

The background of the main text area consists of five overlapping Olympic rings in light blue, yellow, black, green, and red, arranged in the traditional Olympic pattern.

ETSP Virtual
SUMMER OLYMPICS
2020

The **Virtual Summer Olympics**

With the 2020 Olympic Games postponed, and school sports days unable to happen, we have decided to enter the 'ETSP Summer Olympics'.

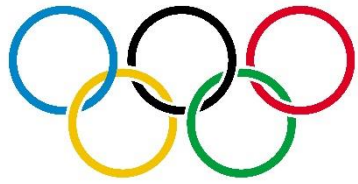
This is going to be a very exciting competition that we can all get involved with from home or at school!

A Whole-School Competition

We will be competing as a school team against other schools in Enfield.

We have all been allocated a country, and ours is Greece!





Olympics Week / Day

Our Olympics will be held from Monday 29th June until Friday 3rd July. During this week, we encourage you to complete the activities to the best of your ability!

You can start the **creative** and **educational** activities now!

Your Challenge

You will take part in 5 different Olympic challenges across the week. You must complete:

- **2 active challenges**
- **1 creative challenge**
- **1 educational challenge**
- **1 challenge of your choice (from any of the categories)**

You must record your results on your score card and send it back to your teacher by Friday 2nd July 2020.

Make sure you practice the activities first and record your best result!

The Events

Active	
Star jumps	EYFS/KS1 – number of star jumps completed in 30 seconds KS2 – number of star jumps completed in 60 seconds
Skipping	EYFS/KS1 – number of skips completed in 30 seconds KS2 – number of skips completed in 60 seconds
Egg and spoon	EYFS/KS1 – number of laps of 5m completed in 30 seconds KS2 – number of laps of 5m completed in 60 seconds
Ball bounces	<i>(options: tennis ball, basketball or a tennis ball and racquet)</i> EYFS/KS1 – highest number of bounces in 60 seconds KS2 – highest number of bounces in 2 minutes
Goal!	Number of balls/rolled up socks thrown into a bowl/bucket that is a distance of 2m away. Highest number scored in 2 minutes.
Long jump	Longest jump recorded – best of 3 attempts.

The Events

Creative	YOU MUST SEND PHOTO/VIDEO EVIDENCE TO YOUR TEACHER
Obstacle course	Create and complete your own obstacle course. Send a photo or video to your class teacher. Bonus points for the top 3 most creative courses overall.
Design a sport/game	Design a socially distanced sport or game. Send your design or a photo with explanation to your teacher. Bonus points for the top 3 most inventive games.
Olympic treasure hunt	Find items from around your home that are all the same colour as one of the Olympic rings. More items = more points! Send a photo to your class teacher.

Educational	
Reading	Total number of books read by each pupil during June. Will your school compete the 5,983-mile journey to Tokyo? More books = more miles!
Fact finder	Find out facts about your school's country GREECE. More facts = more points!
Olympic quiz	Bonus points for the top 3 highest scoring schools overall.

EYFS/KS1 quiz

https://forms.office.com/Pages/ResponsePage.aspx?id=vy696950v0GXTc5sflB8Ik8lgYJ5_KVAtL7Ra_vH5H_JUOVVXSU1aSE0yQINLODNFMDVMWIRGMVozTS4u

KS2 quiz

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Competing at school

Your teacher will record all of your events at school.

Competing at home

Make sure you email your results and any photos to your class teacher.



**PLEASE NOTE:
QUIZ RESULTS ALSO GO STRAIGHT TO THE ETSP SO
RECORD AN HONEST RESULT!**

Creative Challenges



You will need to send in a photo if you enter the 'obstacle course' or 'design a game' events. The most creative ideas across all the ETSP schools will be awarded bonus points!





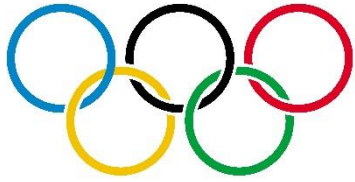
Did you know?

It is 5,938 miles to Tokyo.

Which school can complete the journey by reading the most books and arrive in the Japanese capital first?

Each book you read is worth miles plus there are 100 bonus points if our school completes the journey!





Medal Table



A medal table will be shared showing the scores of all the schools taking part.

The overall 1st, 2nd and 3rd placed winners will be announced during the week commencing Monday 6th July.

Come on Prince of Wales!!!

The Five Olympic Educational Themes

Joy of effort

Young people develop and practise physical, behavioural and intellectual skills by challenging themselves and each other in physical activities, movement, games and sport.

Fair play

Fair play is a sports concept, but it is applied worldwide today in many different ways. Learning to play fair in sport can lead to the development and reinforcement of fair play behaviour in one's community and in one's life.

Practising respect

When young people who live in a multicultural world learn to accept and respect diversity and practise peaceful personal behaviour, they promote peace and international understanding.

Pursuit of excellence

A focus on excellence can help young people to make positive, healthy choices, and strive to become the best that they can be in whatever they do.

Balance between body, will and mind

Learning takes place in the whole body, not just in the mind, and physical literacy and learning through movement contributes to the development of both moral and intellectual learning. This concept was the cornerstone of Pierre de Coubertin's interest in reviving the Olympic Games. (Pierre de Coubertin was the founder of the International Olympic Committee)



Enfield Town
Schools' Partnership
Working together, stronger together

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