

SportSmart4Life · Talent Radar for Schools

Teacher & School User Manual

Running a class session · the field-test protocols · reading and printing reports · your POPIA duties

July 2026 · for PE teachers, sport coordinators and school administrators

1 · What Talent Radar does, in one page

Talent Radar profiles your class against the skill signatures of every sport in the SportSmart4Life toolkit (82 and growing). Each learner answers three quick questions (± 60 seconds); you can optionally add a measured field-test battery; and the platform gives you a class report — which skill families your class carries, which sports fit which learners, and where measured ability disagrees with what a learner currently plays. Every learner gets a one-page report of sports worth exploring.

Read before your first session: Talent Radar does not predict future champions — no instrument can. It is a discovery and matching engine, built on the published EUROFIT and Talent Search batteries and the modern sampling evidence (see the companion *Evidence, Ethics & POPIA Pack*). Every profile is a door, not a verdict — that sentence is printed on every report, and we ask you to use it with learners and parents.

Roles

Role	Who	Can do
Owner	SportSmart4Life	Creates schools, licences (seats) and teacher accounts.
Teacher	Your school's PE staff	Everything else: cohorts, capture, field tests, reports, printing, deletion. Teachers see only their own school.
Learner	—	No account, no login. Joins a session with a class code + learner code; answers three questions; done.

Sign in at flourishiq.co.za/members/tools/tr-portal.php with the email and password SportSmart4Life issued your school. Change your password with the **Change password** button in the top bar on first sign-in.

2 · Running a class session (one PE period)

Step A — create the cohort (2 min, before class)

1. Sign in → **New cohort**: label (e.g. "Grade 8B 2026"), grade, year.
2. List the **sports your school offers** (comma-separated) — the report uses this to split recommendations into "within our offering" and "beyond — worth scouting".
3. Assign each learner a code (L01, L02 ...) in your class register. **Never enter names in the platform.**

Step B — capture the class (15–20 min)

Class-link mode (computer lab / learner phones): open the cohort → **1 · Capture** → **Generate class code**. Learners browse to flourishiq.co.za/members/tools/tr.php, enter the class code and their learner code, and answer the three questions. The code lives for 2 hours; generate a fresh one any time.

Teacher-device mode (one device, handed around): on the same Capture tab, enter the learner code, let the learner tap their skill families, team and contact preferences, and press **Save learner**. Repeat.

A learner can redo their answers at any time — submitting the same learner code simply updates their profile.

Step C — field tests (optional, one further period)

Run any subset of the battery in §3 as stations, record results on a clipboard, then type them into **2 · Field tests** and press **Save all test values**. Blanks are fine — the report uses whatever exists.

Step D — the report (5 min)

Open **3 · Report**: family distribution, most-matched sports (within / beyond your offering), discrepancy flags, and the per-learner table. Print the class report, print the one-page-per-learner reports, or download the CSV.

3 · Field-test protocols (run them exactly like this)

These are the published administrations (EUROFIT, Council of Europe 1988; Talent Search). Standardised administration is what makes your data meaningful — same instructions, same surfaces, same rest, every time.

Test	Set-up & administration	Record
20 m sprint	Flat 20 m course, cones at 0 and 20 m. Standing start, front foot behind the line; start on "go", time to the torso crossing 20 m. Two trials, full recovery; take the best.	seconds (e.g. 3.42)
Standing broad jump	Toes behind a line, feet parallel. Countermovement with arm swing allowed; two-foot take-off and landing. Measure line to the rearmost heel. Two trials; best.	centimetres
Vertical jump	Standing reach chalked on a wall; jump and touch at peak. Score = jump touch minus standing reach. Two trials; best.	centimetres
20 m multistage shuttle ("beep")	The Léger audio test: run 20 m shuttles in time with the recorded beeps; speed rises each level. A learner is out after two consecutive missed beeps. Record the last completed level.	level (e.g. 7.5)
10 × 5 m shuttle	Two lines 5 m apart. Sprint and turn, both feet crossing each line, ten lengths (5 round trips). One practice, one timed trial.	seconds
Flamingo balance	Balance on one leg on a beam (or a flat line if no beam), free leg folded and held. Count the number of losses of balance in 60 s of accumulated balancing.	falls / min
Plate tapping	Two discs (20 cm) with centres 60 cm apart on a table, non-preferred hand resting between them. Preferred hand taps the discs alternately for 25 full cycles, as fast as possible.	seconds
Handgrip	Grip dynamometer, arm at the side, squeeze maximally 2–3 s. Two trials each hand; record the single best. Skip if no dynamometer.	kilograms
Seated medicine-ball throw	Sit with back against a wall, 2 kg (Gr 7–9) or 3 kg (Gr 10+) ball at the chest; push-throw for distance without the back leaving the wall. Two trials; best.	metres
Teacher ratings ×3	Observational, not measured: rate teamwork, composure under pressure, and reading of the game, 1 (rarely shown) to 5 (consistently shown), from what you have seen this term.	1–5 each

Fair testing: same warm-up for everyone (5 min jog + dynamic stretches), grass or court consistent per test, no spikes, and never test a learner who is injured or unwell. Percentiles are computed within your group, so consistency matters more than fancy equipment.

4 · Reading the report

- **Skill-family distribution** — what your class believes about itself. A family nobody picked is an exposure gap, not an ability gap.
- **Most-matched sports** — tallied from every learner's top matches, split into *within your offering* (where your programme should look first) and *beyond your offering* (sampling days, inter-school partnerships, club referrals).
- **Discrepancy flags** — the gold. A learner who measured at or above the 80th percentile in a family they did not pick for themselves is exactly where unnoticed talent hides. The flag names the tests and suggests sports; hand it to your coaches as a scouting shortlist.
- **Per-learner pages** — top-5 sports with the matching families and a realistic South African starting line, plus one **wildcard** from an unexplored family. Give every learner theirs; the point is that every child leaves with a positive sporting identity.
- **Foundation mode** (Grade 6 and below): the report deliberately shows breadth suggestions only — no rankings, no per-learner verdicts. That is the age science, not a missing feature.

When the report surprises you: a "star" who scores mid-pack, or a quiet learner who tops a test — remember maturation and relative age. Early-born and early-maturing children dominate school sport temporarily; the late developers are the ones talent systems famously miss. Flags are hypotheses for your coaching eye, never verdicts.

5 · Your POPIA duties (the short version)

1. **Codes, not names:** the platform must never receive a learner's name. Keep the code-to-name register in your class file, offline.
2. **Parents:** use the parent notice in the Evidence & POPIA Pack — it explains in plain language what is (and is not) collected.
3. **Retention:** your school's agreement sets how long cohorts live (default: end of school year + 3 months). Delete earlier whenever the purpose is served — the delete buttons are hard deletes.
4. **Access:** your login is yours; do not share it. Ask SportSmart4Life to add colleagues as their own teacher accounts.
5. **Printouts:** the moment you write names on printed reports they become personal information — handle and dispose of them under your school's records policy.

6 · FAQ & troubleshooting

Question	Answer
The class code says "not active".	Codes expire after 2 hours. Open the cohort → Capture → Generate class code for a fresh one.
A learner made a mistake.	Let them submit again with the same learner code — the new answers replace the old ones.
I forgot my password.	Ask SportSmart4Life (the owner account) to reset it; you can then change it with the Change-password button.
"The school licence is full."	Your seat licence has been reached — contact SportSmart4Life to extend it.
Why no rankings for my Grade 5s?	Foundation mode: ages ±9–12 are the sampling years; the evidence (and our ethics) say breadth, not selection. Rankings begin at Grade 7.
Can I compare my class to national norms?	Not yet — percentiles are within-group by design; we refuse to invent norms. Licensed norms may be added later.
A learner/parent wants their data removed.	Delete the learner row (cohort → learner table) — it is a hard delete, immediately.
Where is the science behind this?	The Evidence, Ethics & POPIA Pack (linked on your portal) — references, the international track record, and what Talent Radar can and cannot claim.

Support: contact SportSmart4Life via sportsmart4life.co.za/contact.php. · This manual accompanies the Talent Radar Schools Edition; the free single-class preview at sportsmart4life.co.za/talent-radar.php follows the same principles with data stored only on your own device.