



**Cheshire
Police & Crime
Commissioner**

**Round 3: Secondary Tier (Early Intervention) Sport Funding
Brief
Cheshire (excluding HALTON)**

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Overview

Working on behalf of Cheshire OPCC, StreetGames bring forward funding available to support voluntary and community sports organisations to carry out targeted work supporting children and young people who are at risk of

becoming involved in serious violence. Successful applications will demonstrate a recent track record of working with vulnerable young people using community sport and/or physical activity to create positive outcomes.

The overall aim of the project is to:

*Commission secondary tier, sport-based interventions in communities across Cheshire where children and young people are vulnerable to becoming involved in serious violence. As recent OPCC investment has been made into Halton, for this round we are **NOT** requesting further applications to fund provision in this local authority.*

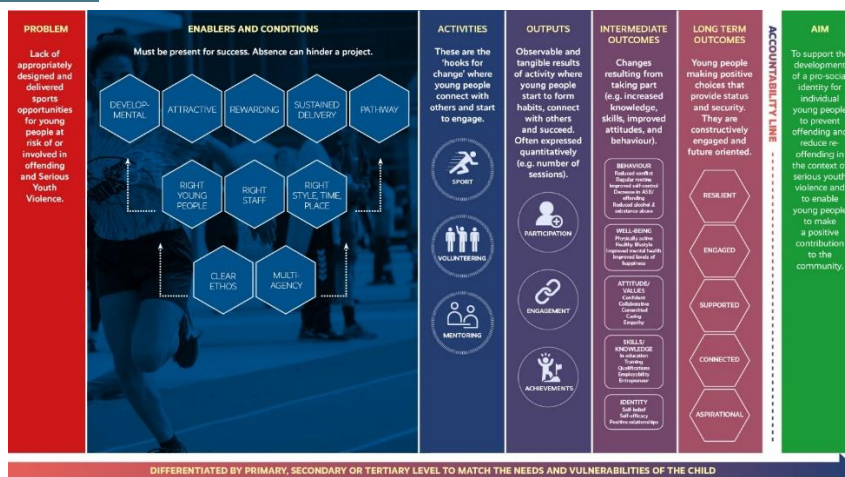
There are several key criteria that organisations must meet to be eligible to apply for the fund.

Organisations must:

1. Be able to evidence an existing track record of delivering sport in communities
2. Already be working with vulnerable or at-risk young people aged 10-25 years old
3. Provide secondary level prevention activities (e.g. mentoring, leadership, volunteering, social action, personal development etc) in addition to sport
4. Have the capacity to deliver a consistent offer for the duration of the project with limited breaks during school holiday periods.
5. Activities must be delivered in a consistent venue, any outreach work to engage vulnerable CYP delivered as part of this fund must be minimal and clearly used as a strategy to achieve attendance and engagement at a stable location.
- 6.. Have clear exit routes into existing year-round provision
7. Have ambition to work with multi-agency partners or currently working with multi-agency partners from across the local area, e.g., education, children's services, Youth Justice, Police.
8. Agree to comply with all MEL guidelines including live reporting, engagement ladders, non-attendance data collection and youth surveys.

Theory of Change

- A Theory of Change (ToC) developed by academics from Loughborough University and funded by the Youth Endowment Fund (YEF) forms the evidence base for the criteria within this fund.
- The ToC outlines how and why sport can impact on enhancing positive outcomes for vulnerable young people within the context of youth offending and serious youth violence.
- We strongly recommend that you read this document before completing the application questions as the information will assist you in completing your responses: [Theory of Change: Sport, youth offending and serious youth violence](#)



What activities do we want to fund?

Through the work of the Cheshire Sport and Violence Reduction partnership board, objectives have been set around expanding the depth and breadth of secondary tier sport-based interventions in priority communities across the county.

Successful providers will offer year-round sports-based activity at suitable, safe venues, with a trusted adult. The table below illustrates the different levels of need that children and young people present with.

The tier of need this fund intends to support is *SECONDARY / Early Intervention* children and young people.

TABLE 1: IDENTIFYING THE APPROPRIATE SPORTS PROGRAMME(S) FOR YOUNG PEOPLE
(adapted from Stephenson et al., 2011)

LOW LEVEL OF SUPPORT NEEDED		HIGH LEVEL OF SUPPORT AND EXPERTISE NEEDED	
PRIMARY Prevention	SECONDARY Early Intervention	TERTIARY Offending/Reoffending	
PROGRAMME APPROACH	PROGRAMME APPROACH	PROGRAMME APPROACH	
• Universal/Open Access • Neighbourhood/ community level • Developmental provision to improve overall life opportunities	• Targeted at those considered at risk of involvement in youth offending • Can be an individual/ family approach and/or targeted at geographical 'hot spot' areas	• Targeted Intervention for those already involved in offending behaviour ranging from less serious to more serious offending • Can also support rehabilitation programmes	
EXAMPLES OF SPORT PROGRAMMES	EXAMPLES OF SPORT PROGRAMMES	EXAMPLES OF SPORT PROGRAMMES	
• Regular weekly sports activity sessions • Opportunities for volunteering and training/ qualifications • School holiday activities	• Targeted and/or 'hot spot' group sports sessions • Sport-based one-to-one mentoring programmes • Formal sport volunteering opportunities including training and qualifications • Residential trips with outdoor adventure activities • Can be linked to 'primary intensity level' sports programmes to provide additional opportunities if and when appropriate	• Sport-based one-to-one mentoring programmes • Targeted small group work using sport • Sport volunteering, training and qualification opportunities • Sport as one element of a more holistic programme run by other agencies • Sport programmes to support rehabilitation • Can be linked to 'secondary intensity level' sports programmes to provide additional opportunities, if, and when appropriate	
Building on a young person's strengths and developing a young person's pro-social identity			

Success factors for secondary level prevention through sport include:

SportPlus	Effective projects delivering to a secondary cohort will often build in additional elements to a sports-based programme These additional activities support with the development of life skills and self-confidence and often include: • sport-based mentoring • sports volunteering • personal development activities • supporting children to manage conflict • training and qualifications.
Pro-Social Approach	- A 'pro-social' approach to sport means using sport to help young people to feel good about themselves, to make positive choices and decisions, to think positively about themselves now and in the future and to feel part of their community. • Builds on young people's strengths • Offers positive experiences and positive interactions with others • Provides young people with new roles and opportunities to achieve their potential

	Reinforces pro-social (positive) values, attitudes and behaviours rather than focusing on risk factors or parts of the young person that need to be 'fixed'
CHILDFIRST Principles	ChildFirst principles are based on working with children (up to the age of eighteen years) as children rather than as adults, recognising that they are still developing their cognitive abilities, can be impulsive and do not have the experience of adults. - Be co-created with the young person as it is their journey - Be responsive to the needs of the young person - Help them to make positive choices - Help them to build trust - Help them to develop self esteem - Help them to develop their sense of identity – 'who I am' - Help them to avoid pro-offending behaviour. - Provide support, hope and guard against bleak expectations
Effective Safeguarding	Whilst we intend to fund work being delivered for young people requiring a secondary level of intervention. StreetGames recognise that delivery is specific to the group of young people and the locality in which it takes place and therefore expect each applicant to ensure the level of Safeguarding and risk management is appropriate for the young people intended for engagement.

Who do we want to benefit from this fund?

The fund is designed to reach children and young people aged between 10-25 years old, presenting with secondary tier needs and vulnerabilities.

Children and young people will be engaged in your provision via one or both of the pathways listed below:

- *Formal referrals* from existing partnerships, i.e. youth justice, early help teams, children's services, education partners etc
- *Informal referral pathways/* signposting into your organisation for vulnerable CYP meeting the criteria listed below.

The secondary tier cohort broadly refers to young people who present with needs and vulnerabilities listed below:

- Risk of school exclusion
- Involvement with statutory services, i.e. Police, Youth Justice, Early Help etc
- Young people from marginalised groups vulnerable to exploitation
- Young people with complex safeguarding issues or needs
- Currently or historically affected by domestic abuse
- Identified as being at risk of or affected by radicalization
- Association with family/peers who exhibit negative behaviours and/or criminal activity.
- CYP who are violent or abusive in their home, are involved in gangs, weapons carrying, or other high risk-taking behaviors

Where do we want to invest the fund?

When serious violence is prevalent in areas, children and young people are directly and indirectly affected, leading to increased vulnerability to becoming involved in serious violence as a victim or perpetrator. There is an increased likelihood that violence becomes normalised in communities, elevating the possibility that young people will experience trauma and become vulnerable to exploitation.

Cheshire OPCC have identified communities (highlighted in red) for investment into secondary tier sport-based interventions.

Please find below the link to the interactive webmap which contains the commissioning layer informed by the following data:

WEBMAP LINK : [Priority Communities - Cheshire](#)

This aim of the investment is to reach communities that have the following characteristics:

High frequency of crimes committed each year that fall under the OPCC definition of Serious Violence (Cheshire Constabulary Police Data)

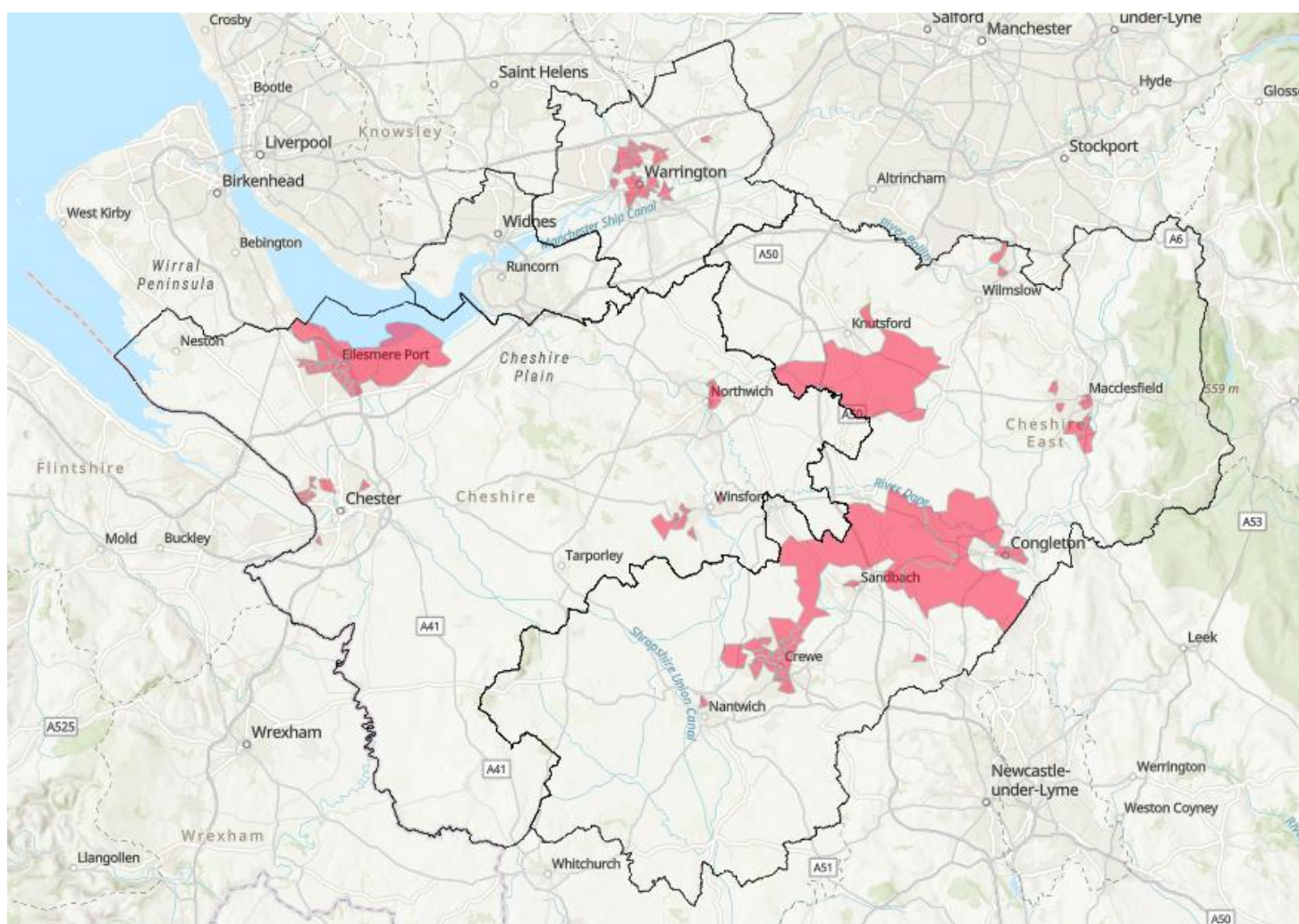
AND

High levels of deprivation (Indices of Deprivation)

AND

High levels of children living in poverty or rapidly increasing rates of children living in poverty (Relative Low Income)

- **We request that applications are made by organisations who currently deliver regular sport-based interventions inside or adjacent to the communities highlighted in red.**



What can be funded?

We are looking to fund sports-based provision that builds upon the enablers outlined in the Theory of Change. Organisations applying for this fund should have an existing secondary tier offer in place and should not be looking to create new provision with this fund.

We would like you to describe your delivery plan and build a budget for around £20k for a 12-month period.

All delivery should begin by 1st November 2026.

- As well as delivery of sports activities, the fund will facilitate Sport Plus activities for the cohort including mentoring, volunteering, training and/or personal development opportunities.
- We anticipate that you will work with between 10 – 30 children and young people over the duration of the funding period.
- We understand that working with this cohort will require a greater level of staff time and therefore staff to young person ratios may be much higher than traditional sport sessions.
- We would also expect you to offer a minimum of 6 months intervention to each child/young person who attends the provision.
- The fund covers staff time outside of the sports sessions to do any necessary follow up with young people, i.e. project management/admin, co-ordinating informal or formal referrals, attend additional meetings, embed safeguarding practice.
- Costs associated with embedding and completing monitoring and evaluation activities, this includes weekly completion of the online monitoring system (Up-Shot), participant observations every 4 weeks (engagement levels), and digital surveys with children and young people every 12 weeks.
- Workforce development costs
- We are keen for you to network with other organisations, share learning, understanding and practice. Therefore, factor the staff time needed to prepare and attend these meetings (3-4 face to face meetings)
- Annual costs of the online monitoring system (Up-Shot) will be paid for centrally and **does not** form part of your budget plan.

Items eligible for funding:

Core running costs that are incurred through the day-to-day operations of the organisation. These include rent, overheads, salaries, utility bills, insurance payments etc. (up to 10% of the total amount of funding requested)

Costs associated with the delivery of sport and sport 'plus activities such as:

- Equipment (up to 10% of the delivery budget) – e.g. sports equipment or kit
- Staff costs including project management time, coaches, mentors, youth workers, support workers, staff to support group work and 1:1 sessions
- Facility Hire
- Training costs for young people/staff
- Transport costs for referrals / to transport young people to sessions
- Rewards and incentives for young people
- Volunteer expenses
- Monitoring and Evaluation e.g. staff time to complete the monitoring and evaluation activities or IT equipment to support monitoring, evaluation & learning.
- We will require you to use a live reporting system throughout the duration of your programme i.e. Upshot. Where you do not have an existing licence to cover the delivery period of the programme, this will be paid for centrally and therefore you **DO NOT** need to include this as part of your budget.

Items Ineligible for Funding

- Contingency costs, loans, endowments or interest
- Profit-making or fundraising activities
- VAT you can reclaim
- Religious activities (we can fund religious organisations if their project benefits the wider community and does not include religious content)
- Statutory activities
- Activities that improve educational attainment (PHSE, STEM, English, Maths)
- Overseas travel or projects that take place outside of the UK
- Activities that make profits for private gain.

Who can apply?

Organisations applying for this fund should have an existing secondary tier offer currently delivered in or adjacent to the priority communities highlighted on the weblink shared above.

Eligible organisations include

- Constituted community, voluntary, and not for profit social enterprises
- Community Interest Companies (CIC) limited by guarantee
- Charitable organisations
- Educational Establishments (as long as your project is out of school hours/not an after-school club, and benefits and involves the communities around the school)
- Local Authority (as long as your project benefits and involves local communities and does not replace core services that should be delivered by the local authority)
- Leisure Trusts (as long as your project benefits and involves local communities, and is free at the point of access for young people).

All eligible organisations must have a constitution or other relevant governance document, have a management committee/board of directors/trustees of at least three unrelated people, have a bank account under the name of the group with at least 2 unrelated signatories.

We are not able to fund:

- Individuals
- Private Business
- Companies Limited by Shares
- Companies with one person with significant control
- Organisations not established in the UK and not delivering in the UK.

Programme Monitoring Requirements

All organisations that receive funding via this programme will be required to capture and share monitoring & evaluation data and learning (MEL).

The MEL approach for this intervention, will focus on capturing;

1. key output data (demographic data, attendance, retention, engagement levels)
2. key outcomes (12 weekly survey, physical activity, wellbeing, skill development)
3. key learning (i.e. did it work? Why? What could be improved? etc.)

This will mean that all successful organisations will be required to capture and share:

- a. Monitoring data (Outputs) Upshot monitoring system, in terms of:
 - The total number of individual young people engaged via this programme
 - Demographics relating to each individual young person engaged via this programme (e.g. age, gender, ethnicity, disability, postcode)
- b. Sessional attendance registers (Outputs) via Upshot monitoring system:

- The delivery site and venue type
 - The total number of sessions/hours provided during the delivery period
 - The type of activities provided at each session (sport & 'plus' activities)
 - Attendances – to show which sessions each young person attended
 - Non-Attendances – where possible, it would be beneficial to know why participants miss sessions or stop attending your programme
- c. Participant Engagement levels (Outputs) via Upshot monitoring system:
- Delivery staff will be asked to complete participant observations monitor and record engagement levels (using the guidelines shown below in the Engagement Matrix).
 - This will need to be undertaken every 4 weeks. We recommend attempting to record engagement levels soon after initial engagement (first 1-3 sessions)
 - Coaches and mentors use the descriptors provided for each level to assign to participants at different points within the programme to assess progress.
 - The UpShot monitoring system can be used to record this.

Level 1 – Disengagement	Level 2 – Curiosity	Level 3 – Involvement	Level 4 – Achievement	Level 5 - Autonomy
Sit out and ignore activity	Watch activity	Join in with others	Complete tasks	Initiate tasks
Encourage disputes	Dip in and out	Respond to instruction	Communicate with staff outside the activity	Help plan and run activities
Walk out	Listen to staff and peers	Enjoy good relationships	Celebrate work publicly	Praise work of others
Make negative comments	Comment on activity	Share facilities	Make connections beyond the project	Deal with conflict
Destroy/damage facilities	Talk to others about activities	Handle conflict with maturity	Receive accreditation and gain qualifications	Volunteer
		Try on own	Attend Regularly	Make 'career' choices
				Employment

- d. Participant Survey
- To capture intermediate outcomes (linked to the Theory of Change), we request that coaches/leaders aim to collect survey responses from the young people attending these sessions every 12 weeks.
 - All questions included in this survey have been selected from existing validated tools, that act as 'markers' for key outcomes and that have been tried and tested from nationally recognised surveys and question banks.
 - Given the 6-month delivery period of this programme, we recommend collecting survey responses at the beginning of the programme and every 12 weeks from that point in time.
- e. Case Study Material (Outcomes)
- We hope to capture some stories through the communities of learning and views and the one-off project leader survey at the end of the programme. These may be specific achievements of young people, positive success stories or any learning shared around negative experiences or why things didn't work as planned – this is all really valuable information.
- f. Project Leader Survey
- At the end of the programme we will issue a short project leader survey to better understand your experience of being involved in the programme.

Application process

All organisations will need to apply for grant funding through the **NEW** StreetGames Project Portal:

Please note: This change will require all applicants to re-register on the new portal.

Details on how to do this can be found here - <https://www.streetgames.org/resources/project-portal/>

Application Link: [Cheshire Secondary Tier \(Early Intervention\) Sport Fund \(Round 3\)](#)

The application portal opens on **Tuesday 1st September 2026** and the deadline for submissions is **5pm on Monday 25th September 2026**. Unfortunately, we will not consider any applications received after the deadline.

StreetGames currently use Blackbaud Grantmaking as its system to administer and award all grant and funding applications. For this round of funding and going forwards, we are excited to announce that we will be using Blackbaud's new Grant Portal.

- If it is the first time you have accessed the portal, you will need to create an account. This can be done by selecting 'create account' and following the steps. This will then act as your log in details for the new portal going forward. [Details on how to do this can be found in our 'How to Guide'](#).
- Please note that you only need to access the application form link once to start your application and for access to any existing work you should always log in to the portal via the [StreetGames Website](#) or [StreetGames Project Portal](#). Accessing the application link multiple times will create and start a new blank application form each time.
- If successful, organisations will be issued with a partnership agreement which they will be required to sign and upload on to the portal along with a recent copy (within the last three months) of the organisation's bank statement. Payments will only be made to a business/society account in the name of the applicant organisation and will not be paid to a personal account.

Payment Profile

Funding will be paid in a staggered format as below.

- 50% in October 2026 – upon commencement of the programme
- 40% in April 2027 – upon up to date monitoring data, participant surveys, and attendance at community of practice meetings
- 10% in October 2027 – upon completion of all programme activities, monitoring and evaluation data for participants, and project leader survey.

The following FAQs relate to the grant application portal:

Are you able to save and finish your application at a later date?

Yes, of course you can. Please just make sure that you press save before leaving the portal. To continue your existing application later, please make sure to log in via the [StreetGames Website/Portal \(StreetGames Project Portal\)](#) and not via the application link.

I've forgotten my password; how can I access the portal?

Please click the 'Need help signing in' on the log in page of the [StreetGames Website/Portal](#) Failing that please get in touch with our Network Support Team at network.support@Streetgames.org

I've lost my saved application, where has it gone?

Please only use the application link to start your first application. If you access the application link more than once, you will open and start a blank application form. To check or access any saved progress, please log in via the [StreetGames Website/Portal](#) and not the application form link.

My application isn't showing as submitted?

Please check that you have pressed the submit button. You can check this by logging in via the [StreetGames Website/Portal \(StreetGames Project Portal\)](#).

Please make sure that when you are ready to submit your application that you press the 'submit' button.

How do I view my submitted application?

You can do this by logging into the [StreetGames Portal \(StreetGames Project Portal\)](#) and accessing 'submitted applications' on the portal dashboard.

How do I return my Partnership Agreement?

All approvals and Partnership Agreements will be issued via email and must be returned via the [StreetGames Portal \(StreetGames Project Portal\)](#).

Details on how to do this are also included in your approval email and at the end of your Partnership Agreement. For any further support/guidance on the StreetGames Portal please don't hesitate to get in touch with our Network Support team at network.support@streetgames.org

Guidance to support completion of Grant Application Form

The following section has been prepared to guide applicants through the application form and provide support to answer the questions. It is best read in conjunction with the application form itself.

Introduction

Part 1: Your Organisation & Partners

This section of the application form requires you to detail standard information about your organisation including:

1. Name & Address
2. Type of organisation including relevant registration numbers (Charity / Company number)
3. Organisation Turnover
4. Website / social media details
5. Main contact number
6. Main contact person for this project, including email and telephone number
7. Name of any partners you intend to work with

You need to declare any potential conflicts of interest. e.g. For any applicants who are currently employed, or directly related to a member of staff employed by StreetGames, you will need to register this as a conflict of interest. This will not necessarily preclude your organisation from accessing the fund, the application will be reviewed on its own merit and a judgement made upon the appropriate management or any conflict of interest.

Inform us about any 'Supporting Partner'/s that could endorse the work that your organisation undertakes working with secondary level cohorts in the community. For example, youth justice manager, children's services, education, community safety manager, neighbourhood police inspector. Your supporting partner should be from outside your organisation, and not a Trustee or Board member.

Part 2: Delivery Plan

This section is all about your intended delivery. If it is helpful, please condense your answers down into a series of concise bullet points.

Where appropriate, a diagram can be up-loaded to illustrate your answer.

Q1. Please tell us about the purpose/ethos of your organisation and what you do? (approx. 250 words)

This will help us to understand your aims and objectives and why you are interested in accessing this fund.

Q2. Please describe the project activities you are planning to deliver with the fund (approx. 350 words).

Be as specific as possible about what you plan to deliver.

Please do not tell us about the need for your project in this section.

- All projects must have **SPORT** as the central focus.
- Tell us about the timings of the programme, when will sessions be delivered? How long do the sessions last?
- What activities do you intend to offer to young people? Please include details of both the *sport* and '*sport plus*' offer that wraps around this core provision i.e., mentoring, personal development, volunteering opportunities, qualifications etc.
- How many young people do you plan to engage with? How long will they stay in the programme? Where do they go next?
- Will the activities be delivered in groups or one-to-one?
- What is the staff to participant ratio for each area of the programme? I.e. sport activities, mentoring, leadership qualification's etc
- How are the activities tailored to meet the interests and needs of young people?
- How will the sessions be structured to create a safe space for vulnerable children and young people? i.e., Trauma Informed Practice

Q3. How will you recruit young people onto the programme? (approx. 200 words)

As a guide, the sort of information we are looking for within your answer is:

- Do vulnerable children and young people currently attend your club and would they benefit from additional activities this fund can provide?
- Do multi-agency partners signpost young people to your session?

Q4. Why is this sports-based project needed in your community? (approx. 300 words)

- Tell us about the needs and vulnerabilities faced by the **local community** and the **young people** who live within it.
- Where possible, use statistics to demonstrate the needs of the local area and support your explanation.

Q.5 Please tell us about the staff who will deliver on this project. (approx. 250 words)

Use this question to tell us about the staff and/or volunteers who will be working with the young people on this project.

As a guide, the sort of information we are looking for within your answer is:

- How many staff will be delivering on the programme.
- What is their skillset?
- What qualifications/training/experience do they have which makes them suitable to deliver on this programme?

Q.6 We know that connecting to local partners and networks can enhance the quality of work with vulnerable young people. Please describe any partnerships and networks you/your organisation are involved in and tell us how these benefit your work with young people (approx. 250 words)

- Where applicable, please include details of any partners that are directly involved in the application.

Q.7 Please provide examples of any similar projects you have managed in the past 2 years. (250 words)

Example 1

- *Grant/Project Funder*
- *Delivery Period*
- *Participants Demographics*
- *(age, gender, ethnicity)*
- *Project Design*
- *Activities (sport/sport plus)*
- *Outcomes/Achievements*

Q.8 Considering your response to the question above, please select from the list the most significant challenges you face when delivering sports provision to secondary tier cohorts of children and young people.

(NB: please note, this question does not contribute towards your final score and has been included to allow us to better understand the challenges faced by the sector and how we might design the capacity-building support that accompanies the programme)

Q.9 Finally, please explain how you have considered continued participation and positive pathways for the young people taking part in this project? (250 words)

As a guide, the sort of information we are looking for within your answer is listed below:

- Describe potential exit routes available for young people to continue their engagement in sport-based activity sessions (consider both internal and external opportunities).
- Do you have exit strategies that allow young people to step down to primary provision when/if appropriate. How will you eventually embed the young person back into their local community sport provision?

Part 3: About the beneficiaries

In this section we are interested to find out information linked to your target audience of young people. We understand that providing secondary level activity for vulnerable and at-risk young people can be more challenging and therefore you may be working with smaller numbers of young people.

Part 4: Budget

Please tell us how much funding you require to deliver your project. Please include how you have come to these figures by showing any simple workings.

For example: Staff – 15 hours @ £20/hour (including oncosts) x 10 weeks = £3000

PART 5: Review & Declaration

Part 5 of the application form contains a series of self-declaration questions relating to:

- Health and safety policy and procedures
- Public liability insurances
- Holding a business bank account
- Safeguarding & child protection policies & practices
- Staff & volunteer codes of conduct
- DBS checks
- Data protection.
- We expect each applicant to ensure the level of Safeguarding and risk management is appropriate for the young people intended for engagement.