

**NB:** This matrix is for delivery of quick practical introduction (with no access to tech such as laptop/projector/videos etc) Can be used for conferences as a showcase of these resources and how to access them.

#### **Top Tips**

- Prep all your resources ahead of time and lay them out in order of use! Know how you would practically demonstrate the Mission Cards if you don't have the equipment or space use STEP to adapt and get creative 
   NB: Find out if course organiser is providing hard copy resources to the delegates to take away with them.
- Set up as much as you can, and tidy resources away once they have been used to support a smooth pack down!
- Play Marvel music from the movies that are connected to the characters to build the environment.

#### Resources to have to hand.

- Printed copy of matrix
- Speaker to play music
- Marvel inspired SEND Shooting Stars Resource. Try to have at least 1 hard copy (tutor copy) and additional copies of the different character Missions (print some from website if more needed for size of group).











- Cones (big and small) or Beanbags (can be used instead of cones if needed)
- Footballs (or variety of different type of lighter balls if indoors)
- Hoops or ropes
- Floor markers or sports or scarves
- Bibs for team work (if needed)

NB: Some partnerships/organisers will provide these practical resources (check with the organiser prior to deliver)

Timing	Introduction and welcome	Resources
5 mins	<ul> <li>Welcome</li> <li>Chat with delegates as they arrive and make them feel at ease and welcome</li> <li>Introduce yourself and the workshop in your natural style</li> </ul>	Play Marvel Music as delegates enter and throughout where appropriate
	<ul> <li>Agenda – explain the agenda for the session and the practical elements.</li> <li>What is the Marvel inspired Shooting Stars programme aiming to achieve?</li> </ul>	











- What is the resource? We will take a look at this practically in more detail.
- The Marvel experience? We will help you engage in that Disney Marvel Magic!
- How are we going to deliver? looking at the flexibility of the programme to make it your own and needs met for your pupils.
- Connecting it all back together the why the how and the what how will this look for you and your pupils in your settings.
- Next Steps......

Timing	What is the Marvel inspired Shooting Stars programme trying to achieve?	Resources
10mins	What is Disney inspired Shooting Stars SEND?	Have some
	Designed for schools to inspire CYP with SEND to engage in their active minutes through football. For Boys and Girls in mainstream and SEN school settings.	examples of the SEND Shooting Stars resources











- The programme provides a suite of resource cards that include ready-made session plans which
  include fun, inclusive activities for pupils encouraging the development of their fundamental
  movement skills.
- The resource cards have been created in consultation with the Youth Sport Trust's Lead Inclusion Schools with the aim of specifically engaging more CYP with SEND in physical activity and football.

#### The Shooting Stars pathway

- Working with Disney allows us to use the inspiration of their Marvel Movies throughout the Shooting Stars Programme
- Shooting Stars aims to:
- Improve YP with SENDs physical literacy skills, increase physical activity levels and provide an
  opportunity to try football for the first time.
- Increase YP' speaking confidence and leadership skills via the power of creativity and story-telling
- i.e. it supports the development of Physical, Social and Emotional me!











#### Who are your YP with SEND and what are their needs?

- 2024 18.4% of children and young people in England have some type of SEND (increase from 15.9% in 2021)
- Speech, Language and Communication Needs (SLCN) remains most common type of need for SEN Support
- Autism the highest for those with an EHCP
- There are an increasing number of girls with SEN
- Numbers of children eligible for Free School Meals is disproportionate to the population

**Question –** what are the needs of your CYP – remembering some CYP will have an identified SEND but some will not – what are the unique additional support needs in your setting?

- YP with SEND who are already competent in football should be signposted to the appropriate football pathway
- This is not about creating a football team!











Timing	The Practical Experience: Time to get Super and share the Marvel Magic!	Resources
40mins	There is the 'Girls Football in Schools' Website – ask them to access via their devices to save the link. Website: www.girlsfootballinschools.org	Website link to resources
	<ul> <li>Which you'll just need a school-based email address to register with and create your own log in</li> <li>From there you will be able to access:         <ul> <li>All of the resources are downloadable - specifically the mission cards, Marvel Emoticons, Visual activity cards, certificates, posters and online resources available.</li> <li>Go to <a href="https://girlsfootballinschools.org/extracurricular-keystage12-send-resources.php">https://girlsfootballinschools.org/extracurricular-keystage12-send-resources.php</a> </li> <li>To find Marvel SEND resources, go to - Extra Curricular – Key Stage 1 &amp; 2 - Disney Inspired Shooting Stars - SEND Disney Inspired Shooting Stars - Resources</li> </ul> </li> </ul>	resources
	To bring this training to life, and to help you understand how to deliver the SEND Shooting Stars Programme, we are going to use the resources  • What do you get with the resource (have the cards laid out so everyone can see them and hold them)  • Marvel Emotions	<ul><li>Marvel Emotions</li><li>Visual Activity Cards</li></ul>











- Visual Activity Cards
- 6 Mission Cards
- Story Board Cards
- Top Tips Card

#### Where:

- Needs Specific for the children and young people you are working with (flexible for setting –
  mainstream or SEND or AP primary focus but can be adapted for needs in KS3 and KS4 if
  needed)
  - Designed as an Afterschool club (ideally understand that a lot of children maybe do not attend afterschool club in SEN settings travel via bus etc)
  - Breakfast club
  - Breaktime club
  - Lunchtime club
  - Specific Intervention
  - Curriculum (planned with a curriculum framework and SOW)

- 6 Mission Cards
- Story Board Cards
- Top Tips Card











#### **Duration:**

- Six Mission cards (**NB not time sensitive**) can be delivered in one go or broken into parts depending upon time available and the engagement the children are showing in the activities.
- Cards can be used repeatedly (encouraged) if you don't get through them all do not worry.
- Cards can be delivered in 15 45mins depending on the needs of your students

Numbers: The stories have been designed to be delivered to any number of students

Quick discussion on who loves Marvel and who knows the Marvel Characters.

So, Why Marvel?

Let us look at Marvel and Stan Lee the creator of Marvel in more detail – this isn't by chance......

• It's impossible to imagine Marvel without these characters you see here and the stories they appear in – through comic and film.

 Marvel Emotions











- These amazing Marvel adventures always have a real human feel as the characters are never untouchable; they felt pain, anguish, regret; they win, but they also lose.
- These Marvel stories tell us how the characters we know, and love are often demonized or not accepted sometimes by the public because they are seen as different and 'not normal'.
- Stan Lee always used his story telling through Marvel . "Marvel stories have room for everyone, regardless of their race, gender, religion, or colour of their skin the only things we don't have room for in Marvel is hatred, intolerance, and bigotry."
- To drive home messages of tolerance and acceptance while rejecting exclusion and bullying.
- You can see why Marvel is such a great fit for this work not only do our staff and pupils LOVE the stories and characters but also the golden thread running through Marvel is that of acceptance and celebrating everyone's differences – working together for the better of the human race and the universe.

So, who are the Marvel Characters and what do you know about them?

- Visual Activity Cards
- 6 Mission
   Cards
- Story Board Cards
- Top Tips Card







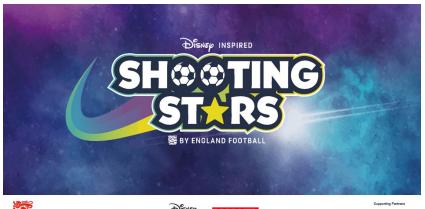




Each Mission Card has Introduce the Character Clues – *if time allows*, you can give some of these clues for delegates to guess which character it is.....

If time allows - ask delegates for clues they would add for their YP (how can we make this more sensory – add in musical cues or visual cues of costumes perhaps?). Could we add in a clue hunt to get the CYP moving around and working together to bring all the clues together and guess the character?

- The Marvel Characters you can access to deliver SEND Shooting Stars:
- Spiderman
- Groot
- Gamora
- Captain Marvel
- The Hulk & Black Widow
- Thor











#### Introduction to the resources

So lets have a look at the resource in more details (Voice of the child has been gained across a range of inclusion schools across the country)

Here is an example of one of the Mission Story Boards (this is standard across all missions with the only thing changing is the character) – here is visual representation of and for each mission (the mission does not be finished to use these)

### Overview of Cards – talk delegate through the visual journey of the cards and the flexibility of every aspect!

- We will share in more detail with you later during our practical
- You have 6 different missions whatever activities the CYP can manage in the session you can end there by going to calming and checking out phases (and repeat that mission in the next session if appropriate).
- The cards flow along the yellow brick road look for the yellow squares and you can see these
  across the cards
  - The Set Up











- Rectangle show consistency (does not have to be this shape flexible)
- Welcome
  - There are Marvel Emoticons that you have seen that can be used to check in with how your CYP are feeling at any time
- Share the Plan for the session
  - Before each mission start with visual storyboard so each CYP can familiarise themselves with the character, codeword and order of the session
- Introduce the character
- Start the mission
  - 3 Movements brought to life in game (simple and hard game) with lots of options to suit a wide variety of need don't have to do all of the movements
  - Game 1
  - Game 2
- Finish the Mission
- Calming Down
- Checking Out
  - Everything is laid out in a sensory diet to help students process











#### How to use

- You can show or draw the diagrams of each mission and demonstrate to help each CYP understand how they want to play and engage
- Most activities are between 30 seconds and one minute so you can adjust these times depending on each CYP needs – you can add in rest periods to suit need also
- Every child is unique in their learning and processing, so the STEP process can be used as an overview to modify every activity.
  - Empowered to adapt for the needs of your learners
- If CYP are enjoying a particular activity repeat the game to enhance learning and success.
  - You can continue with the rest of the mission in the next session.....
- Remember: "Football activities are cleverly built into the stories, aligned to the characters..."
- The craft of storytelling has been used for thousands of years to build a rapport and a connection between the narrator and the listener. When done properly, it is an art form that can inspire the minds and hearts of those who engage with it.

Bringing the stories alive! Use STEP to adapt for the Space, Task, Equipment and People you have:











- Tutor to demonstrate one of the cards
- Ensure physical movements are drawn out and emphasised to the group, highlighting crossing the midline, accelerating, decelerating and stopping, along with multiple direction movements.
- **TASK:** Group Work: Challenge the group to use STEP within the activity to think of all the different ways we can adapt to ensure everyone is included
- Reflection / feedback What makes you feel comfortable / uncomfortable?
  - What is easy / hard? Why?

#### (Time and Group Dependent)

Repeat with another Mission Card inviting some delegates to take the lead of some activities or

**ACTIVITY:** Have a go! Invite and manage the group to split into teams and 'Have a go!' at delivering that same mission or a different card (time dependant).

Cones (flat and tall) or Bean Bags

Hoops or string/rope

Floor markers or scarves

Bibs (for separate teams if needed)











- Split Mission Card into sections depending upon the number of groups you have delivering (at least 3 people per group), ensure the story continues to flow as the lead person changes each time.
- Group Roles:
- 1: Reads the story.
- 2: Observes the Marvel Magic.
- 3: Observes the Adaptations used.
- Highlight link to 'Effective Storytelling' and adaptations to identify the types of movements that can be developed through this programme.
- Explain the process of building from fundamentals of movement, into fundamental movement skills. Emphasise that mastery of this in a positive learning environment will support the development of object control skills. Encourage to repeat sections and sessions with pupils if needed.
- Reflection / feedback What makes you feel comfortable / uncomfortable?
  - What is easy / hard? Why?











Timing	Action Planning and Next Steps	Resources
5 mins	Action Planning	
	Who are your YP for SEND Shooting Stars?	
	So, who are the CYP that you want to attract to your SEND Shooting Stars Club?  TASK: Think about who you are going to invite to take part in your Club? Specifically thinking about:	
	<ul> <li>The factors that might influence YP' participation in your physical activity and Football</li> <li>The range of characteristics, abilities and needs you might see, and how you can support them.</li> </ul>	
	<b>Task:</b> Take time on your own to reflect - how you plan to implement the SEND Shooting Stars programme when you return to school. Who are you going to ask to help you with this delivery – other staff members/young leaders etc	











Then ask who would like to share with the group – encourage the ideas that people have.

#### **Consolidation and Next Steps**

- o Thank learners for their time and ask if anyone has any questions.
- Signpost everyone again to the website: www.girlsfootballinschools.org and where the resource is on the website. (So they can access it straight away)
- o Further CPD opportunities that are available to them -
- o Signpost to the SEND Shooting Stars online training dates and links to book.
- Mention Comets which is a community recreational, pan-disability football programme for boys and girls with SEND aged between 5 and 11. <a href="https://www.englandfootball.com/play/Disability-Football/Comets">https://www.englandfootball.com/play/Disability-Football/Comets</a>