



British Schools Karting Championship – Funding Sources

Identified educational outcomes that can be produced by the Championship and key school budget headings that relate to achieving those outcomes.

The British Schools Karting Championship can be used to effectively produce a wide number of outcomes required in secondary education. Each of these outcomes has been identified as a core educational outcome for schools and, as such, is supported in implementation with grant or budget funding.

Possible Outcomes	Curriculum/ learning/ Development Link	Possible Budget support area/grant
Knowledge and Understanding of: Forces and Motion Speed, Velocity and Acceleration Equations of Motion Structures and strength Friction Reaction times Levers and moments	Science	STEM funding Curriculum Development Raising Achievement
Knowledge and understanding of: Structures and mechanisms Form and Function Manufacturing methods	Technology	STEM funding KS3 curriculum Development Raising Achievement
Knowledge, understanding and application of: Average, mean and median Statistical analysis Number and pattern	Maths	STEM funding Raising achievement – personalising/making the curriculum relevant
Knowledge, understanding and application of: Design brief and specification Methods of manufacture Designing and making Levers and control Bearings and movement Machining Set up and changing performance	Engineering	STEM funding Raising Achievement KS4 examination/ Diploma personalisation Standards Grant
Knowledge, understanding and application of: Tactics and planning Fitness Strength and Stamina Maximising performance Sport Safety	Sport	KS3 curriculum Curriculum development
Knowledge and Understanding of: Team set ups Decision making Agreeing outcomes Working together Communication Organising School competition	Team work	Personal development Functional skills Enterprise
Development of skills/ skill application:	Target Setting	Raising achievement



Performance possibilities Analysis of skill and performance levels Setting stretching but achievable targets		Enterprise
Development of application of learning: How well did we do? Subjective/ Objective evidence How can we go faster?	Performance Evaluation	Personal Development Enterprise
Application of personal skills: Planning timetables Who needs to do what?	Personal organisation	Functional Skills
Application of understanding: What makes us want to achieve/ win? Working with others Planning to achieve What do I need to win?	SEAL	SEAL/ Aspects of performance
Individual Development: How can I improve further? How a championship is set up	Gifted and Talented	Gifted and Talented
Enterprise Geography History Art ICT	Cross Curriculum Development	KS3 curriculum development
Application of knowledge and understanding: What skills/ knowledge and understanding do I need? Judging people Organisation and planning Is motorsport green?	Citizenship	Enterprise
Developing the leaders of the future: Identification of required skills Using senior pupils Reporting success	School Council	School Council Personal Development
Being a winner: What makes a winner? How do we set our team up to win? What are the different ways of going about being competitive? What strategies would ensure our best performance	Problem Solving/ Decision Making	Functional Skills
Getting the right people for the job: Employing the best for the job How do I know if the candidate has the skills? How do I work out which one is the best?	Driver Selection	Enterprise
Fit for purpose: How can I make sure I am up to the job? Planning for fitness	Health and Fitness	Healthy School