

Key Stage 1 All Stars Year 1/2

Teams/Gender:	A maximum of 30 children per school, can be a mixture of boys and girls for all ability. Each school is required to split the group into 3 teams of 10
Event Format:	<p>All athletes complete all events. (see attached sheet for more information)</p> <ol style="list-style-type: none">1. HOW FAR CAN YOUR ALL STARS TEAM JUMP?2. HOW FAR CAN YOUR ALL STARS TEAM THROW?3. HOW ACCURATE ARE YOUR ALL STARS TEAM?4. HOW BOUNCY ARE YOUR ALL STARS TEAM?5. HOW HIGH CAN YOUR ALL STARS TEAM JUMP?6. HOW AGILE ARE YOUR ALL STARS TEAM?7. HOW FAR CAN YOUR ALL STARS TEAM RUN?8. HOW FAST CAN YOUR ALL STARS TEAM RUN?9. FINAL RELAY <p>During the competition if an athlete is unable to complete an event due to injury, then the lowest / slowest score of the boy or girl still in the team will be also given for that athlete.</p> <p>Each team will have the opportunity to partake in a range activities on a rotational basis after a set time.</p>
Scoring	Final positions are worked out by ranking the performances of each team in each event. Therefore the winner of event will be awarded 1 point, second place 2 points etc. All points are added together. The winning team is the team with the lowest total of ranking points.
Health & Safety:	At least one staff member from each school must supervise teams/ individuals whilst at the event site. One staff member must accompany teams around each event. Assistance with scoring may be required. Schools are responsible for their own first aid requirements.
Target Group	KS1 boys and girls.
Intent	DEVELOP: Support individual development in sport. To develop different athletic specific skills. Experience community surroundings and environments outside of a school setting.

Key Stage 1 All Stars Year 1/2

Teams/Gender:	A maximum of 30 children per school, can be a mixture of boys and girls for all ability. Each school is required to split the group into 3 teams of 10
Event Format:	<p>All athletes complete all events. (see attached sheet for more information)</p> <ol style="list-style-type: none">1. HOW FAR CAN YOUR ALL STARS TEAM JUMP?2. HOW FAR CAN YOUR ALL STARS TEAM THROW?3. HOW ACCURATE ARE YOUR ALL STARS TEAM?4. HOW BOUNCY ARE YOUR ALL STARS TEAM?5. HOW HIGH CAN YOUR ALL STARS TEAM JUMP?6. HOW AGILE ARE YOUR ALL STARS TEAM?7. HOW FAR CAN YOUR ALL STARS TEAM RUN?8. HOW FAST CAN YOUR ALL STARS TEAM RUN?9. FINAL RELAY <p>During the competition if an athlete is unable to complete an event due to injury, then the lowest / slowest score of the boy or girl still in the team will be also given for that athlete.</p> <p>Each team will have the opportunity to partake in a range activities on a rotational basis after a set time.</p>
Scoring	Final positions are worked out by ranking the performances of each team in each event. Therefore the winner of event will be awarded 1 point, second place 2 points etc. All points are added together. The winning team is the team with the lowest total of ranking points.
Health & Safety:	At least one staff member from each school must supervise teams/ individuals whilst at the event site. One staff member must accompany teams around each event. Assistance with scoring may be required. Schools are responsible for their own first aid requirements.
Target Group	KS1 boys and girls.
Intent	DEVELOP: Support individual development in sport. To develop different athletic specific skills. Experience community surroundings and environments outside of a school setting.

Key Stage 1 All Stars Year 1/2

Teams/Gender:	A maximum of 30 children per school, can be a mixture of boys and girls for all ability. Each school is required to split the group into 3 teams of 10
Event Format:	<p>All athletes complete all events. (see attached sheet for more information)</p> <ol style="list-style-type: none"> 1. HOW FAR CAN YOUR ALL STARS TEAM JUMP? 2. HOW FAR CAN YOUR ALL STARS TEAM THROW? 3. HOW ACCURATE ARE YOUR ALL STARS TEAM? 4. HOW BOUNCY ARE YOUR ALL STARS TEAM? 5. HOW HIGH CAN YOUR ALL STARS TEAM JUMP? 6. HOW AGILE ARE YOUR ALL STARS TEAM? 7. HOW FAR CAN YOUR ALL STARS TEAM RUN? 8. HOW FAST CAN YOUR ALL STARS TEAM RUN? 9. FINAL RELAY <p>During the competition if an athlete is unable to complete an event due to injury, then the lowest / slowest score of the boy or girl still in the team will be also given for that athlete.</p> <p>Each team will have the opportunity to partake in a range activities on a rotational basis after a set time.</p>
Scoring	Final positions are worked out by ranking the performances of each team in each event. Therefore the winner of event will be awarded 1 point, second place 2 points etc. All points are added together. The winning team is the team with the lowest total of ranking points.
Health & Safety:	At least one staff member from each school must supervise teams/ individuals whilst at the event site. One staff member must accompany teams around each event. Assistance with scoring may be required. Schools are responsible for their own first aid requirements.
Target Group	KS1 boys and girls.
Intent	DEVELOP: Support individual development in sport. To develop different athletic specific skills. Experience community surroundings and environments outside of a school setting.

Key Stage 1 All Stars

1. How far can your All Stars team jump?

Equipment needed: A tape measure and 13 cones.

The first athlete will jump from the first cone and place another cone where they land, the next will start from this cone and place a cone where they land, and so on until all the athletes have jumped. All athletes must have a standing start from either 1 or 2 feet. The score is the measurement from the first to the last cone.



2. How far can your All Stars team throw?

Equipment needed: A netball or similar weighted ball, measuring tape, some cones to measure the throwing line.

Athletes stand with feet behind the throwing line, and try to push the netball from their chest, with 2 hands, as far as they can. This is measured. All the distances will be added together for a team score.

3. How accurate are your All Stars team?

Equipment needed: 2 quoits and 10 cones/ 5 different colours.

Each athlete will have 2 attempts to score as many points as possible. They can decide to go for safe but lower points, or riskier with more points. The score is where the quoit becomes stationary, so rolling can be allowed, although throwing is preferred. If the quoit lands outside the cones, no points are scored. The team total score is the total number of points scored by all team members.



Key Stage 1 All Stars

4. How bouncy are your All Stars team?

Equipment needed: Ideally a speed bounce mat, however a line works just as well.

Each athlete will have 20 seconds to do as many 2 footed jumps over a line/speed bounce wedge. If using a line encourage the children to jump with height over the line. The scores of all athletes will be added together for their team score.

5. How high can your All Stars team jump?

Equipment needed: Ruler, a wall and some chalk OR a vertical jump board.

An athlete places their back to the wall and reaches as high as they can. This height at the top of their fingers is marked with some chalk, the same athlete then turns to the side, and with a small amount of chalk on their fingertips jumps as high as they can, making sure they touch the wall at the highest point. This distance between this mark and the one originally marked is taken, and added with the rest of their team mate's scores.

6. How agile are your All Stars team?

Equipment needed: 4 cones, a high stepper mat and a stop watch. This one maybe a bit tricky in your schools however I think all will be the same, you could improvise with some ladders, or bars on cones.

The athletes start between the cone run up to the high stepper, ensuring one foot in each gap, (there are 10 in total) then runs up to the second cones and back through the high stepper, the stop watch stops as they run back through the first set of cones. Penalties will be awarded if any gaps are missed.

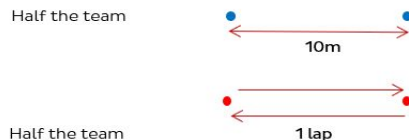


Key Stage 1 All Stars

7. How far can your All Stars team run?

Equipment needed: 4 cones/ 2 colours and a stop watch

Place the cones of the same colour, 10 metres apart to form 2 lanes, Split the team in half, half on each lane. In a relay format, starting at one cone will run around the opposite cone and back. They then 'hi 5' the next person who runs there and back. This continues for 3 minutes. 1 lap is a completed loop. Add the total per lane together, the team score will be the total number of laps by the whole team in 3 minutes.



8. How fast can your All Stars team run?

Equipment needed: 4 cones and a stop watch

The four cones are laid as below. 2 for the start and 2 for the finish. The athletes will be timed to see how fast they can run the 30 metres. All the times are added together.

This distance is adaptable based on the safe space available.



9. Final relay

Equipment needed: Some cones and batons

Half the team start behind each set of cones. The first person runs, give the baton to the person first at the opposite end who run back to give to the second person, etc.

This distance is adaptable based on the safe space available.