



## PRINCIPLES OF COMPETITION

- 1** The young person's motivation, competence and confidence are at the centre of the competition.
- 2** The focus is on the process rather than the outcome (on the learning and values development of the young person rather than the result).
- 3** Volunteers, leaders and officials are appropriately trained and display behaviours reflective of the nature of the competition.
- 4** The environment is safe and creates opportunities to learn and maximise social development.
- 5** The facility and the environment that is created for the competition reflects the motivations, competence and confidence of the young people and format of the competition.

## SMILES

If all the competition principles are followed, that should result in **SMILES**. Use the below as a check list:

**SAFE** participants feel physically and emotionally safe.

**MAXIMUM PARTICIPATION** participants are fully involved all of the time, i.e. not hanging around.

**INCLUSIVE** all participants can take part; activities are designed to suit and develop their abilities.

**LEARNING** participants develop personal, social, creative, thinking and/or physical skills.

**ENJOYMENT** activities recognise individuals' personal needs and interests.

**SUCCESS** participants feel they are making progress and getting satisfaction.

NB. While there isn't a specific letter for fair play, SMILES only happen for all participants if they feel a sense of fairness. Fairness underpins inclusion, enjoyment and success; it isn't just about 'rules'.

## SCHOOL GAMES MISSION

Keeping competitive sport at the heart of schools and provide more young people with the opportunity to compete and achieve their personal best.

## SCHOOL GAMES VISION

By 2020 the School Games will be continuing to make a clear and meaningful difference to the lives of even more children and young people.

