

Lockdown 3.0 Virtual Cornwall School Games Guide

This guide has everything you need to be able to participate in the Cornwall Lockdown 3.0 Virtual Cornwall School Games from **1st - 5th February**.

Use this document to see all of the individual challenge cards and results sheets.

On the next three pages, you will find all challenge cards and results sheets for KS1 (including reception), KS2 and Secondary competitions, including projectability. You will see a series of tiles:

- Click on the **white tiles for challenge cards**. These are ready to download and use now
- Click the **black tiles for results sheets**.

These sheets will be made live from 1st February when you will be able to submit results

- The **pink tile** is for the 'Create Your Own Challenge' and is blank for pupils to fill in themselves. Linked to [Children's Mental Health Week](#), the theme for creating your own challenge is 'Express Yourself' so pupils can get creative and design a challenge that shows how they like to express themselves when they are being active

If you have any problems, questions or queries, please get in touch on [**cornwallschoolgames@cornwall.gov.uk**](mailto:cornwallschoolgames@cornwall.gov.uk)

Reception & KS1 Challenges & Results Sheets

When using the results sheets, read the information carefully. Please add all results from participants in a year group together, aiming to **submit 1 results sheet per year group**

Hop Little
Bunny
Challenge Card



Hop Little
Bunny Results
Sheet

Throw Mr Fox
Challenge
Card



Throw Mr Fox
Results Sheet

Projectability
Around the World
Challenge Card



Projectability
Around the World
Results Sheet

Projectability
Slingin' Superheros
Challenge Card



Projectability
Slingin'
Superheros Results
Sheet

Making Up The
Miles Challenge
Card



Making Up The
Miles Results
Sheet

Create Your
Own
Challenge

Use this blank card for pupils to create and develop their own challenges

Note: For Making up the Miles, keep a log of your daily score. Each day, start from zero. Tally your points up and submit a final score at the end of the week

KS2 Challenges & Results Sheets

When using the results sheets, read the information carefully. Please add all results from participants in a year group together, aiming to **submit 1 results sheet per year group**

Step Up To The
Plate Challenge
Card



Step Up To The
Plate Results
Sheet

Rebound
Reactions
Challenge Card



Rebound
Reactions
Results Sheet

Projectability
Around the World
Challenge Card



Projectability
Around the World
Results Sheet

Projectability
Slingin' Superheros
Challenge Card



Projectability
Slingin'
Superheros Results
Sheet

Making Up The
Miles Challenge
Card



Making Up The
Miles Results
Sheet

Create Your
Own
Challenge

Use this blank card for pupils to create and develop their own challenges

Note: For Making up the Miles, keep a log of your daily score. Each day, start from zero. Tally your points up and submit a final score at the end of the week

Secondary Challenges & Results Sheets

When using the results sheets, read the information carefully. Please add all results from participants in a year group together, aiming to **submit 1 results sheet per year group**

Dribbling
Slalom
Challenge Card



Dribbling
Slalom Results
Sheet

Hockey Goals
Challenge
Card



Hockey Goals
Results Sheet

Projectability
Sock-ia
Challenge Card



Projectability
Sock-ia
Results Sheet

Projectability
Around the
Galaxy Challenge
Card



Projectability
Around the Galaxy
Results Sheet

Making Up The
Miles Challenge
Card

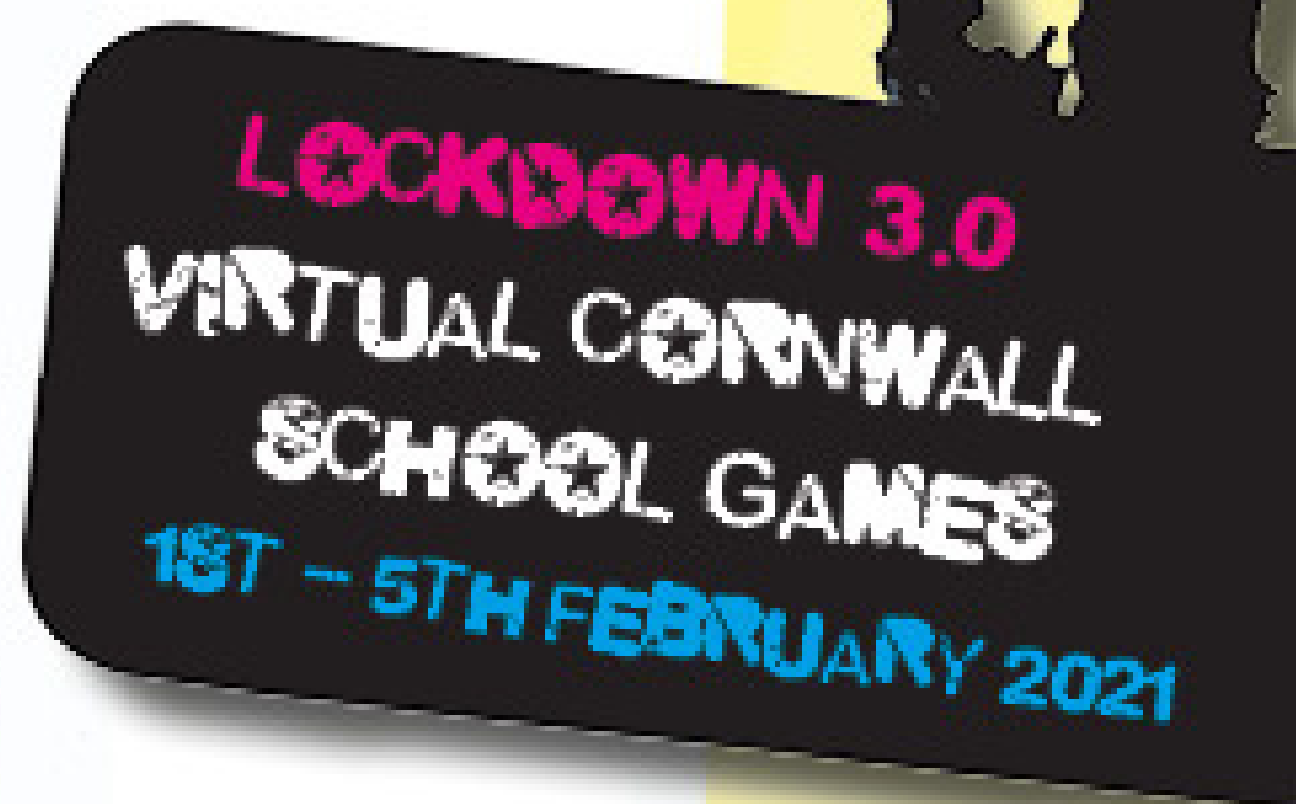


Making Up The
Miles Results
Sheet

Create Your
Own
Challenge

Use this blank card
for pupils to create
and develop their
own challenges

Note: For Making up the Miles,
keep a log of your daily score. Each
day, start from zero. Tally your
points up and submit a final score
at the end of the week



Things to consider:

- Please read challenge cards carefully to avoid confusion
- Gather all results of all children in one year group to **submit one result sheet per year group**
- With Making Up The Miles, start each day from zero. At the end of each day, record your points on the resource we will provide to you, and start from zero again the next day. When you come to submit results, add all the points you have accumulated together throughout the week on individual days and submit a final results sheet for all children in the year group.
- **Result sheets will be live from midday on Monday 1st February and will close at 7pm on Friday 5th February**
- Results will be emailed to you and put on the [Virtual School Games pages](#) of the Active Cornwall website before Friday 12th February and you break for half term
- If you need any help or assistance, email **cornwallschoolgames@cornwall.gov.uk**