



## Youth Sports Trust

## Topya! Active App

## School Games Active Championships

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### **1) Introduction**

Schools Games has developed an online offer for those still looking for competitive opportunities for pupils under the School Games banner.

The School Games Active Championships is a national activity campaign to help young people across the UK to #StayInWorkOut using the video-based platform powered by TopYa!. New challenges will be available every Monday, Wednesday and Friday to engage with.

Primary and secondary-aged children can join the School Games Active Championships at any time with free active challenges being set via videos within a designated School Games version of the **TopYa! Active app**.

All they need to do is download the app, register as a player and type in the Invite Code **23880**. Young People practice the challenges, then submit their best video using a mobile device to receive personal coaching feedback from the TopYa! team of experienced virtual coaches.

Points are earned for each video submitted, leading to climbing leaderboards and winning prizes!

## **2) Safeguarding**

The TopYa! Active app is committed to online safety and meets rigorous COPPA and GDPR safeguarding standards. No one can communicate within the app. All children can do to communicate with one another is give each other a virtual 'high-five', which functions like a social media 'like'.

Video content is suitable for young people of all ages and abilities, with regular submissions from National Governing Bodies of Sport.

## **3) How to download and set up app.**

### **Pupils:**

1. Download the TopYa! Active app from the App Store or Google Play
2. Create your Player (Pupil) account
3. When prompted to enter an Invite Code enter **23880** and then choose Primary or Secondary School League based on which type of school you attend

If you are under 13 years old, ask your parent or guardian to set up the TopYa! Active account first, and then create player (child) accounts afterwards.

### **Teachers**

When downloading TopYa! Active for the first time from the App Store or Google Play:

1. Create a new PLAYER account
2. Enter invite code: 23880 during account creation
3. Select BOTH the Primary School League and Secondary School League when prompted to join a Team or School Age Group
4. Enter your actual birth date during signup

### **Parents:**

Create your own account, and then create your young person's account(s). Skip the invite process and simply tell them their username or let them use your device to submit challenges. (They need your permission to use the app if they are younger than 13). All activity on the app is COPPA and GDPR compliant, providing a safe online space for children to complete skill challenges, upload videos and get thoughtful virtual coaching feedback.

Follow these steps:

1. Download the TopYa! Active app from the App Store or Google Play
2. Create your Parent account
3. When prompted to enter an Invite Code enter 23880 and then choose Primary or Secondary School League based on which type of school your child attends
4. Then create your kid(s) account(s)
5. Let them work on the activities on their own device or film and upload videos from your device on their behalf!

**If you already have a TopYa! Active account:**

1. **CREATE A NEW PLAYER ACCOUNT - PLEASE DO NOT USE YOUR EXISTING TOPYA ACCOUNT**
2. Then follow the instructions above

**4) Frequently Asked Questions**

We hope the following FAQs help you. If you have any technical queries about the app, please email [support@topya.com](mailto:support@topya.com)

**What is the School Games Active Championship?**

The School Games Active Championships is a fun, engaging national activity campaign to help kids across the UK get active. Using the TopYa! Active app, the School Games Active Championships is a new way to engage kids and transform their time spent on-screen into time spent being physically active.

Primary and secondary aged children can join the School Games Active Championships at any time with active challenges being set via video within a designated School Games version of the TopYa! Active app. Children of all ages can practice the challenge, then submit their best performance video using their mobile device to receive personal coaching feedback from the team of experienced TopYa! virtual coaches, earning points for each video submitted.

**What are skill paths and challenges?**

The video content spans a range of ability and interest levels, so is applicable for all primary and secondary school ages and abilities. If you would like to partner with us, please email [roman.neveykin@youthsporttrust.org](mailto:roman.neveykin@youthsporttrust.org)

**How does virtual coaching work?**

Once a child practices and uploads a video of themselves performing a particular challenge in the app they will submit it for approval from our trained team of virtual coaches. Virtual

coaches provide upbeat feedback, and act as a moderator to ensure that all content uploaded to the app is appropriate and does not give away personally identifying information.

### **Safeguarding**

TopYa! has completed both GDPR Data Controller and Data Processor audits, receiving a Green rating for each. TopYa!'s Privacy Policy complies with the standards of GDPR. TopYa! has also received certification with the Privacy Shield Framework overseen by the U.S. Department of Commerce's International Trade Administration (ITA)

### **Can students, parents or teachers comment on challenges or message students in the App?**

The TopYa! App is completely COPPA (Children's Online Privacy Protection Act) compliant, which means it meets rigorous safeguarding standards. Unlike other social media platforms, no one can communicate within the app. All children can do to communicate with one another is give each other a virtual 'high-five', which functions like a social media 'like'.

### **Where can I find more information about all of this?**

More information can be found at the Your School Games website - <https://www.yourschoolgames.com/>

The Coronavirus Support page will help guide you on anything extra you may need. This page will be updated with the most up to date information from School Games and where possible National Governing Bodies. National Governing Bodies as were you will find sport specific challenges. For example, from the FA or RFU or LTA when they become available. The Youth Sport Trust is working as hard as possible to get NGBs to provide challenges for their sport so they can share them with you.