## RORY'S'SPIRIT OF THE GAMES' ADVENTURE ©





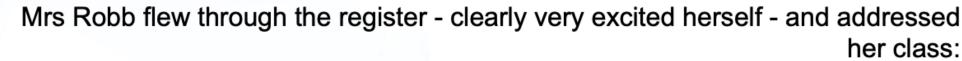
Rory's day started the same as any other. Little did he know...today; he would be going on an adventure.

As Rory made his way into school, he was greeted by his teacher.

"Good morning Mrs Robb!"

"Good morning Rory - quickly sit yourself down, we've got a very special day ahead!"

Rory went to sit down with the rest of his classmates, all buzzing with the excitement of the news they'd heard on their way into the classroom.



"We have a very special visitor joining us today, who is coming in this afternoon to deliver a School Games: 'Spirit of the Games' experience!"

There were 'ooooooohs' and 'aaaaaaahs' from around the room as the pupils started muttering to one another.

"Quieten down class - no time for any questions just yet", said Mrs Robb, "the visitor will explain everything when she gets here after lunch".



Waiting for the afternoon seemed to take **FOREVER**. Morning lessons seemed to go SO slowly, and there was a constant buzz of pupils whispering - trying to guess who was going to be visiting, and wondering what a 'Spirit of the Games' experience was.

The afternoon finally came, and the class settled into their seats once more. In walked Mrs Perry - the local School Games Organiser, carrying what looked like a box full of swimming goggles...which didn't seem THAT exciting, Rory thought. She placed the box on the teacher's desk, and turned to face the class.

"Good afternoon everyone! I'm very excited to say that you are the first class to take part in the School Games: 'Spirit of the Games' experience. Your class has been specially selected to help retrieve the School Games values badges on behalf of your school, which will grant the school access to the upcoming School Games Extravaganza!"

Mrs Perry went on to explain that pupils would be taking part in the experience with the other members of their table, and that they would all need a pair of virtual reality goggles.

'Much better than swimming,' thought Rory!

Hands shot into the air to ask questions, but Mrs Perry continued: "through these goggles, you will be taken to the School Games World of Adventure, where you will be taking part in a number of challenges".



Rory eagerly picked up a pair of goggles - which Mrs Robb had placed in the middle of each table - and as he pulled them down over his eyes, he was immediately transported to another world! As he looked left, he spotted Zaara and Carly, and as he looked right, there was Amanda, Ash and George: the other members of his table, who had also pulled on their goggles. This was incredible!

A virtual Mrs Perry appeared, along with a set of six white circles running down the right-hand side of Rory's screen.

"As a team, you will be facing three challenges, which are based on the School Games values of: respect, determination, passion, honesty, teamwork and self-belief, Mrs Perry explained. She clicked her fingers, and three brightly coloured doors appeared behind her.



The first was covered in pink and black diagonal stripes.

The second was grey with blue polka dots.

The third was a checkerboard of orange and green.

"Behind each of these doors, a challenge awaits" said Mrs Perry.

"For each challenge your team successfully completes, the relevant badge will appear on your screens. If you collect all six badges, your team will gain the school a place at the School Games Extravaganza".

With another click of Mrs Perry's fingers, the pink and black door opened...

The roar of a crowd was coming from inside the open doorway.

A little nervous, Rory and the team tentatively made their way towards the noise...and walked inside. The noise rose as they stepped into a completely new surrounding...it appeared to be the Olympic Stadium! Flags of all colours were being waved, making it look like the stadium was moving!

Ash nudged Rory with his elbow, and pointed to a huge screen at one end of the stadium - "look!", he exclaimed. Rory turned to see his name flashing on the screen - he was being called to take part in the long jump competition!

The team excitedly made their way over to the sandpit, taking in the atmosphere of the stadium and finding their seats in the front row.

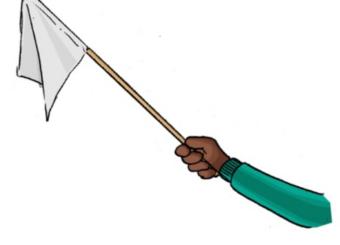
Meanwhile, Rory walked over to the running lane, trying to calm his nerves. He thought back to his personal best at the last Sports Day and saw this as the perfect opportunity to try and beat it!



He looked up to his team-mates, and spotted Ash and Zaara on their feet, facing the crowd. They had their hands above their heads, and were slowly starting to clap. The rhythm of the clap brought Rory to the task at hand, and as he listened to the crowd, he really believed he could beat his previous personal best and do his team proud.



As he dusted himself off, he looked back towards the umpire and saw a white flag: the jump was good.



He hadn't managed to jump as far as his previous personal best, but it wasn't a bad first attempt.

As he walked back to the start line, Rory thought back to the techniques he'd learned at school: driving his knees in the run-up to pick up speed, keeping his head up as he jumps, and using his arms to propel himself forward once in the air.

He stood on the start line and heard the slow clap begin again. Waiting for the right moment, he started running to its rhythm and felt much stronger running towards the sand this time. He pushed off from the jumping line and sailed through the air - landing hard in the sand.

"It **MUST** be a personal best", he thought.

Dusting himself off - very pleased with his attempt - he looked back towards the umpire...he could see a red flag. He'd jumped slightly too late and had trodden on the rubber: it was a foul jump.



As he turned to walk back to the starting line once more, he could hear Amanda and George chanting, and could feel his team and the whole crowd behind him.

This was it. Last chance.





He stood facing the sand for the final time, closed his eyes and breathed - he was ready. He could see the team clapping in unison, with the crowd on their feet behind them. He took one last look at the lane ahead, put his head down, and started to run.

The clapping seemed to get louder as he approached the jumping line, and with one final push off the board, he put everything he had into pulling himself forward as far as possible. He hit the sand...and the crowd erupted!

He took a quick glance back to the umpire for the final time, who put up a white flag, and Rory's final jump distance appeared on the big screen for all to see. He'd done it! He'd beaten his personal best by 7cm!

> As he ran towards his team-mates in the crowd, his attention was drawn to two of the circles flashing on his screen. One flashed in pink, and the word 'PASSION' appeared. The other flashed in black, and the word 'SELF-BELIEF' materialised.







The team looked towards Mrs Perry, who explained that Rory had displayed both of these values through his performance,

and that with his team behind him, Rory had secured the first two School Games values badges.

As the team came together in a celebratory huddle, the surroundings melted away and they were back to face the remaining two doors.

Once again, Mrs Perry clicked her fingers, and the grey door with blue polka dots swung open.

As the team walked through the doorway, they were met by another roaring crowd, but the surroundings in front of them were different: a boccia arena!

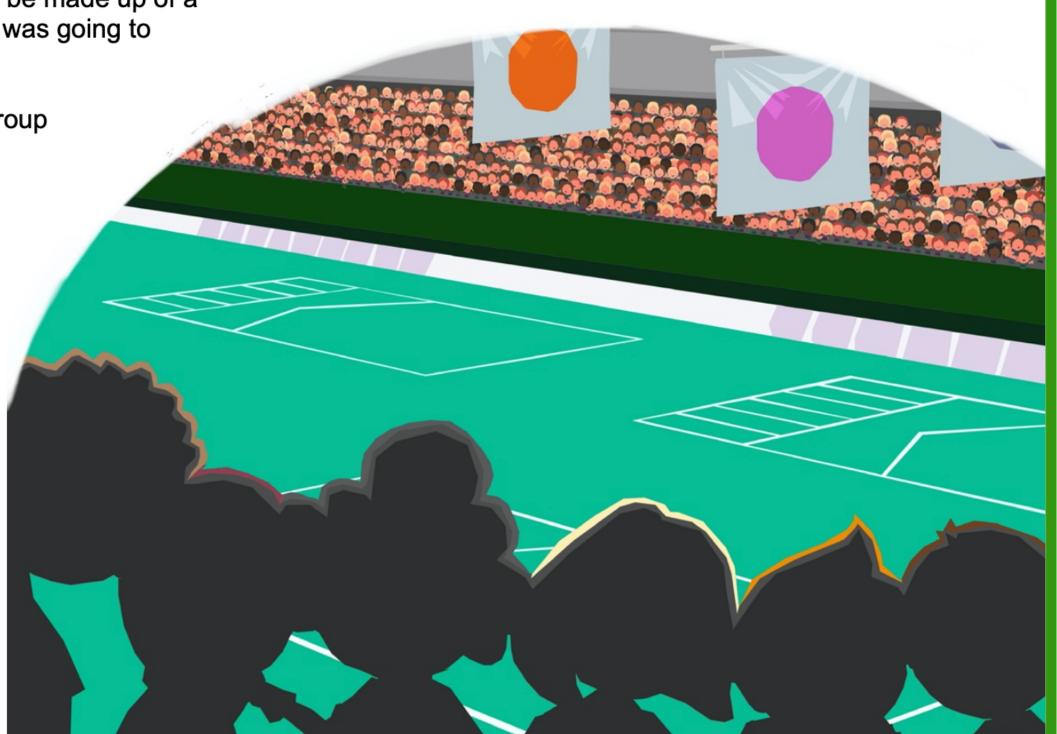
Mrs Perry advised the group that a boccia team can be made up of a maximum of three players, and that the competition was going to be made up of three ends.

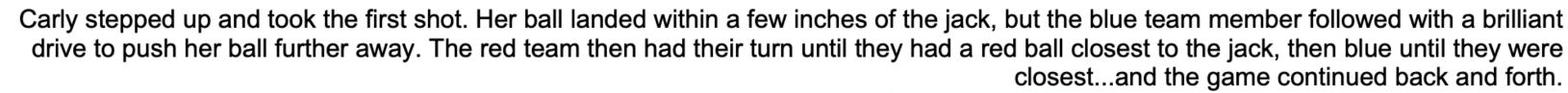
In order to determine which three members of the group would compete in this challenge, the team played a round of rock, paper, scissors between them.

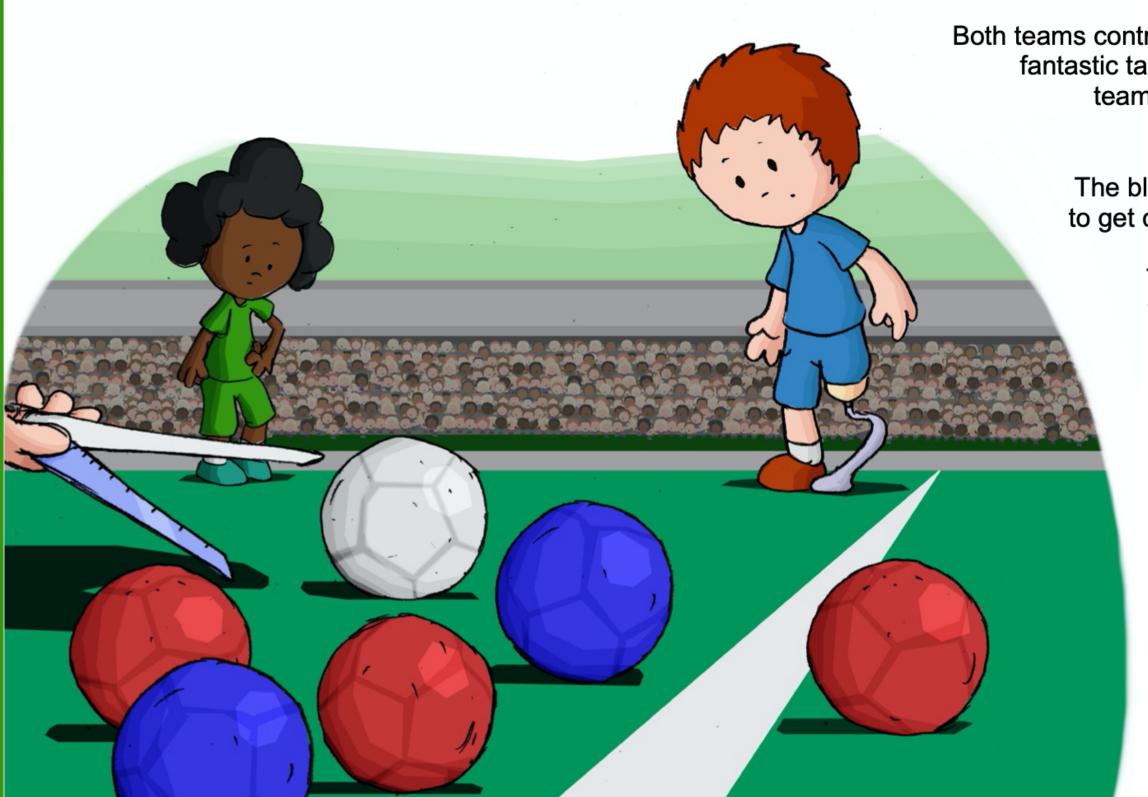
Ash, George and Carly eventually stepped up to the boccia arena to compete.

The umpire called over the two team captains, and Carly made her way over for the coin toss, to determine which colour ball the team would take.

She won the toss, and informed the team that they would be competing as the red team, and the opponents as the blue team.







Both teams controlled the game and scored points through fantastic tactical play, up until the final end where the teams were held at a tie - it was going to come down to the final shot!

The blue team threw their final ball in an attempt to get closest to the jack...it was too close to call!

The referee called Carly and the opposing team's captain over to the playing area, to witness him measuring the distance between the closest two balls and the jack.

After a few minutes of deliberation, and looking at things from different angles, he turned around and announced: "BLUE TEAM WINS!" The blue team shouted and cheered in celebration of their victory, as the captain ran back to meet his team-mates.

Carly made her way back to the team and said: "there was nothing in it really, but they played very well, so let's go and shake hands - it was a brilliant game." The team walked over and shook hands with the blue team, congratulating them on their win.

Rory and the team gathered themselves together - disappointed not to have won the game - when suddenly his attention was once again drawn to two more of the circles on his screen. One flashed in blue, and the word 'HONESTY' popped up, whilst the other flashed in grey, as the word 'RESPECT' came into view.

"But we lost...?" said George.

"Yes" said Mrs Perry, "but it's not always about winning. You were honest when you had the opportunity to cheat, and were gracious in defeat, respecting the other team's victory".





Mrs Perry confirmed that the team had secured another two of the School Games values badges, and as the team celebrated, the surroundings melted away and they were back to face the final unopened door.

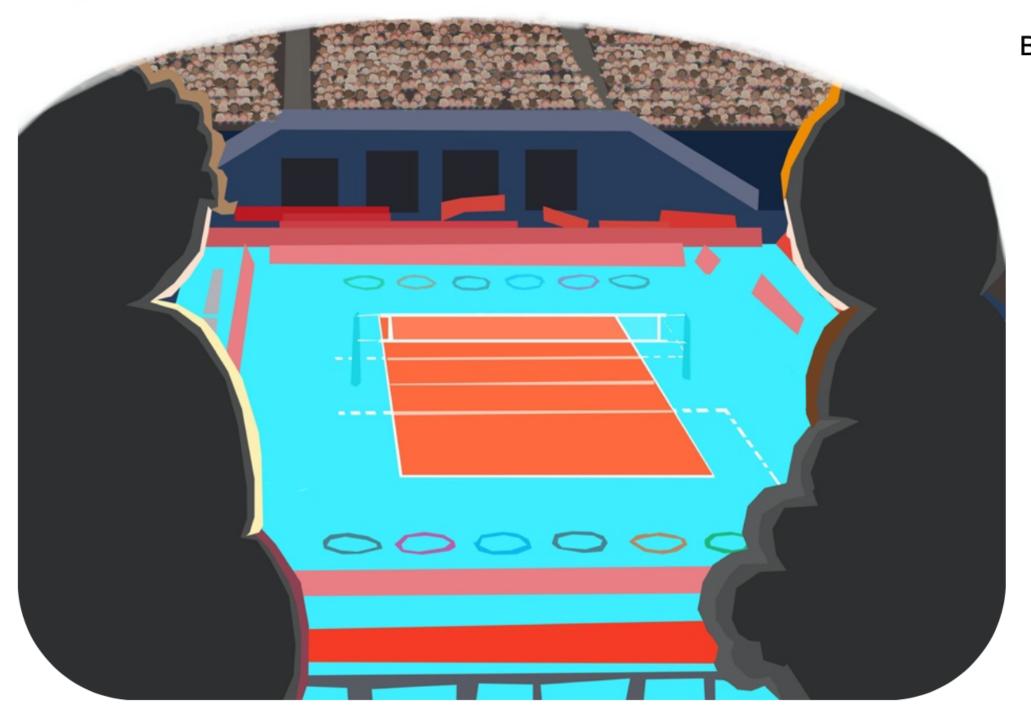




The team looked to Mrs Perry, knowing what was coming next - right on cue, she clicked her fingers, and the final orange and green checkerboard door opened - the resounding roar of the crowd meeting their ears.

The team walked confidently through the final door, to face: a volleyball court!

The echo in the room was incredible - the noise was deafening!



By brilliant coincidence, Ash was a part of the local volleyball team and had recently be called up for trials with England.

He was quick to arrange the group, with three players in the front row - closest to the net - and three players in the back row.

Ash explained the main rules to the group, and they set themselves up, ready for the whistle.

The team worked well together, and by the end of the first match had got to grips with their positions and a few tactical moves. However, the opposing team were very well-practiced, and won the first game pretty comfortably.

At the end of the first game, Rory pulled the group together, and they discussed what they could do differently to make an impact in the next game. The first team to win two games would take the title, so they needed to win the next one to be in with a chance.

The team talk did the trick! By working together and communicating well, the team won point after point, and managed to win the second game!

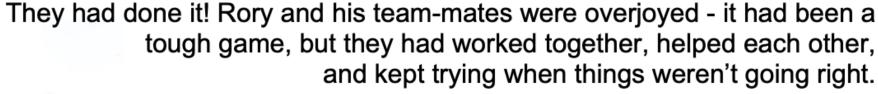
The final game would decide who would take the title...



The first few points didn't go their way, and Zaara reminded the team that when they work together they play much better.

Determined to pull a few points back, Ash threw himself to the ground to reach an incredible spike from the opposing team, and somehow kept it in play for Amanda to be able to smash it back over the net to win the point. In the process, Ash landed hard on the floor, and the group gathered around to check on their team-mate. He shook it off after a few seconds, and with the buzz of gaining the last point, the team set themselves up ready for the next one.

With some tactical plays from Ash, the team crept back up the score board to overtake the opposition, and with a final dig from Rory, George leaped to hammer the ball home to win the game!



The final two circles on Rory's screen started flashing: one in orange, with the word '**DETERMINATION**' coming into view, and the other flashing in green, as the word '**TEAMWORK**' appeared.

Mrs Perry smiled, and confirmed that the team had secured the final two School Games values badges, and had successfully completed the School Games: 'Spirit of the School Games' experience!

The surroundings faded away for a final time, and Mrs Perry asked everyone to take off their virtual reality goggles.









The team pulled off their goggles, and pulled each other into a huddle - so pleased to have successfully completed the challenge, and having had a lot of fun along the way!

Rory spotted Mrs Perry standing at the front of the class - she was holding a bundle of medals! She and Mrs Robb handed out a medal to each of the students - which on closer inspection - Rory saw was a star surrounded by the six badges the team had collected, reading: PASSION, SELF-BELIEF, RESPECT, HONESTY, DETERMINATION and TEAMWORK.

Mrs Perry resumed her place at the front of the class, and exclaimed: "Congratulations class! You have successfully retrieved the School Games values badges on behalf of your school, which means you are officially able to access the upcoming School Games Extravaganza! Throughout the virtual reality challenges, you were able to display all of the values which underpin what the experience of school sport should be about - focusing on excellence through competition. Well done!"

Mrs Robb stood at the front of the class and told them how proud she was of how well they had represented the school, and thanked Mrs Perry for selecting their class to have been a part of this incredible experience.

Mrs Perry packed up the box of goggles and waved the class goodbye, congratulating them one last time.

Rory could not believe what an amazing day it had been - he had beaten his long jump personal best, had a brilliant time competing with all of his friends, and he couldn't wait to attend the School Games Extravaganza!







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Illustrated by Robert Perry Written by North Solihull Sport

