



## Case Study of Good Practice

### Priority Area

Emotional Health and Well-being

### School

St Saviour's Infants

### Outcome

To decrease the number of KS1 children reporting they do not enjoy morning playtime by 20% from 20 children (January '11) to 16 children (June '12).

### Why we chose this outcome

Having conducted a Rainbow Survey we noticed that 20 children were reporting they were not enjoying morning playtimes.



### What we did

Each Monday in assembly we introduce a playtime 'game of the week'. Each class takes it in turn to vote for their favourite game and share it with the school.

Two children take the role of playground leaders. They organise the game and encourage others to join in. The game can link to curriculum topics e.g. Victorian games, Pirate games, games parents used to play.

We also bought and introduced a 'Friendship Stop' sign where children can wait for a friend to play with if they are feeling lonely.

A skipping area has been introduced.

### Impact

In June 2011, 4 of the original 20 children were reporting occasional days when they were not happy at morning playtime.

By January 2012, all of the children were resurveyed and 0 were not enjoying morning playtimes. The outcome was considerably more successful than the original target.

We also saw that many children carried on the 'game of the week' in the afternoon playtime and an increasing number of children were getting involved in the games.