

BIRMINGHAM SCHOOL GAMES 2020-21



MOVE FOR 10

Log on to: www.sgochallenge.com

- Register using your email address.
- Enter your unique code which your SGO will share with you via your school.
- Find the KS1 and KS2 Move for 10 Challenge!



KING EDWARD
SCHOOL SPORTS
PARTNERSHIP



Start Date: 19th October 2020

End Date: 11th December 2020

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KS1 + KS2 MOVE FOR 10

How do we take part?

This is a competition for KS1 and KS2 – we are asking them to “Move for 10” during the competition window! This can be 10 minutes of running, walking, skipping, jumping – in fact anything which gets them moving. The more creative the better!

How do we register our results?

Staff will need to go to www.sgochallenge.com
– register your school by using the code :
ASTON. You will need to use the password
Teacher2020 to register. Once you have done
this, simply enter the number of pupils from
KS1 and the number of pupils from KS2 who
have completed the Move for 10 Challenge!

HOW DO I COMPLETE THE CHALLENGES?



TYPE OF EVENT

Virtual

EQUIPMENT

Indoor or outdoor area, stopwatch.

ADAPTATIONS

Pupils can use different movements to take part as long as they are active!



LEADERSHIP

Can your young people:

- Time for 10 minutes?
- Record how many of their peers took part in the event??
- Promote the event around the school and with their friends?
 - Set up equipment and put it away safely?



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