

Level 3 Community Sport and Health Officer Apprenticeship

Apprenticeship Overview

The key role of a Community Sport and Health Officer (CSHO) is to initiate behaviour change in local residents with regards engagement in sport and physical activity across local communities. By working within and across local organisations individuals will scope, organise and coordinate the delivery of opportunities for local communities to get more physically active.

Key Responsibilities

A Community Sport Health Officer is required to demonstrate understanding the importance of physical activity and healthy lifestyles, including: basic understanding of nutrition, fitness to work, regular daily activity, mental well being. The CSHO is often responsible for stimulating positive activities through using experiential play and animation across community assets – this could include how to adapt traditional forms of games and sports.

Knowledge covered within the programme includes:

- The principles of behaviour change
- Adapting delivery to suit different groups in society
- Managing and leading colleagues/volunteers
- Developing appropriate sports or physical activity programmes
- How to work collaboratively with a network of partners/stakeholders

Qualifications Included

Apprentices without Level 2 English and maths (GCSE Grade 4 or equivalent) will need to achieve this prior to taking the end-point assessment. Some employers may also choose to offer industry relevant training, such as Multi Skills Development and Principles of First Aid.

Entry Requirements

The entry requirement for this apprenticeship will be decided by each employer, but may typically be five GCSEs at Grade 4 minimum (or equivalent). You may also choose to consider applicants based on relevant prior experience.

Programme Level

Level 3

Duration

Expected duration of 16 to 20 months.

Job Roles

The Community Health Officer Standard will underpin occupations in the fields of leisure, sport, youth work, youth justice, outdoor education, or public health.

Delivery Method

The duration of this programme is based on the apprentice working for at least 30 hours per week, including 'Off the Job' Training. If apprentices work less than 30 hours a week the programme duration will be extended. The 20% training is delivered by Creative Sport & Leisure, either at the workplace, off-site or via e-learning. The training is specifically tailored to ensure the apprentice develop the skills they will need to thrive in the workplace, giving apprentices a real advantage with career progression and allow the employer to build a future workforce.

End Point Assessment Method:

As part of the apprenticeship standard an external End Point Assessment Organisation will carry out your end point assessment using the following methods:

- Work-based observation
- Case study challenge
- Presentation with question and answers
- Panel interview

Progression

Successful completers will be able to move into senior roles within the Sector – leading teams of people or specialising with certain populations, particular sports or programmes.