

VIRTUAL COMPETITIONS – SAFEGUARDING CONSIDERATIONS

Due to the current COVID-19 situation, the Kent School Games team is unable to deliver our programme of events in the usual way. As a team we are still aiming to engage as many children and young people in competitive school sport as possible and as a result have created a series of virtual competitions which can be completed at your schools.

This document has been created to ensure the Kent School Games virtual competition programme maintains the safety and wellbeing of children and young people, through offering guidance and good practice to schools regarding the new virtual competitions.

PHOTO CONSENT

The school name and a photo of 1st, 2nd or 3rd in each category may be published on the Kent School Games social media channels. For certain competitions, a selection of entries may also be chosen for a celebration compilation video. If photo/video consent is not given please ensure that this has been stated and acknowledged on the team sheet in the photo consent column.

SOCIAL MEDIA

No images/ video footage will be shared on social media without the consent of the parent/guardian. This consent will be obtained via the team sheet process and consent will not be assumed (schools must collect and retain consent from the children and parents).

Also ensure that it is clear that consent must be gained from parents/guardians of all participants of a team event (e.g. cheerleading) before sharing (and ideally the young people themselves).

PERSONAL DATA

The personal data of the participants is collected via the team sheet process. The information collected includes: Forename; Surname; Date of Birth; Academic Year; Gender; Photo consent; Black, Asian & Ethnic Minorities; Special educational needs and disability; Unique pupil number. This data is stored securely and is not shared with anyone outside of Kent County Council. For further details on how this information is used and stored please see our privacy notice, available in the resources section of our website at kentschoolgames.com/resources.

VIDEO ENTRIES (ONLY RELEVANT FOR SOME COMPETITIONS)

Video entries are to be submitted via WeTransfer which is a secure data transfer system and [terms of service](#) are available on their website. Only the Sport Manager, Event Manager and independent judges will have access to the videos and comply with the Kent School Games privacy notice available in the resources section of our website at kentschoolgames.com/resources.

Entries must comply with your own school policies around filming and photography – and that if there is any conflict, please discuss this with us to help address/resolve any issues.

EQUALITY	ENCOURAGE
ENGAGE	EXCEL

Once entries have been judged they will be deleted unless they have placed in 1st, 2nd or 3rd in which case videos will be stored securely by the Kent School Games team in line with our privacy notice. Videos will not be shared with any partners or via social media if consent by the relevant parent/ guardian is not given on the team sheet.

RISK ASSESSMENT

Before delivering any activity always follow the [latest government guidance](#). Ensure an adult (parent/ guardian or teacher) understands what the virtual competition involves, and a risk assessment has been completed prior to any activity commencing. Considerations could be but are not limited to the surface, equipment, surrounding areas, clothing and footwear are suitable.

FILMING

When filming a participant, please ensure there is no one else in the background of the video. Also ensure there are no audio conversations that states the participant or other individuals' personal details.

No other participant should use a device to record or copy the image of a participant, nor should audio or images of the participant's entry be posted on social media or circulated to others. Entries should be submitted by an adult from a work email account.

SPIRIT OF THE GAMES

To ensure the same standard of experience is met by all participants we expect participants to demonstrate/ abide by the School Games Values below:

- **Honesty**
Have the courage to do the right thing. Be truthful and promote fairness in every situation.
- **Teamwork**
Treat everyone equally, support each other and work together to have fun and achieve.
- **Respect**
Treat others politely and with understanding. Accept life's 'ups and downs' with grace.
- **Self-belief**
Believe to achieve. Have the self-belief and confidence to succeed and reach your personal best
- **Passion**
Put 100% into whatever you are doing. Approach opportunities with enthusiasm and positivity.
- **Determination**
Keep going no matter what. Commit to your goals and keep working every day to become the very best you can be.

FURTHER GUIDANCE AND GOOD PRACTICE



EQUALITY	ENCOURAGE
ENGAGE	EXCEL

Virtual challenges and online competitions are still relatively new to many of us, therefore Kent Sport have pulled together some helpful [resources/ good practice](#) documents relating to online sessions and how to safeguard children and young people. The Child Protection in Sport unit have also produced a [good practice when filming young people](#) resource.

For any queries or concerns please contact: KentSchoolGames@kent.gov.uk

