



P.L.A.Y!

- **Peer Education**
- **Leadership**
- **Action**
- **Youth**

Promoting grassroots sport
for educational success and
social inclusion

Infographics on the project

for PLAY! Final Event

**“Educational Volunteering
and Grassroot Sport”**

Barcelona, 16.10.2019

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PLAY! Goals

Strengthen social and educational competences of coaches

Strengthen children's & youth's social and educational skills

Raise awareness of parents

Promote networking & exchange of good practices

Disseminate knowledge

Promote voluntary activities in sport

Target group:

children and young

- with lower education outcomes or
- difficulties at school or
- at risk of social exclusion



Young volunteers recruited from local partners:
grass root sport clubs, etc.



Training:

communication, leadership, responsibility and other value-based methods, intercultural competence, inclusive methods



Children and young – weekly sports clubs – one theme per month:
respect, effort, setting goals etc.

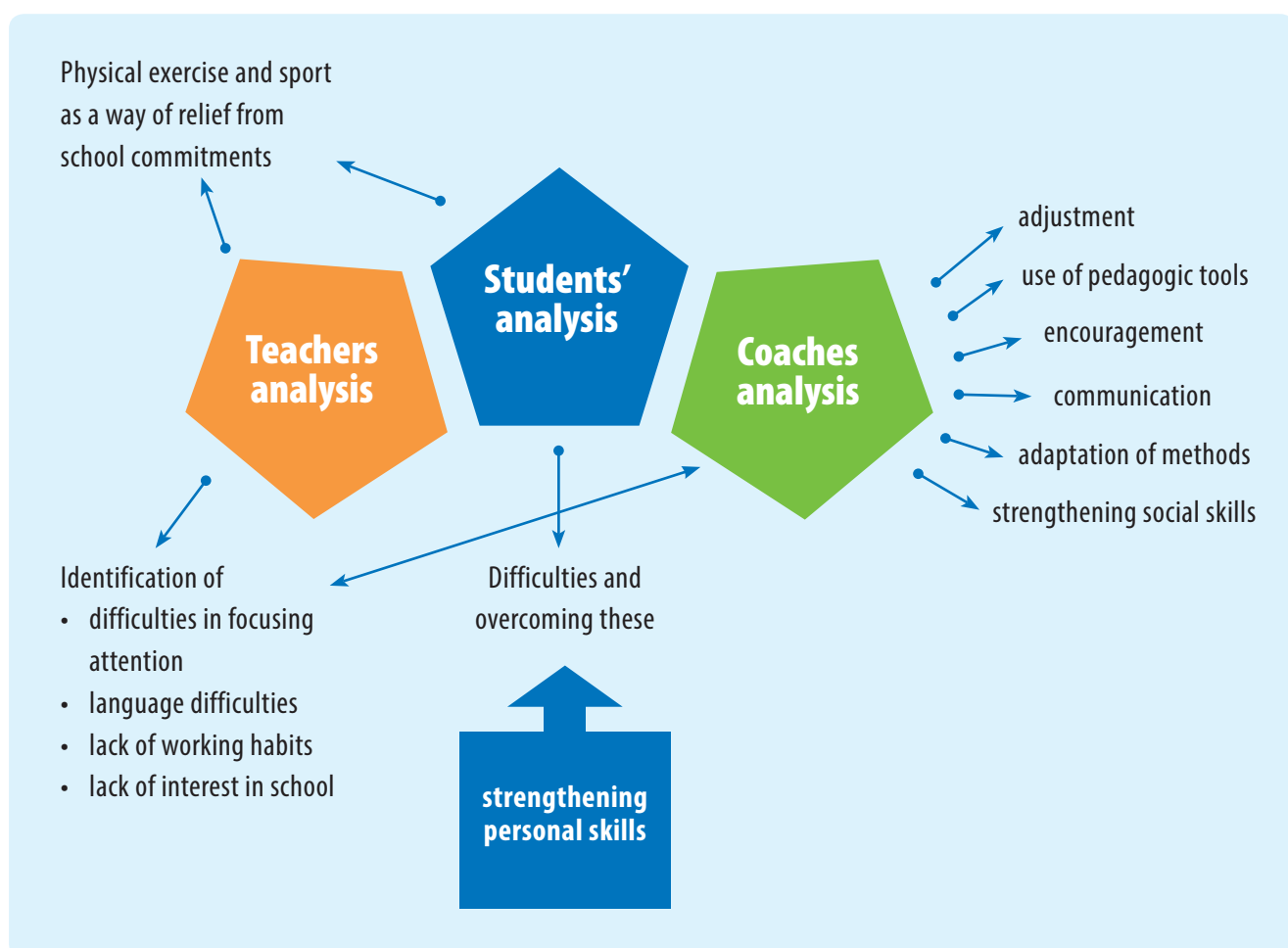


Sport associations get
young instructors, educational tools, materials, seminars, sport events...

Results of the Contextual Survey

THE AIM:

to identify the most common and relevant learning difficulties at school, the main causes for the exclusion of some target group children/youth (from migrant, minority, socially or economically disadvantaged backgrounds and disabled children and youth), **from accessing and practicing sporting activities, and understanding the needs and requests expressed by the direct beneficiaries themselves** (youth, teachers, coaches).



The whole publication may be uploaded from the project website: www.eu-playsport.org.

PLAY Sport Camp

Within WP4, GEA organized the PLAY Transnational Sport Camp, hosted in Rosolina Mare (RO) from 30th May to 1st June. The event brought together more than 30 YAGs and about 60 participants from local sport clubs and social organizations in a first day of team building through outdoor activities and orienteering and a second day of workshops to exchange practices and ideas and practical sport activities that showed what YAGs and partner organizations developed during the first pilot. During the event, we filmed some key moments and gave voice to some of the protagonists to show the spirit and the meaning of PLAY project.



Location

All the activities were held in Rosolina Mare,
Province of Rovigo, Italy
YAGs and participants were hosted at Villaggio Tizé,
where there is the SportivaMente accessible sport area
The seminar session was held in Rosolina Mare Congress Centre,
hosted by the Municipality of Rosolina Mare



Day 1

PARTICIPANTS

37 YAGs
5 Project Managers
1 Trainer

LOCAL PARTNERS

Coop Sociale AttivaMente,
Municipality of Rosolina
Mare

ACTIVITIES

Outdoor physical activities
Orienteering, getting
familiar with the territory
Team building

METHODOLOGIES

Orienteering
Non formal education



Day 2



SPORTS

Football
Basketball
Cheerleading
Bycycling



ACTIVITIES

- Seminar of experiences and inspirations around main topics relevant for PLAY: inclusion and respect through sport, policies of local/regional policy-makers, organization of sport events and useful skills for YAGs in sport
- Workshops for YAGs to share and play together with some methodologies tested during the first pilot action

LOCAL PARTNERS

Veneto Region, ASSIST,
Municipality of Rosolina Mare,
Confindustria sport Rovigo,
Asd San Vigilio Adria, Rosolina
Calcio, Adria Sport

59 PARTICIPANTS

37 YAGs
5 Project Managers
4 Experts
7 local and regional sport and
social organizations

Noticeable Features

- Change of plans was necessary compared to the original description, because it was not possible to ensure the participation of schools due to busy period of the year (end of school) and due to difficulties emerged among school's directors in authorizing pupils' participation
- Focus on YAGs: we interpreted the Camp mainly as an opportunity for them to meet among each other, show what they had been doing during the first pilot 2018, being rewarded for their commitment on the project, as well as increase networking and international opportunities.

Noticeable Features

We have mixed sport activities “on the field” and a seminar part to share some hints and ideas around the main topics of the projects: EDUCATION AND INCLUSION, ORGANIZATION OF SPORT EVENTS AS AN OPPORTUNITY OF GROWTH AND PROFESSIONAL PATH FOR YOUNGSTERS, POLICY MAKING ON SPORT AND EDUCATION.

Therefore, some stakeholders relevant to these topics were invited to bring on some experiences to share with partners, which illustrated their experience on PLAY project and social inclusion through sport, YAGs and participants:

- **Policy makers:** Veneto Region Sport Department, Municipality of Rosolina Mare
- **Sport and social value, equality, discriminations:** ASSIST – Associazione Nazionale Atlete
- **Organization of sport events:** Raduni Sportivi srl



Production of Materials

- Each participant received a PLAY USB key with a collection of most relevant EU guidelines and official documents about sport and education, sport and volunteering, sport and social inclusion, besides documents and materials of PLAY project and Erasmus+ Sport programme
- The PLAY Sport Camp Video was recorded during the Camp, to catch most relevant images and messages from the activities implemented and show some direct voices of the YAGs



Handbook of Mapped Good Practices

WHAT IS IT?

It is a collection of good practices collected by six European organisations focused on five different but interconnected topics which highlight the importance of sport in five different areas of education, social inclusion and volunteering. It aims at promoting sport as a tool for successful inclusion, networking and increasing of life skills.





HANDBOOK

good stories,
effective results for trainers and
volunteering youngsters

Target groups of the projects in the Handbook



CONCLUSION

Connections, experiences,
cooperation and networking bring
priceless experiences.
Many different stories
with the same aim of
better practice for all.

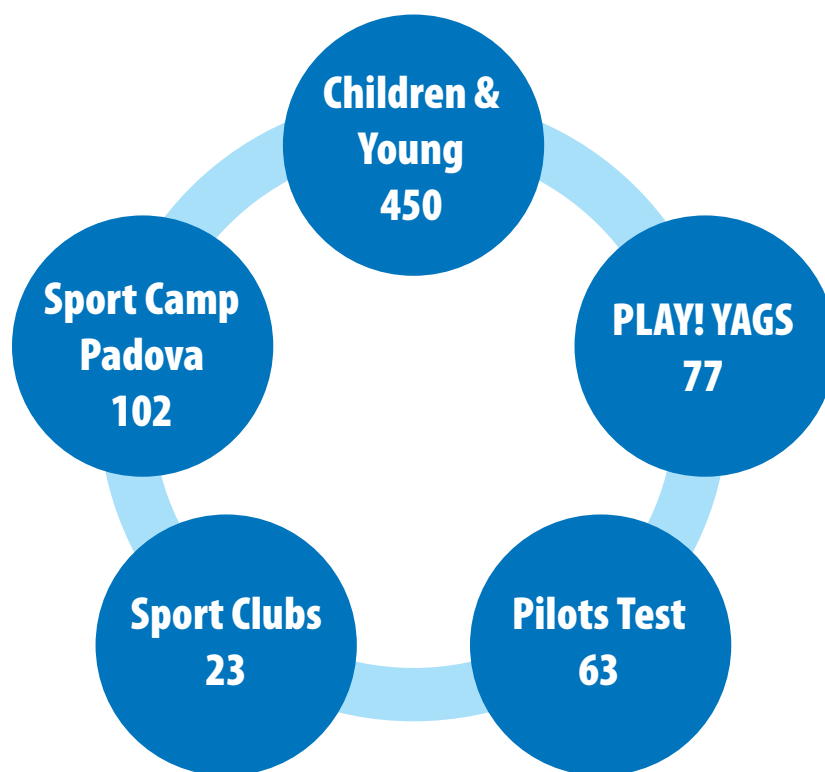
The whole publication
may be uploaded from
the project website:
www.eu-playsport.org

Pilot Action Results:

A model for strengthening educational volunteering and peer support in grassroots sport

WHAT IS IT?

A collection of results obtained in Volunteering Pilot Actions organized by PLAY! project partners by mixing different inclusive methods through the basic sport practice in collaboration with Sport Club, Schools and Federations. PLAY! Pilot Actions have allowed the realization of Team Building and Networking at European level.



What is the Play! E-learning Platform?

The Play! E-learning Platform is a communicative and effective tool through which anyone can get to know the “P.L.A.Y.! - Peer education, Leadership, Action, Youth – promoting grassroots sport for educational success and social inclusion” project and can participate interactively in the Learning modules developed by:

- FIMU - Finnish Multicultural Sports Federation (Finland)
- GEA Coop Sociale (Italy)
- Association for Developing Voluntary Work Novo Mesto, DRPDNM (Slovenia)
- ASD Margherita Sport e Vita, MSV Basket (Italy)
- FARE Network (UK)
- Pere Tarres Foundation (Spain)

“Locally, each partner supports youth groups to participate in online training and sharing sessions; they are asked to explore the digital contents based on their knowledge using the acquired ICT tools focused in communicating and sharing with peers.”



Contents of the Play! E-learning Platform

- The **Play! E-learning Platform** presents methods used in the project to promote these aims.
- Educational contents are described in lessons. In addition to that there are instructions and tips about how to plan sport sessions with educational contents, templates for it, example sessions and videos about example sessions.
- We hope that coaches and PE-tutors who work with inclusion find them as applicable tools.



Purpose and goal

- Diversify the learning process
- Create an in-depth connection with the target group
- Document the learning process to be replicated by others after the project, to run training paths, exchange information, documents, practices and communicate in real time



What kind of e-learning?

- Online platform (Learning Management System): course materials online, sharing content, collaboration tools, video.
- Interactive course that offers a better learning experience for the participants.
- Online videos



Topics and subjects of the Play! E-learning modules?

What it means to educate, the value of volunteering, the value of peer education, social and educational values in sport, basic business skills for organizing sports events or tournaments.



What will the students know, be able to do, how will their thinking and behavior change as a result of the teaching/learning experience?

Students of this course will understand the value of volunteering, and the importance of peer education through sport, in this way will be ready to donate their time and their skills to those who need it.



Who is our audience?

- Young volunteers, grassroots sport coaches, parents and families
- **Sports trainers, managers and coaches** of involved sports associations
-> in order to strengthen their social and educational skills to support young athletes also in their educational growth and motivate volunteering in educational field
- **Young athletes** -> in order to increase their competences as multipliers (mentors, tutors) and volunteers in the field of education and support their peers with low educational outcomes and social difficulties;
- **Youngsters from the Youth Active Groups and young athletes**
-> in order to acquire self-organization skills and basic entrepreneurial competences to organize local events, tournaments, etc to act as multipliers in their local communities in spreading grassroots sport social and educational values



Types of learning applied in the modules

- Problem solving (guided discovery)
- Inform: communicate information
- Perform task: strategic skills



How will the students know they have learned our contents?

- Through self-evaluation tests available at the end of each module



STRUCTURE AND CONTENTS OF THE MODULES IN THE PLAY! E-LEARNING STRUCTURES

- Specific contents
- Test questions with scoring
- Animations, Designs, Videos
- A storyboard with texts, Interactive assignments, Final test with scoring
- Glossary
- References



Are there technical requirements for the course?

NO, it is accessible to anyone interested



How many modules does the course provide?

There are four modules:

1. RESPONSIBILITY
2. COMMUNICATION
3. CONCENTRATION and
4. ENTREPRENEURIAL SKILLS

Each partner has specialized in a type of method to be transmitted through the platform.

- **Finnish Multicultural Sports Federation (FIMU)** → uses and presents an empowerment-based pedagogical approach called **TPSR** to teach personal and social responsibility to children and youth.
- **GEA** → implemented during the Play! Project a **coaching method**, to teach personal and social skills to children and youth. It consists of different modules with specific Topics that are intended to be transmitted including: Awareness, Communication, Community, Interculturality, Leadership, Social Planning and Funds
- **Association for Developing Voluntary Work Novo Mesto** → used inclusive methods based on developing tolerance of diversity and communication skills and as well as abilities to work as a team among the children and youth.

- **MSV Basket** -> specialised in a coaching method, which e.g. improves the concentration among the children and youth and raises their awareness of healthy eating and other healthy habits
- **Pere Tarres Foundation** -> contributed a method of developing entrepreneurial skills by creating and managing a sports event and a method to promote educational values, healthy habits and positive pro-active attitudes through physical activity and sports.

The screenshot shows the PLAY project website with a navigation menu at the top: Home, The Project, News, Resources, Media, Final Event, and Contacts. The main content area features a large banner titled "HOW TO INTEGRATE EDUCATIONAL CONTENTS TO SPORT SESSIONS" with a "Click to Enter this Course" button. Below this is a section titled "Teaching Social and Personal Skills" which includes four sub-sections: "Responsibility (TPSR)" with a volleyball image and a "Click here to enter this Course" button; "Communication" with a group photo and a "Click here to enter this Course" button; "Entrepreneurial skills" with a lightbulb icon and a "Click here to enter this Course" button; and "Concentration" with the word "TIPS" in large letters and a "Click here to enter this Course" button.

E-learning platform is placed on the main menu of the PLAY project website: www.eu-playsport.org

Fimu



FUNDACIÓ PERE TARRÉS



**network
fare**

www.eu-playsport.org



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