



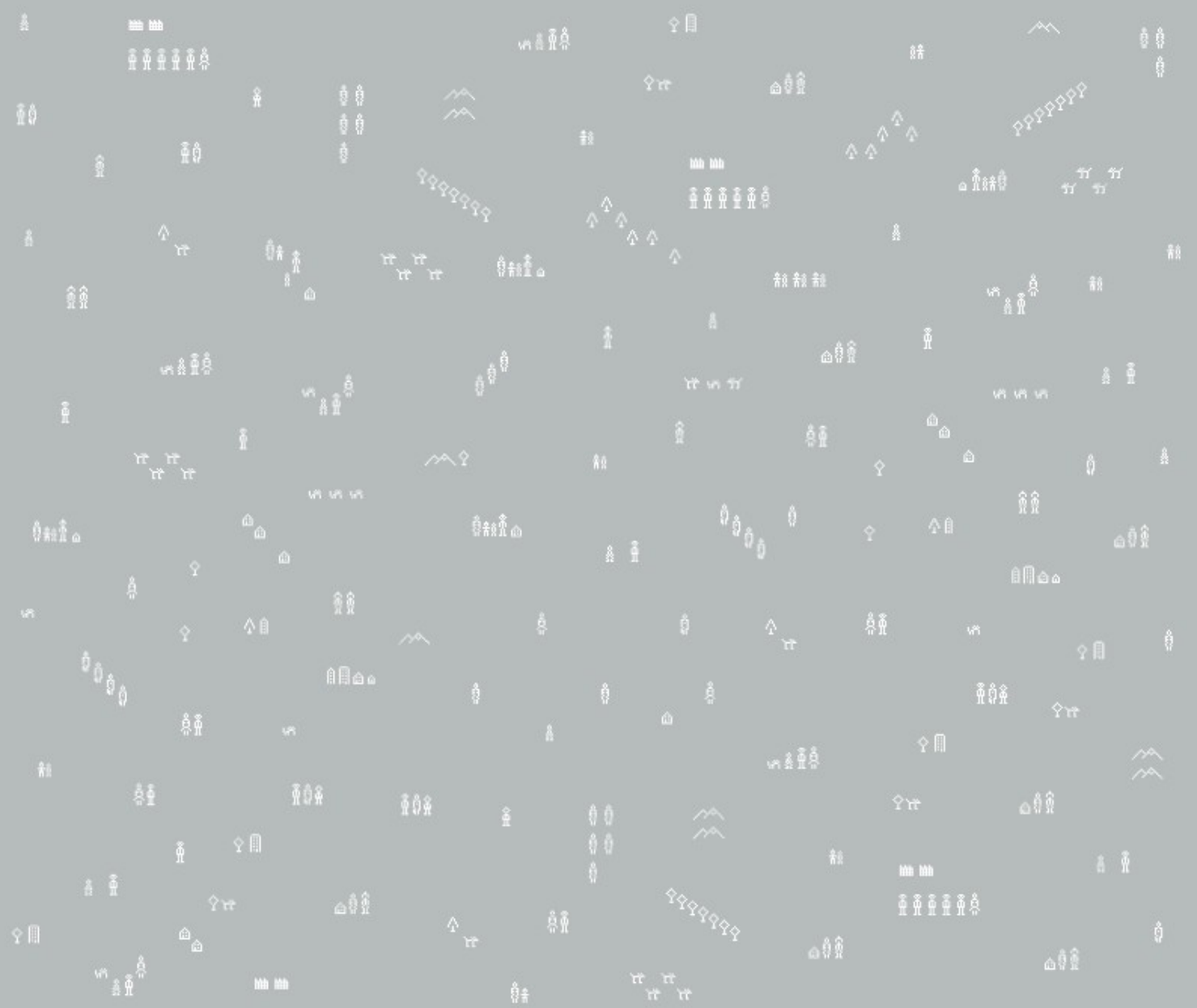
Active Play for Raising Attainment

Year 2 Progress Report
August 2017 – June 2018

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At a glance...

The Year 2 (2017/18) programmes:

40 Glasgow primary schools **3** play charities
400 Active Play sessions **1,024** P3/4s AP participants **10,035** hrs of AP
320 Play Champs sessions **388** P5/6 Play Champs **3,010** hrs of PC

The impacts:

100% enjoyed Active Play **78%** teachers **plan to continue AP**
↑ 22% children identifying as **most** active **63%** teachers confident throughout
↓ 20% children identifying as **least** active **28%** teachers' confidence improved
 35% use AP learning/games in PE
 28% promoting AP to other teachers

Active Play	Play Champs
<i>% of schools noted the following impacts of Active Play/Play Champs unprompted (not % children):</i>	
<p>100% improvement in fundamental movement skills</p> <p>100% improved fitness/stamina levels</p> <p>98% trying new skills</p> <p>93% improving existing skills</p> <p>90% more confident/motivated</p> <p>90% improved relationships with other children/making new friends</p> <p>85% improved co-operation/sharing</p> <p>78% developing imaginative, more creative play</p> <p>75% trying new games at home/play time</p> <p>70% improved participation levels</p> <p>60% more engaged/focussed in class</p> <p>55% interested/attending new clubs</p> <p>53% improved relationship between class and teacher</p> <p>53% improved communications</p> <p>45% improved behaviour</p> <p>40% children with additional needs or socially isolated taking part</p>	<p>98% improved confidence</p> <p>98% understand what a good/bad PC is</p> <p>90% are leading games solo</p> <p>83% delivering play sessions in PE, playground, other AP times or outside school</p> <p>78% motivated and keen to lead</p> <p>68% great ideas/creativity</p> <p>68% improved peer relationships</p> <p>68% better team working</p> <p>63% understand importance and benefits of AP</p> <p>60% more supportive and patient</p> <p>58% teachers noted improvement</p> <p>53% better concentration, focus and engagement in the classroom</p> <p>53% sharing learning with friends, family, classmates and teachers</p> <p>53% improved behaviour</p>

Executive summary

Background

This report provides an analysis of Year 2 data on the Active Play and Play Champs programmes operating in Glasgow City Council primary schools, funded by Pupil Equity Fund resources. Year 2 took place in the 2017/18 academic year and involved 40 schools across Glasgow. Each play charity recorded data at the beginning, midpoint and end of each programme. This report takes an overview of changes noted in schools, rather than for each individual child. The University of Strathclyde has conducted research on the physical impacts of the programmes and those findings are reported separately.

How does it work?

The Active Play and Play Champs programmes are fun, inclusive and active sessions. Active Play runs with a P3 or 4 class and teacher for 10 weeks, supported by a play charity (FARE, Jeely Piece Club or PEEK). Each session takes one hour, with a structured first half led by the play charity/teacher and free play in the second half hour. Play Champs involves 10 P5 or 6 children and a Support for Learning Worker over 8 weeks. Play Champs trains the children to promote greater engagement in active play to other children during play time and lunch breaks.

The programmes aim to improve children's physical activity and physical literacy levels, which improve their physical and mental health, develop their team work and social skills plus improve focus and behaviour in class. Ultimately, this aims to help raise attainment. The programmes are intended to leave a sustainable legacy which children, staff and schools can build upon.

Key findings - Active Play

Self-perceptions of activity levels

When children were asked at the start and end of the programme to identify which of three characters, with different activity levels, they most identified with, there was a positive shift. 22% more children at the end of the programme (50%) identified as 'most active' than at the start (28%); whilst 20% fewer children (15%) saw themselves as 'least active' at the end than at the beginning (35%). This equates to an average of 8.5 children per class perceiving themselves to be least active at the start, which reduced to 3.6 per class; and 6.8 children per class at the start perceiving themselves to be most active, which increased to 12.3 per class.

Impacts

All observations relating to each school were collated and coded to help build a picture of the frequency with which impacts were noted. The evaluation tools were largely open-ended and different play charities provided varying levels of detail in their responses, so this needs to be considered when reviewing the findings. As a result, it is anticipated that direct questions about each of these impacts would have yielded higher results. It must also be noted that these impacts were observed in some children, but does not necessarily mean that all children showed all such improvements (or, indeed, that they needed to – children would have had different starting points in terms of physical fitness/literacy, confidence and social skills, etc.). However, feedback suggests that all children enjoyed the programmes and benefitted in some way, with children playing better together and resolving any issues without adult intervention. For some children, such as those with additional support needs or who were low in confidence, the impacts have been significant.

'Core' impacts were evident (% of schools where this was noted, not % of all children):

- 100% improved fitness/stamina;
- 100% improved fundamental movement skills;
- 55% interest/attendance at new clubs; and

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- 75% trying new games at break time, in the community or at home.

There were also significant impacts in terms of 'softer' outcomes:

- 90% improved confidence/motivation;
- 90% improved relationships/making new friends;
- 85% improved team working;
- 78% imaginative or more creative play; and
- 70% greater participation levels.

Clear links to educational attainment were also highlighted:

- 60% more engaged/having improved focus in class;
- 53% improved relationships between class and teacher;
- 53% improved communications;
- 45% improved behaviour, usually relating to an individual child with negative behaviours exhibited at the start; and
- 40% children with additional support needs or who are socially isolated taking part.

Teacher confidence in delivery

In two out of three schools (63%), teachers were perceived to be confident in delivering Active Play from the outset. Whilst a quarter (25%) lacked confidence at the start, 28% gained confidence over the course of the programme. However, 13% still lacked confidence at the end of the programme and 15% required extra support from play workers. Nearly half of schools (45%) showed improved knowledge of games and the ability to develop new games and ideas and 10% had already shared knowledge with other teachers.

Embedding Active Play

Three-quarters of Year 2 class teachers (78%) planned to continue Active Play with the class and 35% were already using games/learning from Active Play in PE. In 28% of schools, play charities noted that Active Play was being promoted or rolled out to other teachers/classes. The play charities explored what additional support schools needed to embed Active Play beyond the 10 week programme. The Active Play website was cited for 53% of schools and nearly half of schools (48%) were looking at continued support from the play charities with events and/or on completion of the scheduled programme. This suggests the schools valued their input, but may also suggest that active support is required for longer than 10 weeks.

Key findings - Play Champs

A wide range of positive impacts were noted from Play Champs observations, including the following (again, % relate to number of schools where this was cited, not % of children):

- 98% improved confidence;
- 90% leading/delivering games themselves;
- 83% delivering play sessions to others in school or in the community;
- 78% motivated to learn and keen to lead games;
- 68% improved relationships between children;
- 68% working better as a team;
- 60% more supportive and patient with each other;
- 53% sharing learning with friends, family, classmates and teachers;
- 53% better concentration, focus and engagement in the classroom; and
- 53% improved behaviour.

To conclude, the Active Play and Play Champs programmes show real merit in building children's physical fitness/literacy, confidence and self-esteem, wellbeing, social, creative and critical thinking skills, peer/teacher relationships and behaviour (minimising negative behaviours and promoting positive ones). Feedback suggests these translate into positive outcomes in the classroom, improving focus, minimising disruptive behaviour and improving academic performance. The next steps in supporting schools to embed Active Play and Play Champs to build on progress to date and benefit more children are critical.

Introduction

This report

This report outlines the observations, views and other data for the Active Play and Play Champs programmes in Year 2 of operation in Glasgow City Council primary schools, driven by Inspiring Scotland's Thrive Outdoors work stream. This provides part of the picture, with additional research being conducted by the University of Strathclyde to measure the physical impacts.

The aims of Active Play and Play Champs

Active Play and Play Champs programmes aim to help raise attainment by improving children's physical activity, which are often not meeting recommended levels, and physical literacy levels, contributing to Curriculum for Excellence outcomes in health and wellbeing. Active Play and Play Champs were developed:

- To create opportunities for children to develop fundamental movement skills (running, jumping, throwing, catching, skipping, hopping, etc., which all improve co-ordination and balance) at the right time in their physical development. This enables them to participate better in games and sports, so they enjoy it and want to do more of it – creating a virtuous circle of physical literacy and higher activity levels which impact on their current and future health outcomes.
- Because the research shows that higher physical activity levels result in better physical and mental health and wellbeing in childhood, and establish healthier activity patterns in later life.
- As physical activity before and during school is suggested to improve concentration levels and behaviour in class, which can lead to improved attainment.

Active Play and Play Champs sessions aim to be FIA (Fun, Inclusive and Active) and previous research has found them to have a number of benefits. These include the obvious **physical** benefits of improved fitness (heart, lung, muscle and bone health), weight control (more calories are used) and fundamental movement skills/physical literacy, but also social, emotional and cognitive benefits. For example, children build **social** skills (particularly helpful for those with additional support needs) when working as a team, meeting new people and making new friends, which benefits social integration beyond the play sessions. Playing and being physically active outdoors in the fresh air (whatever the weather, with the right clothing) is known to have positive impacts on **mental and emotional** health, increasing happiness levels, reducing anxiety and depression and being an outlet for stress or anger. The opportunity to expend energy also helps children settle and focus better on return to class. Seeing an improvement in physical skills and/or fitness and achieving new things benefits children's self-esteem and confidence levels. Active Play requires children to think creatively, solve problems, assess risk and make decisions – which improves **cognitive development**. Ultimately, all of these impact positively on **academic performance** and **contribute to national outcomes**.

Active Play and Play Champs aim to leave a sustainable legacy – equipping the children, and schools with the understanding, skills and enthusiasm to continue to be more active during play times in school, in PE, at home and in the wider community.

The evolution of Active Play

Inspiring Scotland has been developing the Active Play concept for a number of years, and developed the Active Play programme with local play charities in Glasgow, North and South Lanarkshire and Inverclyde. The Active Play programme was initially run over 45 weeks in pilot schools, and was the subject of a year-long evaluation¹, before being extended to a larger number of Glasgow City Council schools in 2016/17. The scale of deprivation in Glasgow is significant, and its impact on health, attainment and many other lifelong outcomes are long-recognised. Pupil Equity Funding (PEF) presented the opportunity for schools to invest in Active Play more widely in the city.

The programme was condensed to 10 weeks' Active Play support from play charities when rolled out across the city, targeting more deprived communities. Inspiring Scotland recruited PEEK (Possibilities for Each and Every Kid), Jeely Piece Club and FARE (Family Action in Rogerfield and Easterhouse) to deliver the programmes in Glasgow. All three charities are play specialists who run their own outdoor and street play sessions across Glasgow and Agile CIC provides training and development support.

In its current iteration, Active Play involves a class of Primary 3 or 4 children - who are at the critical age/stage to develop fundamental movement skills (FMS) - and their class teacher. Each Active Play session lasts for an hour. The first half is led by the play charity staff, working on different fundamental movement skills across the 10 week programme. Each session aims to be FIA (fun, inclusive and active) so if any child slows down or disengages, the activities are changed in order for everyone to continue to participate. The second half of the session encourages free play, although the children often continue or build on the games from the first half. Parents are also invited to attend the final session to see what the children have been doing and some have gone on to be involved in active play sessions after school, for example.

Class teachers are involved throughout and encouraged to take a greater role as the programme progresses: the balance shifts from play charity staff delivering the session to the teacher taking the lead by the end of the programme. Some teachers are more confident doing this than others, often depending on their own fitness levels and interest/familiarity with physical activity and physical literacy. The essence of the programme is play, so this creative, fun aspect can also be challenging for teachers, who learn new games and ways in which to build on these alongside the children. The opportunity for teachers and children to see each other in a different setting and to play together also helps build insight and understanding, strengthening relationships which can then translate into the classroom.

An 8 week Play Champs programme was introduced alongside Active Play, to promote greater engagement in active play during play time/lunch breaks. Play Champs involves approximately 10 Primary 5 or 6 children plus Support for Learning Workers (SfLWs). Children learn how to assess and adapt their space, to deliver games and ensure they are FIA. The programme builds confidence: Play Champs are able to share their skills and lead games in the playground, during PE, at home or in other community activities they attend; in addition to building the physical activity/literacy rates of both the Play Champs and the children with whom they play. Play Champs builds on Mini Play Rangers² programmes which were developed in Dumfries, Ayrshire and North Lanarkshire, funded by go2play.

¹ By Arrivo Consulting and the University of Strathclyde: <https://www.inspiringscotland.org.uk/wp-content/uploads/2017/06/Active-Play-final-Evaluation-2016-FINAL-Branded-cover.pdf>, last accessed 3/10/18

² <https://www.inspiringscotland.org.uk/wp-content/uploads/2017/05/Play-Champions-Toolkit-2016-web.pdf>, last accessed 3/10/18

Year 2 participants

Before looking at the findings, it is important to consider the scope and scale of activity. 40 schools took part in Year 2, the 2017/18 academic year: 14 in Cohort 4 (August to Christmas), 14 in Cohort 5 (January to Easter) and 12 in Cohort 6 (Easter to June). The schools and play charities for each cohort are listed in the table below.

Year 2 schools by cohort and charity

	Play Charity	School
Cohort 4 August 2017	FARE	Sandwood
	FARE	St Blane's
	FARE	St George's
	Jeely	Blackfriars
	Jeely	Cardonald
	Jeely	Cuthbertson
	Jeely	St Brigid's
	Jeely	St Marnock's
	PEEK	Cadder
	PEEK	Caldercuilt
	PEEK	Chirnsyde
	PEEK	Parkview
	PEEK	St Joseph's
	PEEK	St Mary's
Cohort 5 January 2018	FARE	Lourdes
	FARE	Mosspark
	FARE	St Charles
	FARE	St Francis of Assisi
	FARE	Thornwood
	Jeely	Kings Park
	Jeely	Merrylee
	Jeely	Our Lady of the Rosary
	Jeely	St Mirin's
	Jeely	Tinto
	PEEK	Blairdardie
	PEEK	Garnetbank
	PEEK	St Clare's
	PEEK	St Ninian's
Cohort 6 April 2018	FARE	Pollokshields
	FARE	St Angela's
	FARE	St Bernard's
	FARE	St Saviour's
	Jeely	Castleton
	Jeely	Highpark
	Jeely	John Paul II
	Jeely	St Bartholomew's
	PEEK	Mount Florida
	PEEK	St Catherine's
	PEEK	St Constantine's
	PEEK	St Cuthbert's

Each play charity records evaluation data in several ways, which are completed on Google Forms:

- Class activity levels at the start and end of the programme. Children are asked to choose which of three fictional children they are most like (inactive, moderately active and very active) and the number of days they do some kind of physical activity.
- Head teacher feedback at the midpoint, to gain their opinions on the impacts of the programme and to initiate thinking around how Active Play could be embedded in each school.

- Session observation at weeks 3, 6 and 10 (cohorts 4 and 5) and weeks 5 and 10 for cohort 6 (this changed to reflect the visibility of impacts and enable clearer articulation of these, in response to feedback from play charities). These record changes in the children, staff and future plans/support needs.
- The number of children who have participated each week.

The number of participants in Active Play and Play Champs each week are shown below. Numbers change for a variety of reasons, many of which don't relate to the programme, so these are noted for information rather than to be seen as a reflection of the children's engagement with the programme. Comments made by the three play charities, and common sense, suggest numbers have fluctuated because of pupil illness, diary clashes with other things children are involved in and pupils occasionally being excluded from AP or PC as a disciplinary measure by the school.

Active Play numbers

Total number of children participating in Active Play during week...	Total			Cohort 4 (8/17)			Cohort 5 (1/18)			Cohort 6 (4/18)		
	Mean	No.	Sum	Mean	No.	Sum	Mean	No.	Sum	Mean	No.	Sum
1	25.4	40	1014	25.4	14	355	24.9	14	348	25.9	12	311
2	25.2	40	1008	25.7	14	360	24.6	14	344	25.3	12	304
3	25.6	40	1024	24.8	14	347	25.6	14	359	26.5	12	318
4	25.3	40	1012	25.0	14	350	26.1	14	365	24.8	12	297
5	25.5	40	1019	25.4	14	356	25.4	14	355	25.7	12	308
6	25.2	40	1007	25.5	14	357	24.6	14	345	25.4	12	305
7	25.0	40	998	25.4	14	355	24.7	14	346	24.7	12	297
8	24.7	40	988	24.9	14	349	24.6	14	345	24.5	12	294
9	24.8	40	993	25.4	14	356	24.4	14	342	24.6	12	295
10	24.3	40	972	25.8	14	361	24.4	14	341	22.5	12	270

Play Champs numbers

Total number of children participating in Play Champs during week...	Total			Cohort 4 (8/17)			Cohort 5 (1/18)			Cohort 6 (4/18)		
	Mean	No.	Sum	Mean	No.	Sum	Mean	No.	Sum	Mean	No.	Sum
1	9.4	40	377	9.5	14	133	9.4	14	131	9.4	12	113
2	9.3	40	370	9.4	14	131	9.2	14	129	9.2	12	110
3	9.4	40	377	9.4	14	131	9.3	14	130	9.7	12	116
4	9.7	40	388	9.3	14	130	9.9	14	138	10.0	12	120
5	9.4	40	375	9.1	14	128	9.5	14	133	9.5	12	114
6	9.5	40	379	9.1	14	128	9.6	14	134	9.8	12	117
7	9.3	40	371	9.1	14	128	8.8	14	123	10.0	12	120
8	9.3	40	373	9.4	14	131	8.7	14	122	10.0	12	120

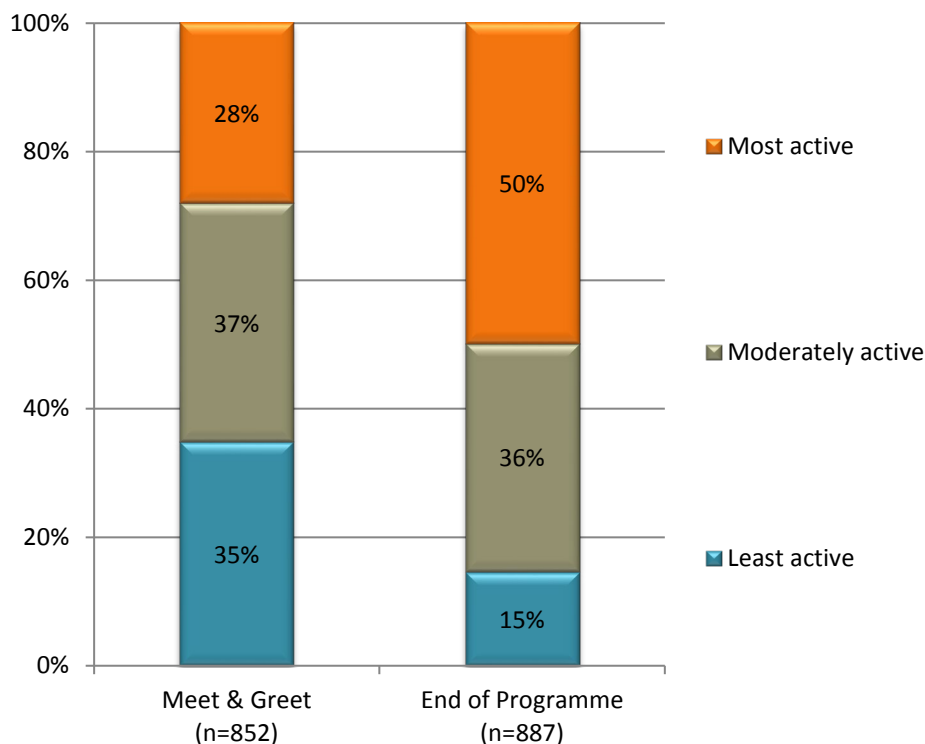
Key findings

Active Play

Self-perceived Activity Levels

At the beginning (Meet & Greet) and end (End of Programme) of each Active Play programme, children were asked to select which character they felt they were most like, from three pictures representing different activity levels (least active, moderately active and most active). In all three cohorts there was a positive shift by the end of the programme, with fewer children identifying with the least active characters and more identifying with the most active characters. The figure below illustrates the proportion of children identifying with each activity level at each stage.

Percentage of children identifying in each group, Year 2

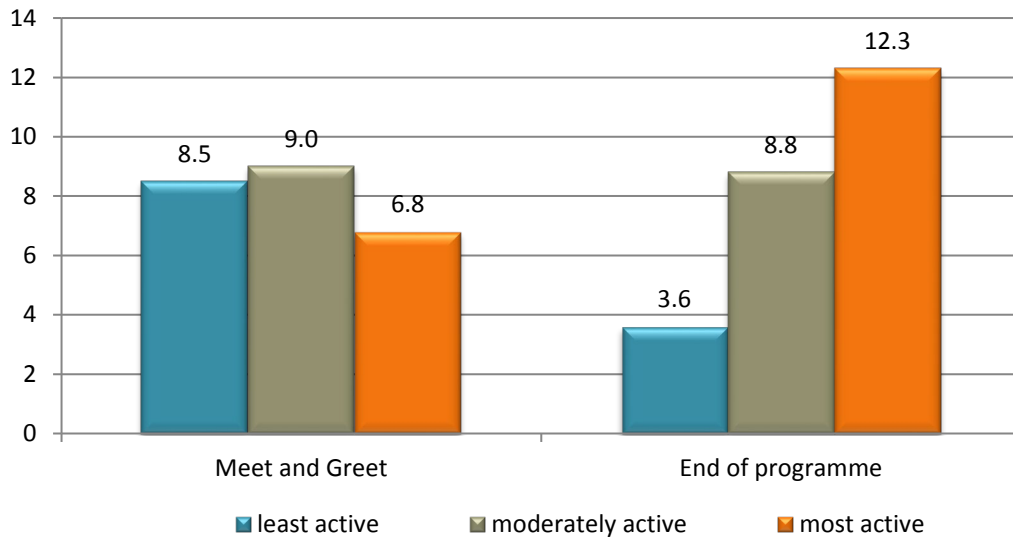


It can be challenging to find an accurate way to measure children's perceptions of themselves. For example, children's confidence levels may impact on their self-assessment (over or under-estimating activity levels) and their perceptions of activity levels may shift as they become more active (so what they would score their starting point at the end may be different to how they actually scored it at the Meet & Greet). Play charity feedback suggests that some children also found it difficult not to focus on the PC/playing computer games element of the least active images, and others were tempted to copy their friends' responses! Their actual activity/fitness levels may also vary substantially from perceptions, but the additional work being conducted by the University of Strathclyde around fitness measurement will illuminate this further.

Unfortunately, it was not possible to match up the change in perceptions for each individual child as only the number³ of children in each category was recorded. Instead, arithmetic means were calculated to gain a sense of movement in perceptions. The data shows:

- An average of 8.5 children per class identified themselves as least active at the beginning and this reduced to 3.6 (-4.9) by the end of the programme.
- In contrast, an average of 6.8 children per class identified themselves as most active at the start of the programme, and this increased to 12.3 (+5.5) by the end of the 10 weeks.

Mean number of children least/moderately/most active at Meet & Greet and End of Programme, Year 2



“The children are active, lasting longer without stopping for a rest and walking when they should be running. They can now run for the length of a full game.”

“The children are running faster and jumping more and have been running for longer periods of time during their daily mile. The teacher said they would give up and walk before Active Play but are more keen to run for longer since being involved.”

“The children have been participating in a team game that allows us to judge progress of the children’s ability to catch and throw the ball as well as timing the speed at which they can run round a square that has been set out. The children’s results were almost double in week 8 compared to that of week 2.”

The table below shows there were quite different perceptions within the three cohorts, both at the start and end of the programme. This could be coincidental, but it may be helpful to compare scores to past and/or future cohorts, or to look at individual school scores more closely, to see if there are any emerging patterns. For example, this may be due to variations in teachers’ knowledge, perceptions and/or engagement around physical activity/literacy with children during school; or any other interventions which have taken place. For example, some schools have had significant Physical Education Lead Officer (PELO) input. The figure below illustrates the total Year 2 mean scores to illustrate the positive shift in perceptions overall.

³ Please note: the number of children responding varied between Meet and Greet and End of Programme as there were some missing data at both stages. More children responded at the End of Programme.

Number of children least/moderately/most active at Meet & Greet and End of Programme, by cohort

	Total			Cohort 4 (8/17)			Cohort 5 (1/18)			Cohort 6 (4/18)		
	Mean	No.	Sum	Mean	No.	Sum	Mean	No.	Sum	Mean	No.	Sum
Meet and Greet - least active	8.5	35	297	9.2	9	83	8.3	14	116	8.2	12	98
Meet and Greet - moderately active	9.0	35	316	6.7	9	60	10.2	14	143	9.4	12	113
Meet and Greet - most active	6.8	35	239	9.2	9	83	6.1	14	86	5.8	12	70
End of prog - least active	3.6	36	130	2.8	12	34	3.5	13	45	4.6	11	51
End of prog - moderately active	8.8	36	315	5.1	12	61	10.5	13	136	10.7	11	118
End of prog - most active	12.3	36	442	17.6	12	211	10.0	13	130	9.2	11	101

Active Play Impacts

The following data have been compiled by taking an overview of each school via:

1. Active Play observations (at weeks 3, 6 and 10 for cohorts 4 and 5; weeks 5 and 10 for cohort 6);
2. comments made in class activity responses (Meet and Greet and End of Programme); and
3. midpoint semi-structured interviews with school staff.

The following chart and tables reflect whether any of the above sources have cited each issue. For example, 100% (all schools) have noted improved fitness/stamina levels. This does not mean that every child in every school has improved fitness/stamina but that improved fitness/stamina levels were mentioned at least once, and often repeatedly. Play charities did sometimes comment on “everyone” being fitter but it is recognised that improvements in all children may be unlikely as some would have started with high fitness level. This will be revealed by the University of Strathclyde data. It is also important to note that these comments were made in free text format so reflect the main points to be recalled and noted by the play charities. If asked specifically about each of these impacts, it is likely that impacts would be more prevalent.

The ‘core’ impacts to meet the outcomes set for Active Play are evident:

- improved fitness/stamina (100% of schools);
- improved fundamental movement skills (100%);
- interest in attending new clubs (55%); or
- trying new games at break time/home (75%).

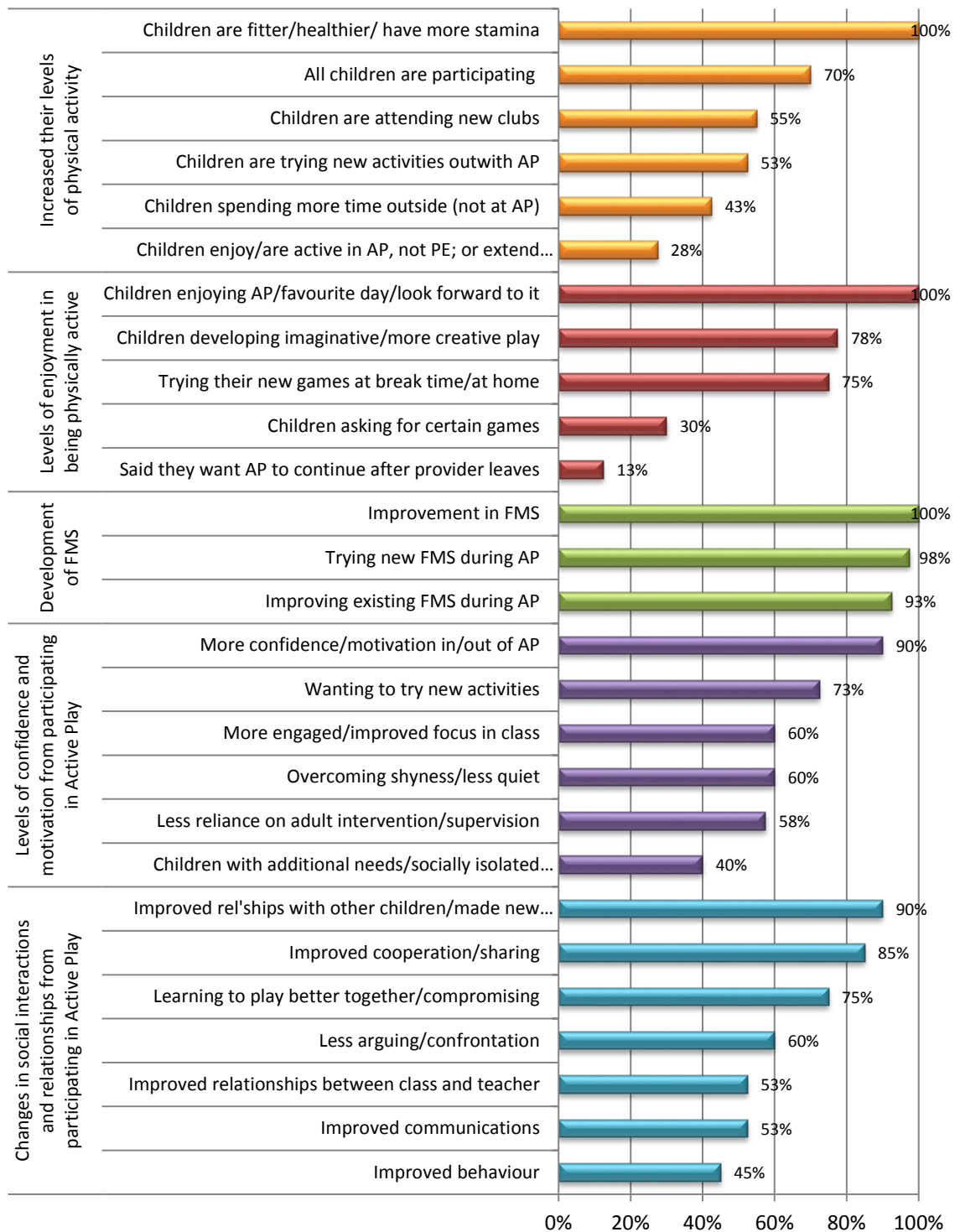
However, there are also significant impacts noted in terms of ‘softer’ outcomes such as:

- improved confidence/motivation (90% of schools);
- greater participation levels (70%);
- imaginative/more creative play (78%);
- improved relationships/making new friends (90%); and
- team working (85%), for example.

...and impacts of particular relevance to educational attainment:

- children are more engaged/have improved focus in class (60% of schools);
- children with additional needs or socially isolated are taking part (40%);
- improved relationships between class and teacher (53%);
- improved communications (53%); and
- improved behaviour, usually relating to an individual child with negative behaviours exhibited at the start (45%).

Articulated Active Play Impacts per school – all sources, Year 2



n=40

The table below provides a list of frequencies with which issues appear in collated school responses. Each issue is counted once, regardless of the number of times it is mentioned, to avoid duplication or bias (as the amount of detail provided by play charities varied) and gain a sense of prevalence within the sample. Please note that these reflect what has been articulated, but the scores may well have been higher if asked explicitly about each of these issues.

Articulated Active Play Impacts per school, by cohort – all sources, Year 2

	Cohort							
	Total		Cohort 4 (8/17)		Cohort 5 (1/18)		Cohort 6 (4/18)	
	No.	%	No.	%	No.	%	No.	%
Children enjoying AP/favourite day/look forward to it	40	100%	14	100%	14	100%	12	100%
Improvement in fundamental movement skills	40	100%	14	100%	14	100%	12	100%
Children are fitter/healthier/ have more stamina	40	100%	14	100%	14	100%	12	100%
Trying new skills during AP	39	98%	13	93%	14	100%	12	100%
Improving existing skills during AP	37	93%	14	100%	11	79%	12	100%
More confidence/motivation in/out of AP	36	90%	13	93%	13	93%	10	83%
Improved relationships with other children/made new friends	36	90%	14	100%	10	71%	12	100%
Improved cooperation/sharing	34	85%	12	86%	11	79%	11	92%
Children developing imaginative/more creative play	31	78%	10	71%	11	79%	10	83%
Trying their new games at break time/at home	30	75%	12	86%	10	71%	8	67%
Learning to play better together/compromising	30	75%	8	57%	11	79%	11	92%
Wanting to try new activities	29	73%	8	57%	11	79%	10	83%
All children are participating	28	70%	7	50%	12	86%	9	75%
Overcoming shyness/less quiet	24	60%	8	57%	8	57%	8	67%
More engaged/improved focus in class	24	60%	8	57%	9	64%	7	58%
Less arguing/confrontation	24	60%	8	57%	11	79%	5	42%
Less reliance on adult intervention/supervision	23	58%	8	57%	9	64%	6	50%
Attending new clubs	22	55%	9	64%	9	64%	4	33%
Trying new activities outwith AP	21	53%	6	43%	7	50%	8	67%
Improved communications	21	53%	8	57%	6	43%	7	58%
Improved relationships between class and teacher	21	53%	7	50%	8	57%	6	50%
Improved behaviour	18	45%	5	36%	5	36%	8	67%
Wanting to spend/spending more time outside	17	43%	2	14%	11	79%	4	33%
Children with additional needs or socially isolated taking part	16	40%	5	36%	5	36%	6	50%
Children asking for certain games	12	30%	7	50%	4	29%	1	8%
Children enjoy/are active in AP where not in PE or extend AP to PE	11	28%	3	21%	6	43%	2	17%
Challenges of children with additional needs	8	20%	1	7%	2	14%	5	42%
At start, children bicker/don't play well	7	18%	2	14%	0	0%	5	42%
Want AP to continue after provider leaves	5	13%	0	0%	3	21%	2	17%
At start, children play computer/Xbox/are inactive	4	10%	2	14%	2	14%	0	0%
Total	40	100%	14	100%	14	100%	12	100%

Whilst these factors have been noted in each school setting and do not apply to every single child, it was encouraging to see many examples of individual progress. Children who were less confident, physically and socially, at the start of the Active Play programme were seen to grow and develop over the course of the ten weeks, making new friendships and displaying more positive behaviours. Progress was often observed by play charity staff and also commented upon by school personnel.

“There [are] a few new children who do not speak English and the HT said it has been quite difficult to get them engaging in class. However when they are out in Active Play she said that she was so surprised to see them fully engaged in the sessions and having smiles on their faces was a new thing. The children have picked up the games really quickly and this has helped them make friends in the class...The HT could not

have been more positive about the importance and impact that Active Play has had for the children and teacher and mentioned the children are settled in class and can focus more."

"Staff found that children who shy away from physical activity at school found it easier to take part in Active Play sessions."

At the start of the programme, 20% of schools made some comment about the challenges for children with additional support needs and 18% commented that the class did not play well together (bickering, 'telling' on each other and requiring adult intervention to resolve issues). Significant progress was noted over the course of the Active Play programme on both issues.

"...one of the young people who is in a wheelchair has become so much more independent and through Active Play she is more willing to challenge herself and do things on her own. The same young person has been trying lots of new activities."

"A is often in fights and arguments during play time and lunchtime. He finds it very difficult to manage his anger and frustration, often resulting in him displaying aggression. This has been a big problem and also affects his ability to build relationships with children in the class. This has not been an issue during Active Play. He has been trying new things and has been managing his anger very well, talking about issues and resolving them himself which has been amazing."

"The HT also was surprised to see two of the boys in the class joining in as she said previously they struggled to play. The children have never had any issues [with play] since AP."

Play charities noted much more easy-going, fair play where children resolved any issues which arose themselves.

"The [head] teacher had noticed that since the children started Active Play she has had less visits from the children in that class regarding bad behaviour... The children have been playing more games in the playground and have learned to organise themselves into teams without any challenges requiring adult intervention."

"Kids have been building on social skills, strengthening friendships and developing new ones. Children are playing with each other who didn't before, which is great. There is a new boy in the class who has been very overwhelmed and struggled to make friends, especially at play time. The play sessions have created an opportunity for him to make new friendships and put himself out there."

"O has a lot of friends within the class and is very popular with his peer group. He is often the leader within any games organised during free play but within this he really struggles with anyone else trying to make changes or suggestions within the group, often resulting in him becoming very angry and sometimes even [excluding] people. He likes to lead but isn't very good at co-operating or taking other people's opinions into consideration. Over the weeks he has become more willing to listen to others and take into consideration how others may feel about his decisions. He is much calmer during sessions as well and is taking time to calm down when someone or something upsets him."

"H struggles socially if he doesn't get his own way. He loves to play but likes to make all the decisions which doesn't go down well with many from the class. This has been much better, he is realising he can't always

lead and sometimes has to listen to others. Him realising this and working on it has enabled him to play better with others in the class and build better friendships.”

“In the initial week the children would argue about other teams’ progress and some children would accuse the other children of cheating. We have had to constantly remind the children that winning the game is not what’s important and we have changed specific games over the weeks to allow the children to work in teams more so that they can get used to team work and positive play as opposed to arguing with each other.”

Looking at the commentary/observations around each school individually, it was clear to see progress being made in every setting over the course of the 10 week programme. This included children taking up more out of school activities:

“The teacher said they have seen a difference in activity levels and more people in the class are joining the after school sports club.”

“Many of the class have also started attending PEEK’s breakfast clubs in the mornings and numbers from the Active Play class attending this are growing each week.”

“The children in the class have been trying a new play session after school and seem to be really enjoying it. Some of the boys have reported attending football outwith school and some girls attend dancing.”

“A lot of the children have told staff they have been attending dance clubs, football clubs.”

“Some of the children have told us they now go to after school activities.”

“Through the free play sessions we have a child who has been improving his tennis skills and is now wanting to start a tennis club outwith school and Active Play.”

“A few of the girls in the group now attend after school dance class and are really enjoying it and will ask you to watch them, putting on shows at free play.”

Teacher confidence in delivering Active Play

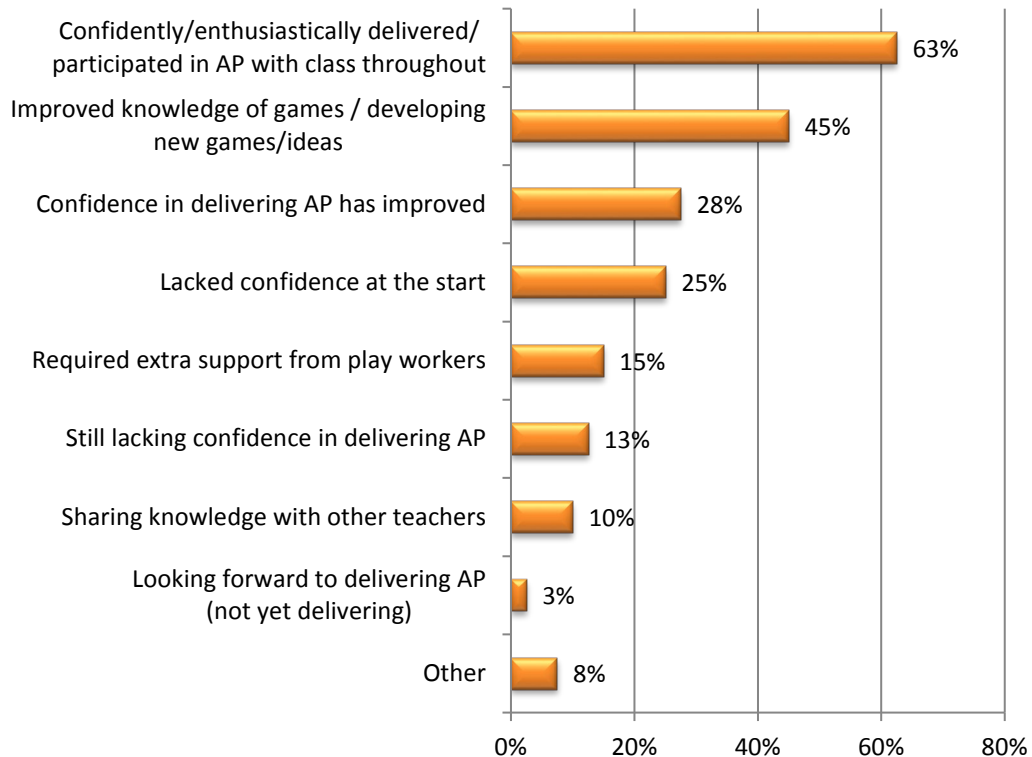
Teachers were perceived to be confident in delivering Active Play from the start in two out of three schools (63%, 25 schools), higher in cohort 5 (71%, 10; compared to 57%/58% in cohorts 4 and 6). Improved knowledge of games and developing new games and ideas were noted in nearly half of schools (45%, 18) and, whilst a quarter lacked confidence at the start (25%, 10) confidence was seen to have improved over the course of Active Play (28%, 11).

“The teacher now feels confident to take on Active Play and is going to keep Active Play running at the same time when we leave as she feels the children have increased [their] listening skills, confidence and ability to play independently and she feels the children then go on to work better after Active Play.”

“Class teacher is already using the games in gym class and is looking forward to next year to continue the sessions in curriculum time. She has seen great improvements in the children and really believes in the programme. She will be looking to use the children and their ideas to embed the sessions as well.”

“The class teacher ... has told us she plans to continue Active Play with her class and would love to have it at a similar time to enable her to still benefit from how engaged the children are after the session. She is also wanting to pass on her learning to other teachers within the school.”

Teacher confidence in delivering Active Play



n=40

As the table below illustrates, lack of confidence to deliver Active Play was more evident in teachers from cohort 6 – 42% (5) lacked confidence at the start and 33% (3) continued to lack confidence in delivering Active Play, with only 8% (1 school) noting increased confidence in delivering Active Play. This may be coincidental or reflect an unintended shift in the way charities recorded feedback. However, it might also reflect the fact that Active Play worked with the ‘early adopters’ - the more proactive, enthusiastic schools/teachers who volunteered to host Active Play - in earlier cohorts and may now be engaging with those who are possibly less enthusiastic or confident in delivering this type of creative, energetic, fun outdoor play session.

“The teacher was really prepared last week for taking the lead, she had planned the full session and introduced three new games to the children that were fun, active and inclusive...The teacher was a little nervous and said even though it’s her class, she is not used to delivering play so it was a learning curve for her.”

“It is going to be very difficult for the class teacher to embed the programme when [we] leave. The teacher has spent a lot of the time watching from the side and not a lot of time delivering. It was evident that she wasn’t invested in the programme as much as we need her to be in order to take the programme on. The class teacher saw the benefits of the programme but didn’t prepare for any delivery and when she did deliver she struggled to maintain a high level of intensity throughout. [We]

will continue to support the class teacher and [the school] and urge that they embed the programme.”

Have the class teachers increased their levels of confidence to deliver Active Play over the past 3-4 weeks?

	Cohort							
	Total		Cohort 4 (8/17)		Cohort 5 (1/18)		Cohort 6 (4/18)	
	No.	%	No.	%	No.	%	No.	%
Confidently/enthusiastically delivered/participated in AP with class throughout	25	63%	8	57%	10	71%	7	58%
Improved knowledge of games / developing new games/ideas	18	45%	7	50%	6	43%	5	42%
Confidence in delivering AP has improved	11	28%	7	50%	3	21%	1	8%
Lacked confidence at the start	10	25%	3	21%	2	14%	5	42%
Required extra support from play workers	6	15%	3	21%	2	14%	1	8%
Still lacking confidence in delivering AP	5	13%	0	0%	1	7%	4	33%
Sharing knowledge with other teachers	4	10%	3	21%	0	0%	1	8%
Looking forward to delivering AP (not yet delivering)	1	3%	1	7%	0	0%	0	0%
Other	3	8%	0	0%	3	21%	0	0%
Total	40	100%	14	100%	14	100%	12	100%

Other:

- The class teacher still needs some support as there [are] so many additional needs in this class. He is very involved and takes part in the full session.
- As we got a new class half way through I have not had the chance to work with the class teacher while she delivers to the class.
- The teacher is new and temporary, she is very helpful and joins in during free play but takes a step back during the first half of the session.

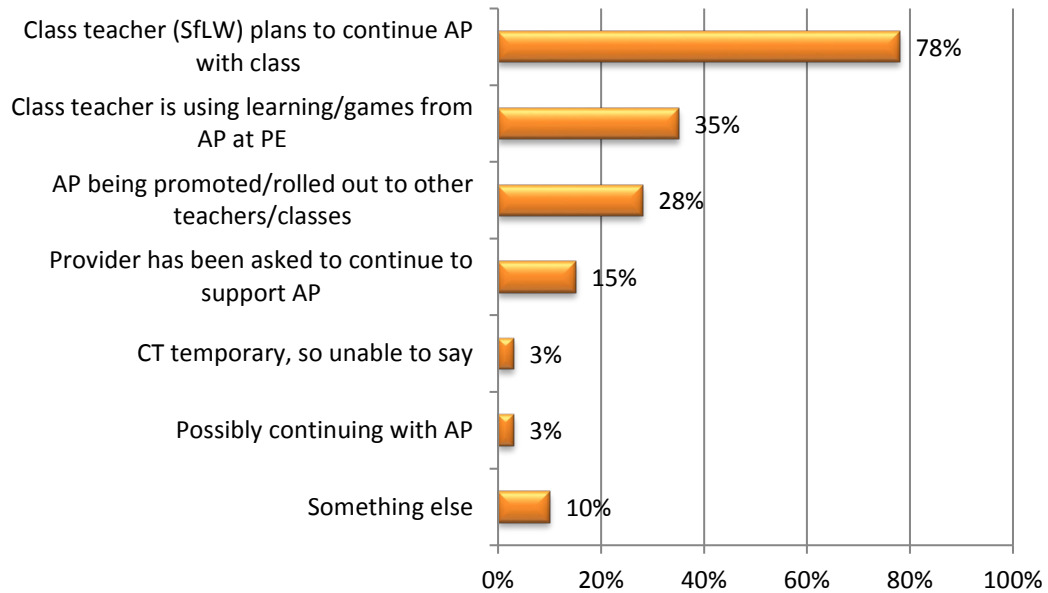
Embedding Active Play beyond the 10 week programme

The majority of Year 2 schools stated that they are looking to continue Active Play in one way or another, some in more than one context, as the figure below and quotes illustrate.

“The teacher has set up an AP after school club involving parents. The teacher is also going to use the AP model with the class on a regular basis and has already been doing this since week 5. The teacher has noticed the benefits and wants to continue to implement the programme to maintain the level of physical activity that the children are currently getting. The teacher also set up her own AP taster during the in-service day to give the other teachers an idea of how to take [the] lead and the feedback from the teacher was really positive ... the HT is looking for others in the school to take on more of an active role with their class. The HT is also setting up the rota for Play Champs to work with the infants during play time and lunch time.”

“The HT mentioned they will continue to provide the children with outdoor learning and play as they have seen the benefits of this so far.”

Future plans for Active Play



n=40

Please note: for 9 out of 14 schools using learning/games from Active Play at PE, this was in addition to continuing Active Play with the class.

Something else:

- Class teacher did not engage with delivering the programme
- Class teacher uncomfortable about taking lead in delivering Active Play
- Head Teacher has set up a play zone in the playground where Active Play games will be led by Play Champs. Also arranged monthly partnership play session with another school.
- Teacher has set up an Active Play after school club involving parents.

Future support to deliver Active Play

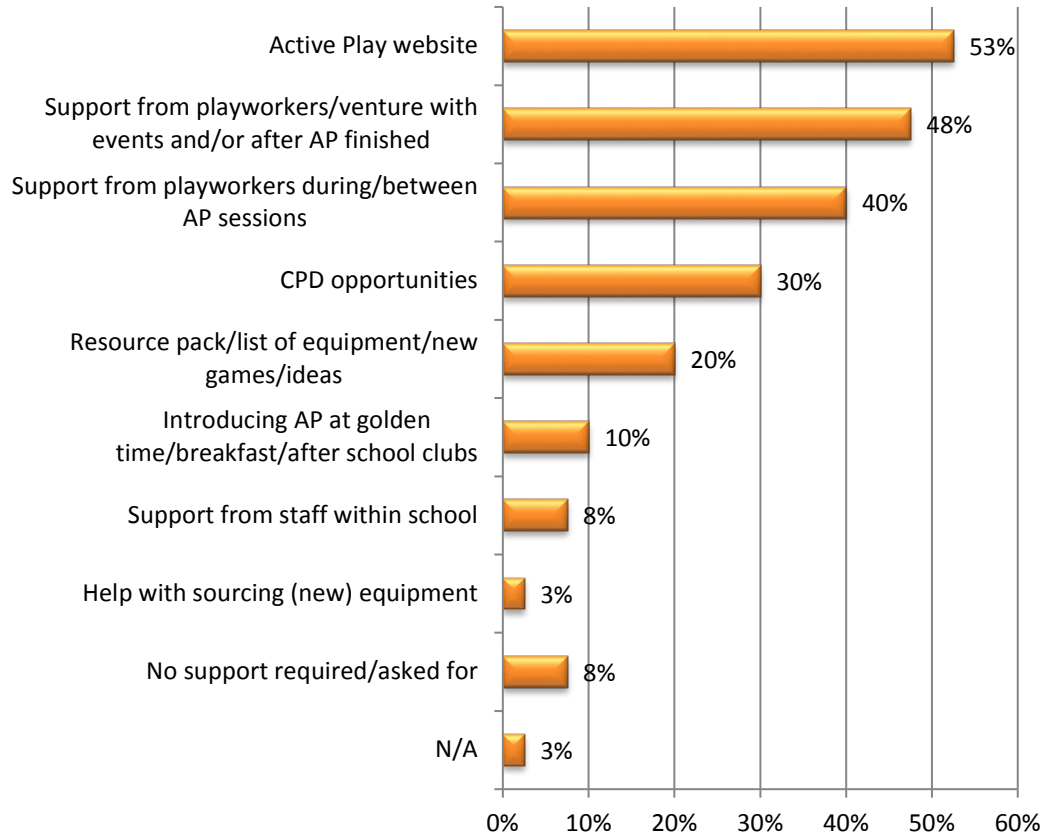
The play charities explored any additional support needs of schools to help them embed Active Play beyond the 10 week programme, alongside any information or direction that may be helpful. The Active Play website was cited for just over half of schools in Year 2 (53%, 21 schools), and nearly half of schools were looking at continued support from the play charities with events and/or on completion of the scheduled programme. This suggests that schools valued the input from charities and may wish their input for other children, staff or parents. However, it may also suggest that schools/teachers need support for more than 10 weeks. A significant proportion may not yet feel able to 'fly solo' and maintain progress or build on the Active Play programme, embedding its principles more effectively in their school. The fact that not every school intends to continue Active Play in class and only a quarter (28%) were noted to be rolling the programme out to other classes/teachers may also support this possibility.

"The school have said they would love play sessions to really embed play across the school and not just for the P4 class."

"The teacher needs more support to encourage her and boost her confidence as she is still struggling to deliver the full session and said she is very forgetful. The CPD may help the teacher as she will get a chance to refresh her memory of the programme. A list of games and explanations would support the teacher further and also looking at the website for video demos could encourage her to try new games."

“The HT has emailed and asked [us] to continue in the school and they would like us to work with some of the children who find it hard to play in their own time.”

Additional support, information and direction to help embed Active Play



n=40

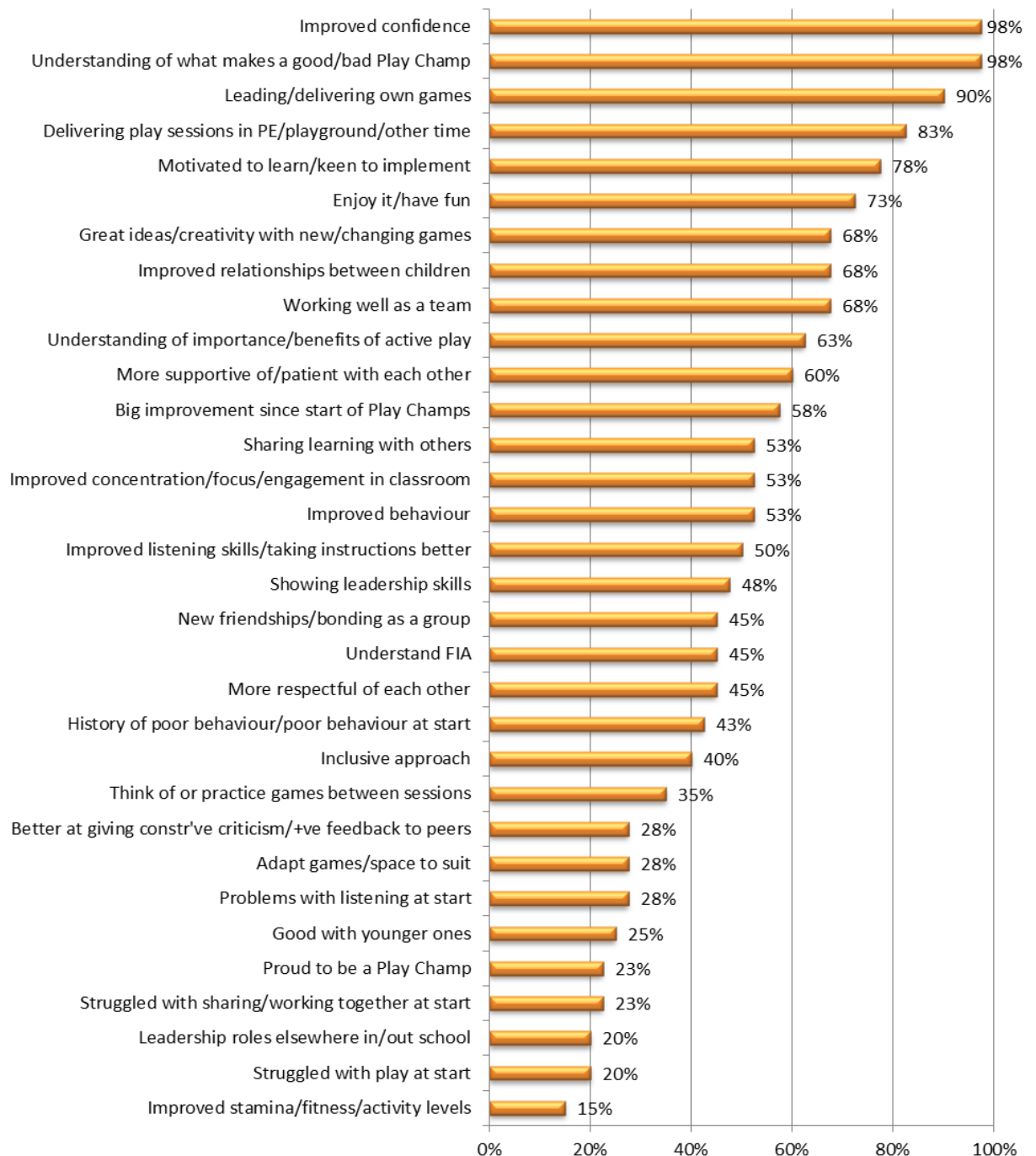
Play Champs

Play Champs observations were made at weeks 3, 6 and 8 for cohorts 4 and 5, and weeks 4 and 8 for cohort 6 (again, in response to feedback from play charities about the most appropriate time to collect these). As with Active Play, the chart below reflects whether the charity has made a point anywhere during their observations in schools, not the number of times it has been made and it does not mean that all Play Champs have exhibited this behaviour.

The top points made proactively about the children learning to be Play Champs illustrate the progress made:

- Confidence is much improved (98% of schools)
- They now have a good understanding of what makes a good/bad Play Champ (98%)
- They are leading/delivering games by themselves (90%)
- Children are delivering play sessions to others, e.g. in PE, the playground, other Active Play times and sometimes elsewhere (dance class, Streetplay, etc.) (83%)
- They are motivated to learn and keen to lead games (78%)
- The children are enjoying themselves/having fun (73%)
- There have been some great ideas for new/modified games and creativity shown (68%)
- Relationships have improved between children and their peers (68%)
- The children are working well/better as a team (68%)
- They have an improved understanding of the importance and benefits of Active Play (63%)
- The children are more supportive and patient with each other (60%)
- The charities/teachers have noted a big improvement in the children since starting Play Champs (58%)
- Children are sharing learning with friends, family, classmates and teachers (53%)
- Teachers/SfLWs have reported the children to have better concentration, focus and engagement in the classroom which they attribute to Play Champs (both after the session and before – they don't want to miss it!) (53%)
- There has been a noticeable improvement in behaviour (in individuals who had poor behaviour before and generally; at PC and elsewhere) (53%)

Play Champs observations/impacts



n = 40

The quotes below illuminate the points made. These illustrate the physical improvements made, learning achieved, enjoyment and practical implementation of skills learned, but also highlight improvements in confidence, motivation, creativity, improved focus, behaviour, and relationships. These are extremely valuable assets for play but also for many other aspects of the children's development, attainment and resilience, and can help them to achieve their potential.

"This group of children can all tell you how to lead a session. Five of the children in this group have additional needs so this was really good for them to be chosen as a role model. They have really shown

improvement in their confidence and behaviour and were pleased to have been chosen.”

“One boy, who has very difficult and challenging behaviour, has shown a very caring side with the younger children when he is leading his games sessions.”

“E – the class teacher told staff about improvements she has [seen] within the class room. She said he has been much more focused, especially on the day he comes back from Play Champs session. He finds it easier to listen, follow instructions and has been much more focused.

J - loves to play and always has a lot of fun during the sessions but he really struggles to engage when others are leading - he often gets distracted and wanders off. [We have seen] huge improvements over the last few weeks. Since he has had the opportunity to stand up in front of his peers he has realised it is important to listen to what others are saying while leading, which has really focused him to listen and take in what others are saying so he can follow the instructions given from others.

J – has really increased his physical activity levels. In the first few weeks he would have to stop and slow down a lot from the very beginning of the session, getting really tired and out of breath. This seems to have really improved and he is running a lot more throughout the session.

The group have gotten much closer socially. The teacher said they have built stronger friendships which has resulted in kids who don't normally socialise talking more and even playing together within the playground.”

“Some of the kids have also taken on a leadership role within breakfast club and have supported some of the other kids to play which has been great. They have been a great positive influence within the group.”

“Play Champs have come on leaps throughout the 8 weeks. They have really come to learn what being a Play Champ is about. They are very proud to be Play Champs and have taken a lot of pride in the time they have spent learning about play and creating games for their peers and have been sharing this with the other children in the class. They are very supportive of one another during the session and often give praise to one another. One of the key things they have enjoyed is ensuring games are inclusive and they have some great ideas on how to adapt games to ensure this.

S really struggled with self-belief and confidence throughout the weeks. She is also a very shy individual who struggles in social situations. S is very keen to participate and really enjoyed the sessions and games from the beginning, but would often shy away herself during the games. After a few weeks, S was beginning to share ideas with staff and has started to give feedback to her peers on their games. With each week you could see S becoming more confident and she was beginning to speak out more in the group. Over the last few weeks she was offering ideas out in front of everyone. She also led on a game on the last week. The SfLW who supports the session has also commented on the improvements made on her confidence and her ability to socialise within the group.

L has really come a long way within the group. He struggled the most during the sessions and really wasn't able to build relationships in the beginning, often losing his temper and becoming aggressive during the

session. By the end, L has really made progress within the group starting to build stronger relationships and the other children in the group seem to understand him a lot more as a result of his behaviour calming down.”

Concluding comments

This analysis helps to convey the key activities and qualitative impacts of the Active Play and Play Champs programmes in Glasgow. Whilst it would be inappropriate to make conclusions and recommendations on this part of the picture alone, it may be helpful to make some concluding comments as the research team has developed an understanding of the programmes and a sense of how Year 2 has progressed for children and school staff.

Core outcomes for Active Play and Play Champs were to increase children's physical activity levels and improve their fundamental movement skills/physical literacy. Both the Active Play and Play Champs programmes appear to have achieved this, as:

- children feel more active (22% more AP children identified as the most active character while 20% fewer identified as the least active character);
- all schools showed improvements in fitness and stamina levels;
- play charities noted improvements in the fundamental movement skills of children in all schools (children were perceived to be more capable of running, jumping, throwing, catching, etc. and had tried different sports/activities); and
- there was increased enthusiasm for physical activity, with children clearly enjoying, participating in and looking forward to their AP or PC sessions. Play Champs also 'did their homework', planning games and practising skills in preparation for their next PC session. This reinforces their enjoyment and how motivated they were to be a good Play Champ.

Children in all schools appear to have enjoyed AP/PC - even those who did not participate well in PE or the daily mile run participated well in these programmes. They also saw their fitness levels and skills improve over the course of the 10/8 weeks, which boosted their confidence and self-esteem. Children would all have had different starting points in terms of fitness, interests, extra-curricular activities, confidence, team work and social skills, so some will have made more significant improvements than others. The observations suggest that all have benefitted in some way.

Feedback suggests that physical activity/literacy levels have been further enhanced by some children taking up/planning to take up new clubs or activities after school, in addition to participating in more active play at breaks and lunchtime, or at home. Some teachers have already incorporated AP games into PE and the majority of schools appeared to be enthusiastic to take AP/PC principles forward, for example by sharing learning with other classes/teachers, and establishing more active play opportunities within and outwith the curriculum. If not already planned, it would be helpful to follow this up at regular intervals to see what activity has actually been maintained and what new activity has been established, i.e. the degree to which active play has become embedded within schools. This would also provide an opportunity to signpost schools to relevant resources which may be of assistance, to share learning/stories of other AP successes in the city, to offer further support and assistance, or just to remind schools about the programmes. Ten weeks is not long to establish new behaviours, particularly for weekly events, and it can be challenging to maintain momentum when play charities are not present to support schools and/or other issues are competing for attention, regardless of the widespread recognition of the programmes' positive impacts. Not all teachers/SfLWs were confident in their abilities to deliver Active Play, or very active participants, and others were NQTs so are likely to have moved on to another school. This also reinforces the need to maintain contact and ensure there is a plan to share Active Play practice within schools to ensure the investment in AP/PC is maximised, and not lost.

The need to 'sell' the benefits of AP/PC is stronger in some settings than others, but if improved physical activity/literacy is an insufficient hook, the knock-on impacts are considerable and should help to embed the approach across and within schools. The Active Play and Play Champs programmes show real merit in building children's confidence and

self-esteem, wellbeing, their social, creative and critical thinking skills, peer/teacher relationships and behaviour (both minimising negative behaviours and promoting positive ones). These appear to translate into positive outcomes in the classroom, improving focus, minimising disruptive behaviour and improving academic performance. There are many examples of the transformation of specific children participating in Active Play or Play Champs and this needs to be built upon quickly. For some, this has an impact on them, their classmates and teaching staff, both in the short and potentially longer terms if momentum is sustained. If so, this can have significant impacts on children achieving their potential, living happier, healthier and more fulfilling lives. The next steps in supporting schools to embed Active Play and Play Champs are critical.

