



## **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

# CONTENTS

PLAY! Goals .....	3
Results of the Contextual Survey .....	5
PLAY Sport Camp .....	6
Handbook of Mapped Good Practices .....	9
Pilot Action Results .....	11
What is the Play! E-learning Platform? .....	12

# 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.

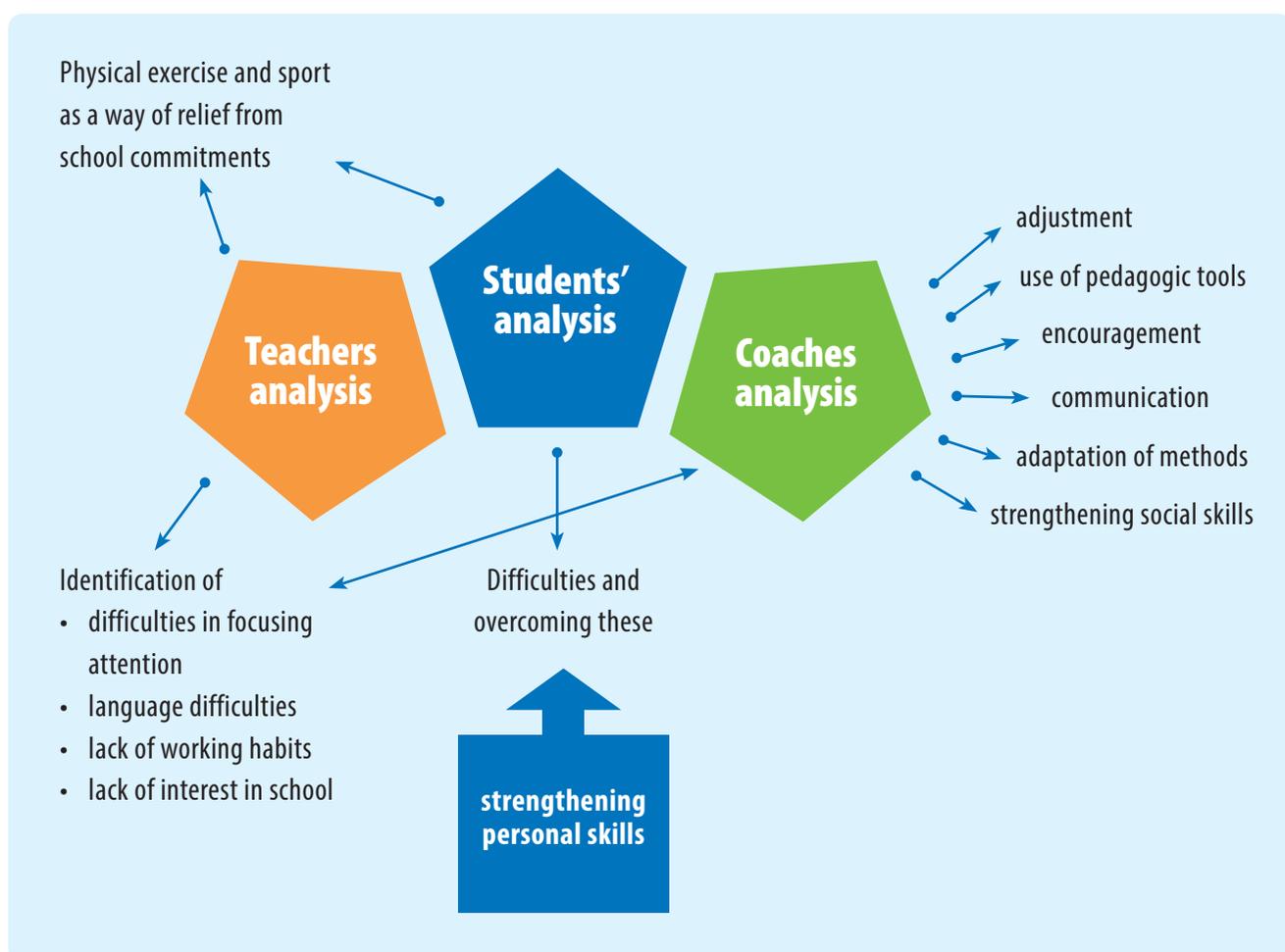


**Sport associations get**  
young instructors, educational tools, materials, seminars, sport events...

# 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](http://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

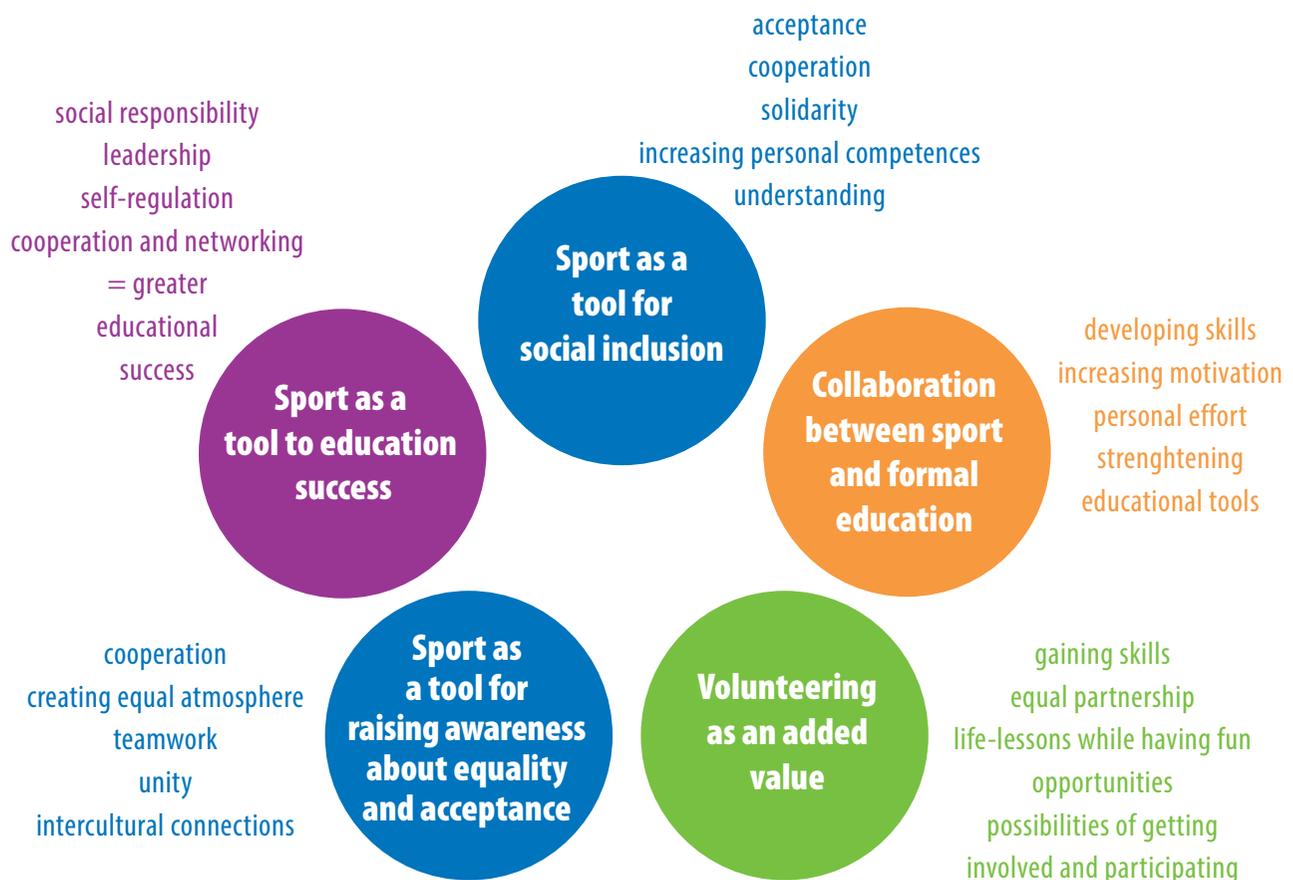
- Each participant received a PLAY USB key with a collection of most relevant EU guidelines and official documents about sport and education, sport and volunteering, sport and social inclusion, besides documents and materials of PLAY project and Erasmus+ Sport programme
- The PLAY Sport Camp Video was 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.

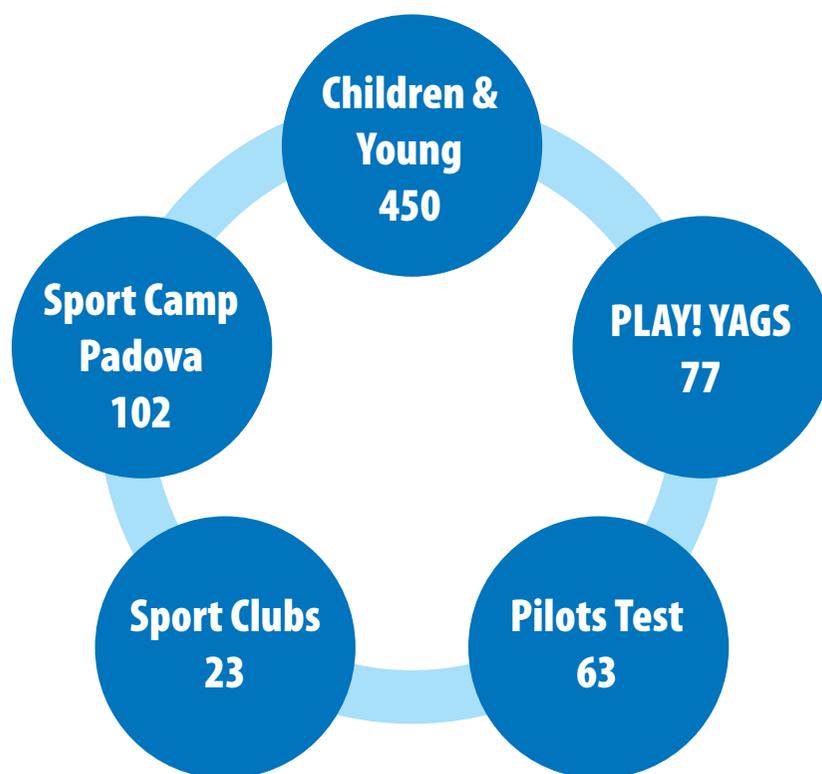
The whole publication  
may be uploaded from  
the project website:  
[www.eu-playsport.org](http://www.eu-playsport.org)

# 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](http://www.eu-playsport.org)

**Fimu**



[www.eu-playsport.org](http://www.eu-playsport.org)



Co-funded by the  
Erasmus+ Programme  
of the European Union

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views of the authors only, and the Commission cannot be held responsible for any use which may be made of the information contained therein.