

Sports Leaders Curriculum Intent

Subject Vision

At Trinity Academy, Sports Leaders provides learners with opportunities to develop leadership, organisation, communication and interpersonal skills through practical experiences in sport and physical activity. The curriculum enables learners to build confidence, responsibility and resilience whilst developing the knowledge and skills required to lead and support others effectively.

Through leadership opportunities, learners become positive role models who can organise, communicate and participate successfully within school, community and future workplace environments.

The Role of PSHE within the Trinity Curriculum

Sports Leaders forms part of the **Therapeutic and Applied Learning** strand of the Trinity Curriculum Model.

The curriculum provides meaningful opportunities for learners to develop personal responsibility, leadership, teamwork and communication through active participation and practical leadership experiences. The curriculum complements Physical Education by focusing on leadership rather than performance, supporting learners to develop transferable skills that contribute to future education, employment and adult life.

Sports Leaders supports Trinity's curriculum drivers by promoting confidence, independence, employability, community participation and preparation for adulthood.

Assessment and Progression

Assessment is directly aligned to curriculum progression and enables learners to demonstrate growth in leadership, organisation, communication and independence from their individual starting points.

Progress is measured through participation in authentic leadership experiences and practical application of skills. Through Trinity Academy's assessment framework, learners are supported to develop confidence, competence and transferable life skills whilst progressing through leadership responsibilities and practical experiences.

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Key Stage 4 Progression

At Key Stage 4, learners develop leadership skills through the Sports Leaders qualification pathway.

Learners:

- Develop leadership and organisational skills
- Plan and deliver physical activity sessions
- Lead and support sporting events
- Communicate effectively with participants and teams
- Evaluate their practice and identify improvements
- Develop employability skills through practical application

The curriculum prepares learners for volunteering, community leadership, further training and employment pathways.

Developing Leadership Skills

Learners develop knowledge and understanding of effective leadership through the exploration of:

- Leadership styles
- Responsibility
- Role modelling
- Decision making
- Problem solving

Learners learn how leadership behaviours can be applied successfully within sport, education, employment and wider society.

Developing Planning and Organisation

Learners develop the ability to:

- Plan activities and sessions
- Organise resources
- Assess risk
- Adapt activities
- Manage time effectively

The curriculum promotes responsibility, organisation and attention to detail through increasingly independent leadership experiences.

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Developing Communication and Teamwork

Learners develop effective communication through:

- Giving instructions
- Active listening
- Feedback
- Leadership discussions
- Team collaboration

Opportunities to work with peers and younger learners help develop confidence, empathy and interpersonal skills.

Developing Employability and Community Engagement

Learners develop transferable employability skills through leadership opportunities and practical experiences.

The curriculum enables learners to develop:

- Reliability
- Responsibility
- Initiative
- Teamwork
- Leadership
- Reflection

These experiences prepare learners for future education, employment, volunteering and community participation.

Developing Digital Literacy

Digital technology is used to:

- Create activity plans
- Record evidence
- Organise events
- Evaluate leadership performance
- Produce documentation

Learners develop confidence in using technology effectively within leadership and organisational contexts.

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Supporting SEMH Development

Sports Leaders has been designed to support learners' social, emotional and mental health through practical leadership experiences and opportunities for success.

The curriculum promotes:

- Confidence
- Emotional regulation
- Resilience
- Positive relationships
- Self-awareness
- Self-belief

Leadership experiences provide learners with meaningful opportunities to contribute positively to their school and community.

Preparation For Adulthood

Preparation for Adulthood is embedded throughout the Sports Leaders curriculum.

Learners develop:

- Leadership
- Communication
- Teamwork
- Organisation
- Problem solving
- Responsibility
- Employability skills

These experiences help prepare learners for further education, training, employment and active participation within their communities.

Intended Outcomes

By the end of the qualification, learners will:

- Demonstrate effective leadership skills
- Plan, organise and deliver activities confidently
- Communicate effectively with a range of participants

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- Work successfully as part of a team
- Evaluate performance and identify improvements
- Demonstrate responsibility, resilience and self-management
- Apply employability skills in practical situations
- Be prepared for further education, employment and community leadership opportunities
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Ambition

Regardless of starting point or pathway, all learners are entitled to an ambitious Sports Leaders curriculum that develops leadership, confidence and responsibility.

Through carefully sequenced learning and high expectations, learners are supported to become:

- Effective leaders
- Positive role models
- Confident communicators
- Responsible team members
- Active contributors to their communities
- Successful young adults prepared for further education, employment and adult life

eSports Curriculum Intent

Subject Vision

At Trinity Academy, eSports Leadership provides learners with opportunities to develop leadership, communication, organisation and problem-solving skills through meaningful participation in digital and competitive environments.

The curriculum enables learners to become confident leaders who can plan, organise, deliver and evaluate activities whilst developing the skills, behaviours and personal qualities required for future education, employment and adult life.

Through practical experiences, learners develop resilience, responsibility and self-belief whilst learning how leadership principles can be applied within digital communities, education and the workplace.

The Role of eSports within the Trinity Curriculum

eSports Leadership forms part of the **Therapeutic and Applied Learning** strand of the Trinity Curriculum Model.

The curriculum provides opportunities for learners to develop leadership, teamwork, communication and organisational skills in authentic and engaging contexts. Learners are encouraged to take responsibility, lead others and reflect upon their personal development whilst participating in structured esports activities and events.

The curriculum supports Trinity's key drivers through:

- Preparation for adulthood
- Employability
- Communication
- Digital literacy
- Leadership
- Personal development

Assessment and Progression

Assessment is directly aligned to curriculum progression and enables learners to demonstrate growth in leadership, communication, organisation and independence from their individual starting points.

eSports Curriculum Intent

Progress is measured through curriculum mastery and meaningful participation in leadership activities. Through Trinity Academy's assessment framework, learners develop confidence, resilience and transferable leadership skills whilst progressing through the Level 1 and Level 2 eSports Leadership pathways.

Key Stage 4m Progression

At Key Stage 4, learners access:

- Level 1 eSports Leadership Award
- Level 2 eSports Leadership Award

according to individual need, attainment and aspiration.

Learners progress from understanding leadership skills and supporting activities to planning, leading and evaluating activities independently within supervised environments.

The curriculum develops increasingly sophisticated leadership and organisational skills whilst preparing learners for further education, community participation, volunteering and employment.

Developing Leadership Skills

Learners develop understanding of:

- Communication
- Teamwork
- Organisation
- Self-management
- Confidence
- Problem solving

The curriculum encourages learners to identify personal strengths, set development targets and understand how leadership influences successful outcomes.

Developing Planning and Organisation

Learners develop the ability to:

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- Plan activities and events
- Assign roles and responsibilities
- Organise resources
- Manage time effectively
- Prepare contingency plans

Increasing expectations support progression from assistant leadership roles to leading activities independently

Developing Communication and Teamwork

Learners develop effective communication through:

- Briefings
- Discussions
- Feedback
- Active listening
- Team collaboration

These opportunities help learners build confidence when working with others and delivering activities successfully.

Developing Digital Literacy and Responsible Participation

Learners develop understanding of:

- Safe online behaviour
- Digital communication
- Accessibility
- Privacy
- Moderation
- Digital responsibility

The curriculum promotes responsible engagement in digital environments and positive online citizenship.

Supporting SEMH Development

eSports Leadership provides structured opportunities to develop:

- Confidence
- Resilience
- Self-belief

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- Communication
- Emotional regulation
- Positive relationships

Leadership responsibilities and collaborative activities help learners experience success whilst developing self-awareness and personal responsibility.

Preparation For Adulthood

Preparation for Adulthood is embedded throughout the curriculum.

Learners develop:

- Leadership
- Teamwork
- Communication
- Organisation
- Problem solving
- Self-management
- Employability skills

These experiences help prepare learners for future education, volunteering, training and employment opportunities.

Intended Outcomes

By the end of the programme, learners will:

- Demonstrate effective leadership skills
- Plan, organise and deliver activities confidently
- Communicate effectively with participants and peers
- Work successfully as part of a team
- Reflect on performance and identify improvements
- Demonstrate responsibility, resilience and self-management
- Apply digital literacy and responsible online behaviours
- Be prepared for further education, employment and adult life through leadership and employability skills

Ambition

eSports Curriculum Intent

Regardless of starting point or pathway, all learners are entitled to an ambitious eSports Leadership curriculum that develops confidence, leadership, responsibility and employability.

Through carefully sequenced learning and high expectations, learners are supported to become:

- Effective leaders
- Confident communicators
- Responsible team members
- Reflective problem-solvers
- Positive contributors to their communities
- Successful young adults prepared for further education, employment and adult life