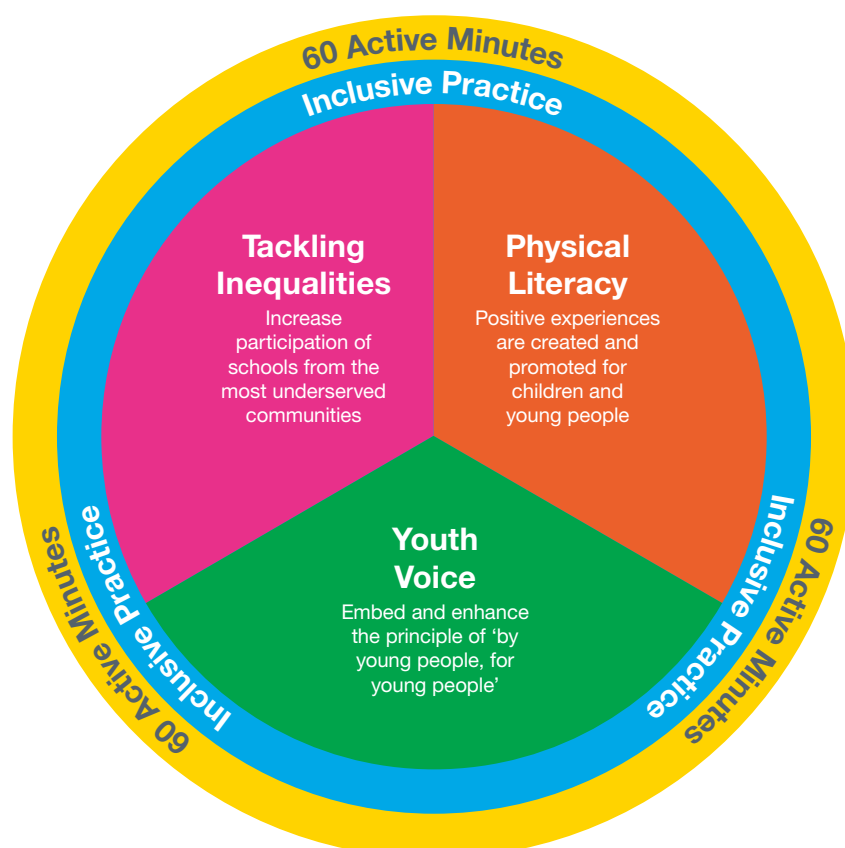
The School Games will make a positive and meaningful difference to the lives of children and young people through sport and physical activity.

Mission

Putting physical activity and school sport at the heart of schools. Providing young people with the opportunity to enjoy and learn through competition to achieve their personal best.

School Games Pledges

These pledges set a course to address the national priorities of tackling inequalities, youth voice and physical literacy through the School Games. They are designed to demonstrate both the agility of the network to ensure School Games remains relevant to the needs of young people and the collective scale, reach, and impact that the funding has made. These pledges are not to be considered in isolation as they are absolutely interdependent – we need to ensure that we hear the voices of those seldom heard if we are to create a life long love of being active for those young people that will benefit the most who have been traditionally missing out. Please consider these as part of your School Games accountability.



The five School Games outcomes ensure that there is a clear direction and a collective ask to the School Games network to work towards the same priorities for young people in Year 3 to 13 across all education settings.

The outcomes for the School Games network to work towards in the 2026/27 are:

1 Advocate and position the delivery of the CMO daily active minutes for all young people, as a universal offer to maintain and grow school engagement¹

Helping schools prioritise the delivery of the Chief Medical Officer's recommended 60 active minutes a day, or 20 minutes a day for SEND students. Supporting improvements in student's physical literacy, and social, emotional and physical wellbeing.

2 Ensure all competition has a clear intent and creates positive experiences based on the motivation, competence and confidence of the young people that need our support the most

Using local insight to target young people who would receive the greatest benefit from involvement in competitions. This includes students from low socio-economic backgrounds, minority ethnic groups, SEND students and girls.

3 Have a clear focus on secondary school engagement and transition points

Prioritising delivery in secondary schools whilst also recognising the impact on students transitioning in early Key Stage 2 and from Key Stage 2 to 3.

4 Support the personal development of targeted young people through youth voice and leadership

This includes opportunities across the full breadth of the School Games which incorporates physical activity, competition, high quality leadership and youth voice.

5 Advocate and engage key stakeholders² on the value of School Games to support local provision and improve the experience for young people and their families

Showing the role the School Games can play in making a meaningful difference to the lives of young people. Encouraging engagement from local stakeholders including senior leadership teams, Public Health and parents.

¹ Schools can be primary, secondary, special, alternative provision, bases/units, and other educational settings inclusive of the independent sector

² Key stakeholders will look different in each SGO area but could include senior leaders in schools, National Governing Bodies of sport, Active Partnerships, schools, local authority, public health, community/voluntary groups, parents

10 Principles of the School Games



The School Games is a national model that is positioned to deliver enrichment opportunities that reflect local needs. It is underpinned by consistent principles and behaviours to achieve the vision, mission and outcomes:

- 1** Tackling local inequalities by working with young people in greatest need
- 2** Ensuring everything that we do is safe, inclusive, accessible and meaningful
- 3** Improving the physical literacy of young people through positive experiences
- 4** Driving equal access by embedding youth voice to give young people a voice, choice and opportunity
- 5** Collaborate, share and learn locally, determining need that reflects local and national agendas
- 6** Celebrating the difference that we are making to young people and sharing through effective storytelling
- 7** Championing the Chief Medical Officer's active minutes guidelines as a universal expectation and supporting schools to reflect this in their provision
- 8** Delivering enrichment opportunities and contributing to school agendas by taking them on our School Games journey and celebrating their engagement through tools such as School Games Mark
- 9** Increasing secondary engagement and opportunities
- 10** Connecting communities and ensuring young people can access appropriate local opportunities

School Games Organiser: Expectations



For 2026/27 School Games Organisers will be required to:

Planning, reporting and learning

Demonstrate a commitment to the School Games by:

- Using the national tool to complete and deliver a development plan covering the current academic year, updated once each term³
- Using the development plan to show how community connections will be made for young people to continue their participation
- Using the events calendar to upload a termly offer of events and activities with a clear intent, updated each term with full participation data³
- Using Active Lives, youth voice and other local insight⁴ (i.e. connect with your Active Partnership) to identify young people and schools that would most benefit from a targeted School Games offer
- Developing a case study to show where you have made the most impact against local priorities, and through effective storytelling share your learning locally and nationally
- Collaborating with key partners² to inform the local and county offer to tackle inequalities and ensuring inclusive and safe practice
- Developing strategies to improve knowledge and understanding of the School Games for key stakeholders²
- Prioritising resources to implement meaningful youth voice so young people have a voice and choice of opportunity

School Engagement

- Work with schools to maintain and grow their active engagement⁵ in School Games
- Identify schools that are not engaged and developing strategies to improve this
- Develop a communication plan to boost the profile of the host site and demonstrates the value of school sport to other schools in the area
- Establish a clear method of communication with all schools within the SGO area
- Encourage the use of tools, such as School Games Mark, Inclusive Health Check and Active Lives to help schools better understand their needs
- Planning for and increasing delivery of 60 active minutes for every child.

² Key stakeholders will look different in each SGO area but could include senior leaders in schools, National Governing Bodies of sport, Active Partnerships, schools, Local Authority, public health, community/voluntary groups, parents

³ Creating the 2026/27 development plan by 30 September 2026 and updating this and the events calendar with participant data within the reporting windows of 7-18 December and 8-25 March. July's timelines will be decided by the National Delivery Partner

⁴ e.g. SEND, gender, ethnicity, Pupil Premium, physical activity data, etc.

⁵ Actively engaged schools must demonstrate they have:

- Worked with our SGO on at least one of the School Games outcomes this academic year
- Delivered targeted opportunities for those young people who need it most through the School Games in school and where appropriate attend/engage in our SGOs provision
- Belief in the vision and mission of the School Games and are committed to delivering physical activity and positive experiences for all our young people
- Accessed our School Games dashboard and uploaded information where appropriate on the events calendar

School Games

Organiser: Expectations



Delivery

- Provide an offer of professional development and communication for all schools to increase their understanding and increase their provision of 60 active minutes
- Engage with a minimum of one secondary school to promote 60 active minutes practice, and share this within the county and where appropriate nationally
- Work intensively with a minimum of two low engagement schools to improve their understanding, engagement and access of the School Games offer
- Co-ordinate and signpost schools and young people to a programme of relevant training of leadership, coaching, volunteering and officiating experiences
- Co-design and deliver a broad and balanced School Games offer⁶ that is informed by insight and youth voice and embeds positive experiences. It is expected that an SGO will facilitate a minimum of 12 targeted inter and/or intra competitions/events/festivals.

Professional Development

- Engage in county, regional and national networking by the Youth Sport Trust. This includes face-to-face and virtual support, Development Coach engagement, Coaching Circles (aligned to an area for improvement in your Development Plan), monthly updates and your termly review of your development plan.
- New SGOs are required to attend a national virtual and face-to-face induction during your first year of being appointed (ideally within your first term) and engage with your Development Coach.

⁶ A broad and balanced offer should look to provide a range of sports and activities that are age and stage appropriate, delivered with intent; with a mix of intra/inter; personal challenge, virtual and face to face targeting a range of young people, and includes youth voice and high-quality leadership for personal development

School Games Narrative



Whilst the School Games will look and feel unique to each area that is served by an SGO and Active Partnership, there are some consistent elements that define the School Games that need to be adhered to. These are the non-negotiables of the School Games.

- Focused on Years 3-13 (i.e. 7-18 year olds)
- Eligible to schools with a DfE number and can be primary, secondary, special, alternative provision, bases/units, and other educational settings inclusive of the independent sector
- Local delivery reflects national collaboration where data is used to inform priority groups of young people
- Each event is delivered with specific intents, using current formats created by National Governing Bodies and National Disability Sports Organisations
- School Games Organisers are advocates for national policies and expectations from the Department for Education, such as the enrichment framework
- Maximises the School Games 'Spirit of the Games' Values
- Tailored to the different stakeholders and audiences – use the School Games Messaging & Graphic [Templates](#) to help
- Tells a story of the journey of the School Games to engage schools in why it can support their priorities

School Games Tools and Support



We have lots of tools to support colleagues within the School Games. This is not an exhaustive list but headlines some of the key tools.

School Games Website – www.yourschoolgames.com

This is our School Games website and has two elements to it; the public facing site and then the 'logged-in' dashboards. Each school, School Games Organiser, Active Partnership and National Governing Body of Sport has access to their own dashboard that contains links to all the key resources and additional tools such as events calendars, development plans and School Games Mark to name a few.

School Games Events Calendar

Embedded within dashboards, the events calendar captures both SGOs and Active Partnerships intended provision and uptake over an academic year. Colleagues are required to keep this up to date and input post event attendance and participation data on a regular basis but as a minimum termly. This tool helps us to evidence the scale and reach of the network and is shared with partners including Sport England, Government departments, National Governing Bodies of Sport and National Disability Sport Organisations on a termly basis. Noting that NGBs can access this as live data to see where they can support provision accordingly.

SGO Development Plan

The purpose of completing the annual development plan is for an SGO to think about and put into writing what they feel they will be able to put in place in their 3-day a week role during the academic year to achieve the School Games Vision and Mission.

The SGO development plan is available via dashboards and should be used to capture your evidence of need each year to then shape and plan annual activity to deliver across the School Games outcomes and expectations. The plan takes you through intent, implementation and intended impact for each action and progress should be recorded regularly and as part of your termly reporting. A [development plan guide](#) and support resources are available.

Inclusive Health Check

This is an interactive tool that has been designed in partnership with the Activity Alliance and allows you to self-review your provision of inclusive School Games opportunities. The Inclusive Health Check is an annual self-review tool available to all School Games registered schools, School Games Organisers (SGOs), and Active Partnerships. It allows its users to improve best practice, access key resources, and develop an action plan.

School Games Tools and Support



School Games Mark

This tool is designed to reward and recognise a school's engagement (provision and uptake) in the School Games against a national benchmark and to celebrate them keeping young people active.

There are four levels of award and as introduced in 2023/24, schools will continue to be asked to reflect on the inclusiveness of their provision both within the curriculum and beyond through the lens of gender parity amongst other questions.

School Games Mark will recognise and reward schools who can demonstrate they provide voice, choice, and equal opportunity to young people on a progressive scale that will grow year on year.

Lead Inclusion Schools

Lead Inclusion Schools champion high-quality, inclusive PE, sport, and physical activity for all young people with SEND. They support teachers and school staff to embed inclusive practices, create inspiring opportunities, and raise aspirations through accessible and meaningful leadership experiences. To find out who your lead inclusion school is, contact send@youthsporttrust.org

Development Coaches

These are specialists in the education and sports sector employed by Youth Sport Trust to provide high quality professional coaching to School Games Organisers to support you with your role. To find out more or to request Development Coach support, contact developmentcoach@youthsporttrust.org

Coaching Circles

Coaching Circles provide an opportunity for a focused discussion to drive innovation and learning on a specific theme or priority. They have been designed to enable you to share your current practice, highlight any challenges within your locality and combat these through the creation of ideas and a group strategy to improve outcomes.

School Games Tools and Support



Major Events

US Open	Tennis	USA, 30 August – 13 September
FIBA Basketball World Cup (Women)	Basketball	Germany, 4 – 13 September
World Athletics Ultimate Championships	Athletics	Hungary, 11 – 13 September
Para-Fencing European Championships	Fencing	UK, October 6 - 11
Summer Youth Olympics	Multisport	Senegal, 30 October – 13 November
Australian Open	Tennis	Australia, 11 – 31 January
Super Bowl LXI (Men)	American Football	America, 14 February
World Handball Championship (Men)	Handball	Germany, 13 – 31 January
Six Nations (Men)	Rugby Union	Europe, 5 – 13 March
Masters	Golf	USA, 9 – 12 April
Six Nations (Women)	Rugby Union	Europe, 10 April – 15 May
World Snooker Championship	Snooker	UK, 17 April – 3 May
IIHF World Championship (Men)	Ice Hockey	Germany, 14 – 30 May
French Open	Tennis	France, 17 May – June 6
Stanley Cup Finals (Men)	Ice Hockey	Canada, June TBA
UEFA Champions League Final (Men)	Football	Spain, 5 June
EuroBasket 2027 (Women)	Basketball	Europe, 16 – 27 June
African Cup of Nations (Men)	Football	Kenya, Uganda & Tanzania, 19 June – 17 July
Fifa World Cup (Women)	Football	Brazil, 24 June – 25 July
World Aquatics Championships	Aquatics	Netherlands, 26 June – 18 July
Tour de France	Cycling	UK & France, 2 July – TBA
Tour de France Femmes	Cycling	France, 30 July - TBA
Wimbledon	Tennis	UK, 28 June – 11 July
EuroChamps27	Hockey	UK, 28 July – 8 August
ICF Canoe Slalom World Cup	Canoeing	UK, 13 – 15 August

Key dates



To support your planning and to meet the needs of your communities and young people attending your events and activities please view this [Diversity and Inclusion Calendar](#).

Autumn Term

These dates relate to School Games only. Other dates related to the PE and School Sport Partnerships Network will be outlined by the National Delivery Partner once appointed.

As per current Government timelines, the National Delivery Partner will be appointed in the Autumn Term.

National Virtual Induction	09 September	10:00 – 11:00am
Welcome Back Webinar	14 September	10:30 – 11:30am
Coaching Circles	Termly - Book here	
School Games Consultation Group	17 September	Full day
School Games Mark Verification (for SGOs)	18 September	
Lead Inclusion School Conference	21 September	Full day
Line Manager Termly Briefing	28 September	04:00 – 05:00 pm
Inclusive Health Check Week	28 September – 02 October	
SGO Development Plans AND Events Calendars 26/27 (created & updated)	30 September	
NGB / NDSO Networking	07 October	Full day
Positive Experience Changemakers	08 October	
National Induction (face to face)	08 & 09 October	Full days
School Games and Youth Sport Trust Advocacy Networks – Autumn Regional Conferences (Manchester)	17 November	Full day
School Games and Youth Sport Trust Advocacy Networks – Autumn Regional Conferences (Bedford)	24 November	Full day
School Games and Youth Sport Trust Advocacy Networks – Autumn Regional Conferences (London)	26 November	Full day
School Games and Youth Sport Trust Advocacy Networks – Autumn Regional Conferences (Exeter)	01 December	Full day
School Games and Youth Sport Trust Advocacy Networks – Autumn Regional Conferences (Worcester)	02 December	Full day
School Games and Youth Sport Trust Advocacy Networks – Autumn Regional Conferences (York)	03 December	Full day
SGO Reporting	07 – 21 December	
Impact Award Application Deadline	18 December	

Key dates



Spring Term

These dates relate to School Games only. Other dates related to the PE and School Sport Partnerships Network will be outlined by the National Delivery Partner once appointed.

Welcome Back Webinar	06 January	10:00 – 11:00am
Coaching Circles	Termly - Book here	
National Virtual Induction	12 January	11:00-12:00
School Games Consultation Group	14 January	Full Day
Line Manager Termly Briefing	19 January	04:00 – 05:00 pm
Inclusion Live	25 – 29 January	See timetable advertised on Youth Sport Trust website in the autumn term.
County Meetings	Dates to be set locally (prior to Feb half-term)	Half day
Youth Sport Trust Conference	24 February	Full Day
SGO Reporting	08 – 25 March	
NGB / NDSO Networking	10 March	Full day
Impact Award Application Deadline	25 March	

Summer Term

Dates for School Games and the PE and School Sports Partnership Network will be outlined by the National Delivery Partner once appointed.

Key contacts



General Enquiries

info@yourschoolgames.com

Regional Enquiries

Englandnorth@youthsporttrust.org

Englandcentral@youthsporttrust.org

Englandsouth@youthsporttrust.org

SEND / Inclusion Enquiries

SEND@youthsporttrust.org

Development Coach Enquiries

developmentcoach@youthsporttrust.org