

SCHOOL GAMES VIRTUAL IMPACT LEAGUE 2025

We invite schools from across Hampshire and the Isle of Wight to join forces to use physical activity as a vehicle to implement and communicate positive action to support and develop a better planet. We also want to raise awareness and celebrate the arrival of the Sail GP races off Portsmouth's seafront this summer.
www.sailgp.com



The Impact League activities have been designed to slot alongside activities/events that your school may already be taking part in with some that are in addition to your already planned school provision.

From April to June, KS2 children can take part in the Virtual Impact League, by choosing from a range of virtual tasks linked to aspects of the Sail GP ethos.

This can be whole school, year group or class/smaller groups - whatever suits each individual school. On completion of a task, the school can earn league points and the top 4 schools with the most points by 1st July, will win the opportunity to attend a fabulous water sports session and STEM experience on Southsea seafront during the Sail GP warm up events on Thursday 17th or Friday 18th July. This will be for one year 5 / 6 class of up to 32 pupils with funding available to cover transport costs. There will also be other prizes, certificates etc.

Schools will earn Impact League points by:

1. Registering to take part - 50 points to start you off!
2. Completing tasks - this can be in any order – schools must show you have completed an activity in 3 or more Impact areas
3. Uploading photos, including a short summary, to explain your engagement in the activity(ies) your school took part in - these entries will be collated using Padlet and can be uploaded at any time throughout the April to June window.
4. Bonus points will be awarded by the Virtual Impact League Activation Committee for more creative entries and creative ideas/tasks!

Virtual Impact Activities

All supporting resources will be available as downloadable documents from google drive (the link will be shared when schools have registered)

1. IMPACT 1: The Great Big School Spring Clean!

- You could do a community clean up in your local area - litter pick etc. Can you create a pictogram of the litter you find?
- Play Litter Bingo!
- Create a Litter Pick fitness trail in school.
- Or have an Active Bin Bag trail - children to find coloured tokens around the school - each colour could represent a type of litter.

2. IMPACT 2: Marine Crime Scene Investigation!

- Simple science activities related to environmental 'crimes' with children becoming marine detectives - resources for these activities will be provided on registration via google download

3. IMPACT 3: Active Travel:

How does your school promote Active Travel?

- Walk to School Weeks - family walking challenges, a walking school bus
- The Big School Scoot!
- Bikeability

4. IMPACT 4: National School Sport Week:

- Hold a Recycle relay during Sports Day
- Host a Sports Equipment Swap Shop at your Summer Fayre
- Reboot your Boots! Have a 'library of boots' for children to share
- Use refillable water bottles to stay hydrated throughout your PE lessons, sports events and festivals
- Water Safety

5. IMPACT 5: The Power of the Wind:

- Making and flying kites, or parachutes
- Making and racing land yachts
- Mindfulness pinwheels
- Bubble chasing!
- Ultimate Frisbee

Schools will have to show they have completed a minimum of one activity in at least 3 Impacts. You can complete more! The more activities you can show you have completed, the more points you can score, with the bonus of extra points for showing creativity within the activity or by sharing their own take/ideas for an Impact area.

5 easy steps to getting involved.

STEP 1

Sign up via
Google Form
asap

<https://forms.gle/Ke9oCuPK7vXUH3sG9>

STEP 2

Once your school has registered you will receive links to the resources via a google drive and Padlet to record your activity.

STEP 3

From the start of the summer term deliver as many Impact Activities as you wish, min at least one activity from 3 different impacts.

STEP 4

Share and record your activities via the Padlet (please make sure you have permission to share any photos).

All activity needs to be registered no later than 1st July

STEP 5

2nd July – Winning Schools will be announced, and top 4 schools will be invited to bring a class of 30 x year 5/6 pupils to the Celebration event on 17th or 18th July.

Funding towards transport costs available