

GAMES AND PHYSICAL EDUCATION

The kit for activities within the Department should be as follows:

GIRLS:

Games -

Purple school polo shirt (surname on back)
Black school skirt
Purple school mid layer top
Black leggings
Black and purple school knee length socks
Predominantly white trainers (not high ankle)
Black and purple school shorts (optional)

BOYS:

Games -

Purple school polo shirt (surname on back)
Black and purple school shorts
Purple reversible school rugby shirt
Black and purple school knee length socks
Trainers (non marking sole)
Shin pads
Football boots
Gum shield (recommended)
Black school base layer (optional)
Purple school mid layer top (optional)

The school PE kit can be purchased at Clive Marks or The Uniform Hub (see contact details below)

Clive Marks – Wylde Green Tel: 0121 384 4186

The Uniform Hub Tel: 0121 313 2414 e-mail: tracey@uniform-hub.com

Or by Uniform Hub order form available from school

PUPILS' NAMES SHOULD BE MARKED ON ALL ITEMS OF KIT

- No jewellery will be allowed to be worn for PE/Games lessons. For Health and safety reasons, any earrings which cannot be removed should be covered with micropore tape or a plaster.
- Trainers should be suitable for all sports. For Health and Safety reasons these should not be high ankle basketball trainers or canvas pumps/Vanns.
- It is school policy that if pupils forget kit they will be lent spare kit from the PE Office.
- It is a statutory requirement as part of the National Curriculum that all pupils participate in PE. The exception is a medical exclusion which needs to be supported by a note from your GP. In this case pupils will still participate in the lesson either by completing written work or taking on an alternative role such as coach/official.
- Staff will lock valuables away but it is the pupil's responsibility to hand them in and to collect them at the end of the lesson.
- Long hair must be tied back for Health and Safety reasons.
- If your child uses an inhaler please make sure he/she has it for all PE/Games lessons.