

# **IO2. TRAINERS IN ACTION**

Sharing positive values through the enhancement of the referee's role

#### **Partners:**



















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## 1. Determination of values

Knowing each value in depth is key to understanding where we should guide athletes and referees.

#### 1.1. Summary and scales

The values, and their opposites, the anti-values, are not static, but modifiable. For this reason, we propose a scale that allows you to identify, through behaviors and verbalizations, to what degree each value is being developed. This scale will allow you to evaluate the behavior of the practitioners, but also to analyze whether the interventions you develop with them improve their moral behavior or not.





#### **1.1.1. LOYALTY**

Loyalty is not a written rule, but an ethically correct behavior to be adopted in the practice of the various sports disciplines. Loyalty means respecting yourself, the opponent and above all the figure of the referee. Acceptance and acknowledgment of one's mistakes are the basis of the concept of loyalty.

What do we do when conduce ourselves with loyalty? And when not?

			<del></del>
LOYALTY	Treat as partners all those who participate in the sport (collaborative teammates, opponent teammates,). Make decisions looking for the common benefit, putting the welfare of people and the development of the game before their own benefit.	They have a different treatment for teammates and opponents, and for others involved in the sport. They make decisions prioritizing their own benefit over the common benefit or the welfare of people.	DISLOYALTY

	ACTIONS	VERBALIZATIONS
	- Follow social or coexistence -	Saying thank you, apologizing
	norms/rules	Express the pros and cons of
LOYALTY	- When faced with complex	different options in a complex
LOTALIT	situations, make decisions	situation, as well as implications
	seeking the greatest benefit for	for all parties.
	all involved.	
	- Having difficulty following -	To thank and apologize to
	rules/rules when they are not	others. Insult, despise and/or
BETWEEN	beneficial or do not feel like it.	call others names.
LOYALTY AND	- When faced with complex -	Point out pros and cons of
DISLOYALTY	situations, make decisions	different options, and point out
	looking for the maximum	one's own benefit as a priority.
	benefit for themselves, but	





	without the desire to harm	
	others.	
	- Not following social or	- Insulting, belittling, name-
	coexistence norms/rules.	calling, etc.
	- When faced with complex	- When faced with a complex
DISLOYALTY	situations, making decisions	situation, pointing out what is
DISLOTALIT	prioritizing one's own benefit	most beneficial for oneself/their
	regardless of what it means for	team, and punishing those who
	others.	express the needs or rights of
		others.





#### 1.1.2. POLITENESS

Politeness is the key to effective and satisfactory communication between the players and the referee. Knowing how to express, but also knowing how to listen.

What do we do when conduce ourselves with politeness? And when not?

<del>-</del>			<del></del>
POLITENESS	on their message. Express their ideas and needs,	they do not give feedback.  They neither express their ideas or needs nor accept different points of view.	RUDENESS
	clear, assertive and respectful style.	aggressive (imposing) or passive (condescending) style.	

	ACTIONS	VERBALIZATIONS
	- Actively listen to others (try to	- Express own ideas and needs.
	understand, ask for	- Communicate clearly,
DOLLTENIESS	clarification and give signs of	assertively and respectfully.
POLITENESS	listening).	
	- Accept different points of	
	view.	
	- Listening to others, although	- To express one's own ideas and
	not always actively (not	needs on occasions.
BETWEEN	asking for clarification, not	- Communicate to a greater or
POLITENESS	giving signs of listening).	lesser extent in a respectful way,
AND	- Accept different points of	although sometimes in a passive
RUDENESS	view, with greater or lesser	or aggressive way.
	difficulty depending on the	
	situation.	





	-	Not listening to others.	-	Not expressing one's own ideas
	-	Not accepting different points		and needs.
RUDENESS		of view.	-	Communicating in an
				aggressive or passive manner.
			-	Not giving feedback.





#### 1.1.3. COMMITMENT

Goals are achieved through progressive improvements. There is no situation in which you go from "I don't know how to do it" - "I try" - "I know how to do it". When children perceive themselves as improving, they grow, and as they grow up they will not find it difficult to commit themselves to more and more goals to achieve.

What do we do when conduce ourselves with commitment? And when not?

<del></del>			
		They focus their attention	
		on victory over others and	
	They evaluate their own	the external factors that	
	sportive behavior. They	facilitate/prevent it. They	
	set and pursue own goals	enjoy comparison with	
COMMITMENT	and identify self-	others.	UNCOMMITTED
	improvements. They	They do not give	
	enjoy their achievements	importance to self-	
	over victory over others.	improvement, and do not	
		evaluate their own sporting	
		behavior.	

VERBALIZATIONS
<ul> <li>"I will/want to do/intend/attempt/achieve"</li> <li>Express aspects well done and to be improved.</li> <li>Reflect after each session/workout on the relationship between what has been worked on and the objectives set.</li> </ul>





	- Occasionally set or ask	- "It may be interesting to
	others to set goals for us.	do/attempt/achieve"
BETWEEN COMMITMENT AND UNCOMMITMENT	<ul> <li>To make self-criticism from time to time, when we are told to do so.</li> <li>Enjoy self-development and victory equally.</li> </ul>	- When I remember or I am forced, after the session/training, reflect on the relationship between what was worked on and the objectives
	- To compare oneself occasionally with others.	set.
UNCOMMITMENT	<ul> <li>Do not set personal goals.</li> <li>To enjoy only the victory.</li> <li>Continually comparing oneself with others to see who is better.</li> </ul>	<ul> <li>"I can't, I don't know, I won't be able to."</li> <li>Affirming that nothing needs to be improved.</li> <li>"I am the worst of all, so I will never win"</li> </ul>





#### 1.1.4. AWARENESS OF THE EXISTENCE OF RULES

Children need not only to learn the technical gestures of the sport they are practicing, but also to know and be aware of the existence of rules. These two aspects are present both in the sport and in everyday life.

What do we do when conduce ourselves with awareness of the existence of rules? And when not?

AWARENESS OF THE EXISTENCE OF THE RULES	They know and follow the rules of their sport and oppose unsportsmanlike behaviour.  They know and comply with the cohabitation rules of their context and oppose antisocial behaviour.	comply with the cohabitation rules of their context and allow/favour antisocial	IGNORE THE EXISTENCE OF RULES
		behaviours.	

	ACTIONS	VERBALIZATIONS
AWARENESS OF THE EXISTENCE OF THE RULES	<ul> <li>Comply with the rules of their sport for their category.</li> <li>Comply and facilitate compliance with the social rules of their sport (shake hands at the start of the final, go to the third time).</li> <li>Punish non-compliance with the rules or social norms of the sport.</li> </ul>	<ul> <li>Explaining the rules and inviting people to follow them.</li> <li>Express displeasure or sanction non-compliance with the rules or social norms of the sport.</li> <li>Congratulate or thank for compliance with the rules or social norms.</li> </ul>
BETWEEN	- Comply with the rules of their	- Invite to break the rules
AWARENESS AND	sport for their category, but	when it is convenient.
IGNORE	only when it is convenient or	





		when they feel they are being	-	Warn of a non-supervisory
		watched.		situation for not complying
	-	Comply and facilitate		with the rules.
		compliance with the social		
		rules of their sport only when		
		the situation is favorable.		
	-	Not complying with the rules	-	Inviting to break the rules.
		of their sport for their	-	Insulting or belittling those
		category.		who comply with the rules or
IGNORE THE	-	Not complying with and/or		social norms.
EXISTENCE OF		making it difficult to comply		
RULES		with the social rules of their		
		sport (shaking hands at the		
		start of the final, going to the		
		third period).		





#### 1.1.5. UNDERSTANDING

The figure of the referee is often criticized, without knowledge of the facts or valid reasons. Making the figure of the referee known in more depth, showing his most human part, the commitment and dedication that lead to his professional growth, understanding could be the first step towards the elimination of many prejudices, which have always been linked to this role.

What do we do when conduce ourselves with understanding? And when not?

<del></del>			
UNDERSTANDING	They are able to identify different factors (personal and contextual) that affect the referee's decision making: fatigue, distance from the game situation, etcetera. They show interest and empathy with him/her.	They are unaware of and/or deliberately ignore the factors that affect refereeing decision making. They dehumanize the referee by ignoring from him/her everything that is not related to the game.	MISUNDERSTANDING

	ACTIONS	VERBALIZATIONS
UNDERSTANDING	<ul> <li>Provide the referee with time and space to do his or her job.</li> <li>Include the referee in the program/social situations around the game.</li> </ul>	<ul> <li>Greet and say goodbye to the referee. Thank the referee for his/her work.</li> <li>Encourage the referee in complex competitions/situations.</li> <li>Explain reasons/situations that may affect the referee's</li> </ul>
		performance.





		- Greet and say goodbye to the		
BETWEEN	- Include the referee in the	referee in some		
UNDERSTANDING	program/social situations	circumstances yes and no in		
AND	around the game only on	others, or only when the		
MISUNDERSTANDING	some occasions.	referee explicitly addresses		
		us.		
MISUNDERSTANDING	referee upon arrival/departure.	<ul> <li>Do not greet or say goodbye to the referee.</li> <li>Explaining personal characteristics of the referee as a cause of poor performance on his part</li> </ul>		





#### 1.1.6. RESPECT FOR THE REFEREE ROLE

This chapter aims to raise awareness among new generations of sports education, respect not only for the rules and for the opponent but also and above all for the referee.

What do we do when conduce ourselves with respect? And when not?

			<del></del>
		Claim that the referee hinders	
	They understand that without the	the game rather than helps.	
	referee, the game is not possible.	They realize that the referee has	
	They realize that the referee made	made a mistake and attribute it	
RESPECT	a mistake, understand that it is	to the characteristics of the	DISREGARD
RESPECT	normal throughout a competition,	person judging, considering the	DISKEGARD
	and attribute it to circumstances of	mistake a personal offense,	
	the situation.	insulting or acting violently	
		against the referee	

	ACTIONS VERBALIZATIONS
RESPECT FOR THE REFEREE ROLE	<ul> <li>Attend to the referee's explanations and/or requests.</li> <li>Support the referee's work as much as possible (space to watch, water if it is hot).</li> <li>Accept the referee's decisions, even when you do not agree with them.</li> <li>Attend to the referee's decision making when you don't understand.</li> <li>When faced with clashes, blows, disagreements, etc., ask for the welfare of the referee.</li> <li>Reward the referee's execution/decision making when it is correct.</li> </ul>
BETWEEN RESPECT AND	- Disregard the referee's - Ask the referee for changes decisions/explanations in the in his/her refereeing
DISREGARD	middle of their development. decision.





	- Showing gestures of	- Accusing the referee of
	disagreement with refereeing	making biased decisions in
	decisions.	ambiguous situations.
		- Verbally pressuring the
		referee in a situation that is
		interpreted as decisive.
	- Making gestures of contempt	- Criticizing the referee's
	in the face of refereeing	decision making.
	decisions.	- When faced with clashes,
	- Hindering the referee's work	blows, disagreements, etc.,
	(impeding movement,	reproach the referee.
DISREGARD FOR	refusing access, etc.).	- Insulting the referee.
	- Physically attacking the	- Accuse the referee of
THE REFEREE	referee.	negatively affecting the
ROLE	- Putting pressure on the	development of the game.
	referee in complex	- Verbally pressuring the
	competitions/situations	referee in complex
	(narrowing the interpersonal	competitions/situations
	space, making pressing	(urging to decide, raising the
	gestures).	voice).





#### 1.1.7. TOLERANCE

Learning to understand and accept own mistakes in sports is the first step to accept even mistakes committed by the referee figure. A player can make a mistake in the execution of a technical gesture just as a referee can make a mistake in making a decision during a match.

What do we do when conduce ourselves with tolerance? And when not?

		They deny their own	
	They identify their own and	mistakes and/or punish	
	others' mistakes. They work	others' mistakes. They	
TOLERANCE	on them as part of the	criticize the error believing	INTOLERANCE
TOLERANCE	learning process. They try	that it is the end of the	INTOLERANCE
	again and seek help to fix	performance. They avoid	
	them.	trying again and reject help	
		to solve it.	

	ACTIONS	VERBALIZATIONS
TOLERANCE	<ul> <li>Identify errors (own and others) and try again/help to try again.</li> <li>Analyze the origin of the errors.</li> <li>Seek/implement successive approximations to proper execution.</li> </ul>	<ul> <li>Explain mistakes (own and others) and propose/request solution strategies.</li> <li>Give feedback to colleagues to help them improve.</li> <li>Reward successes (own and others) and encourage mistakes.</li> <li>Explain improvements with respect to previous performances (regardless of whether they are perfect or not).</li> </ul>





BETWEEN	- Ignore the commission of	- Explain mistakes (own and
TOLERANCE	errors.	others) but do not
AND	- Trying to solve an error with	propose/request solution
INTOLERANCE	perfect execution.	strategies.
INTOLERANCE	<ul> <li>Make gestures of anger/harassment/hopelessness in the face of errors.</li> <li>After an error, not trying again or not letting others try.</li> </ul>	<ul> <li>Pointing out others as responsible for one's own mistakes.</li> <li>Punish the commission of errors.</li> <li>Explaining the negative and irresolvable consequences of the error.</li> </ul>



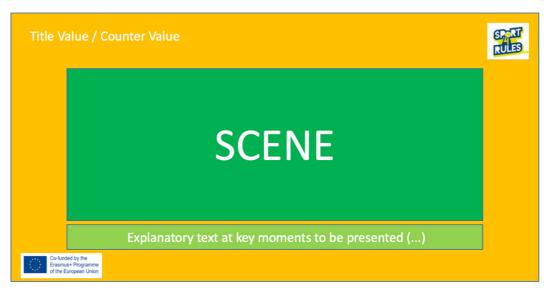


#### 1.2. Video template design

In order to develop the work with these values and anti-values, we request your collaboration for the creation of audiovisual material. We propose a video per member to exemplify each of the values.

We propose technical characteristics and recording requirements that ensure the homogeneity of the final result in the project.

The template should be as shown in the next figure:



It is available at:

https://uses0-

my.sharepoint.com/:p:/g/personal/rociobohorquez\_us\_es/ERku1rn68X5HlrvJnHuShAs BhsSHrCLdwbUWnVMP1PL\_Jw?e=ZOdf3M

#### **1.2.1. FEATURES**

- 2. The recording will be made in horizontal position.
- 3. Unified wardrobe of the models.
- 4. Maximum duration: 40" (20 seconds for the value and 20 seconds for the countervalue).
- 5. Resolution: FullHD 1080P.
- 6. Color.





- 7. Stereo Sound.
- 8. Language: English audio and subtitles.
- 9. The explanatory text of the scene may be in photo-fixed, pause mode (sequences-Explanation [paused]-sequences).





## 2. General cross-cutting activities and resources

For each value, we propose an example activity below to show possible ways of working.

# LOYALTY AND EMPATHY

#### THE LIFEBOAT

We must make groups of 10 students who will stay together all the time. Next to them, we will draw a boat on continuous paper with 9 places to travel. We will explain to them that they are adrift at sea and they have to save themselves by getting into the lifeboat.

The children will have to decide who will be saved and which person will be left out within the stipulated time. They must give reasons and motives explaining on what basis they want to save themselves. If at the end of the time they have not reached an agreement, they will all sink.

Afterwards, we will talk with them and reflect on the decisions that have been made.

• Retrieved from: <a href="https://www.parabebes.com/actividades-para-trabajar-valores-en-primaria-4833.html">https://www.parabebes.com/actividades-para-trabajar-valores-en-primaria-4833.html</a>

#### TOLERANCE AND EMPATHY

#### **VIDEOFORUM. THE ROPE**

In this case we will work with the video "The rope". Viewing of the video and sharing of opinions, feelings and emotions of all participants under the supervision of the adult.

• <a href="https://www.youtube.com/watch?v=4INwx\_tmTKw&t=66s">https://www.youtube.com/watch?v=4INwx\_tmTKw&t=66s</a>





#### **SLOGAN**

The teacher will assign a behavior typical of a player of a sport that is tolerant and another intolerant with his teammate / opponent. From there the large group will invent a SLOGAN to be known by all. They start playing a reduced game situation of the sport modality they want to work on. When a player recognizes a tolerance conduct, he/she says out loud the slogan.

# EDUCATION (GOOD MANNERS)

#### THE CRAZY STORY.

Cloth dolls are made to represent two teams facing each other, as well as a playing field, and the referee himself will also appear, made for the occasion. The idea is to radiate a crazy game in which everything is good manners. For example:

- Excuse me Mr. goalkeeper would you mind stepping aside I would like to score a goal.
- Oops, the referee has blown the whistle, let's sit down and listen to him.

Each participant assumes the role of one or more participants.

#### THE CONTAGION

The teacher will read a paragraph focused on the behaviors related to the value of education in a sport modality, giving examples of well-known and high performance players of that modality. At the end of the paragraph, the students have to express this situation through movement, as if they had been infected by the teacher's reading.





#### **COMMITMENT**

#### THE MOTHER TREE

It is explained to the team, that this is like a tree and that all the people are necessary for the same and if one does not contribute the tree dies, that each one has to think of something that can contribute to the group as a commitment, for example, to be more cheerful, to pass the ball more..., these commitments will be stuck on a foam tree stuck on a cardboard using mini stickers that will be placed in the form of fruits of the tree in a representative place of the headquarters where the team meets. These commitments will be revised when necessary, or at the end of each session, or at the end of the week...

#### THE CHAIN

The teacher explains a situation related to the commitment of a player to his team, the sport, the sport institution,... The game is played as a chain. The teacher touches a student and the student starts the chain, expressing only with his body (without speaking) a behavior that reflects that value. The student will touch a partner who increases the intensity and so on.

#### ACCEPTANCE OF MISTAKES

#### THE WINNER IS THE LOSER

Select a topic to work on and make a test in the form of short questions. Select two players.

- Explain the dynamics of the game: "This is a competition in which there are two players who will gradually form teams, I will ask a question to each of you, the one who gets it right, moves on to the next question, the one who does not get it right has the right to select a new member for his team and try to reach the correct answer".





- This dynamic works exactly the opposite of what we are used to, i.e., the one who makes the most mistakes is more likely not to make mistakes in the future because he builds a group that can support him.
- It is a dynamic that helps us to understand that in order to learn we often have to make mistakes first and then come out "winners".
- We recommend that you then do a dynamic reflecting on the activity.
  - o Who had more members in your team?
  - o Who won?
  - o Why?

#### RESPECT FOR AUTHORITY

#### **EXCHANGE OF ROLES**

It is about role playing assuming the different roles taken to the extreme that occur during a match in teams of three, in which two are players of opposing teams and another is a referee, and the following situation is the promotion match, they are tied and in the last two minutes there is a foul. Every minute and with a whistle they change the role they play. At the end of three minutes, they reflect on the attitude of each player and the importance of the referee.





#### 2.1. Session structure

The session structure allows to organize the session, establishing both a starting and a finishing point for the participants during the session. It also helps to enhance personal and group reflection and participants' and teachers' evaluation.

The proposed session structure is based on Teaching Personal and Social Responsibility program (Hellison, 2011), and consists of: 1. Relational time; 2. Awareness talk; 3. Activity plan; 4. Group meeting; 5. Reflection time.

#### **RELATIONAL TIME**

Relational time refers to the welcoming moment of participants by the teacher. In this part of the session, teachers interact with their students to know how they are or how their day has been, in order to reinforce interpersonal relationships between them. This interaction can be carried out just by talking to the students or by any ice-breaker activity. This part of the session corresponds to a 3-5% of the whole time.

#### AWARENESS TALK

In this part, the teacher explains briefly what the goals of the session are, what they are going to do and what he/she expects of the students, asking questions to ensure the pupils have understood everything. This part of the session corresponds to a 4-5% of the whole time.

#### **ACTIVITY PLAN**

It is the main part of the session, where the sportive activities are put into practice. It is important when designing the session to integrate values teaching within sportive activities. This part of the session corresponds to an 80% of the whole time.

#### **GROUP MEETING**

The group meeting allows the participants to build their own learning from their lived experiences during the session. When the activity plan is finished, everyone gathers together and talk about what happened during the session, how they behaved, how they





have solved the problems that arose during tasks and how they felt, expressing their opinion about the session itself. This part of the session corresponds to a 5-10% of the whole time.

#### **REFLECTION TIME**

The last part of the session is the reflection time, which is a continuation of the group meeting. It consists of a self-evaluation of the students, focused on how they think they behaved during the session, their participation and effort during the tasks, how they helped their peers... This self-reflection can be done through simple yes/no questions or more complex questions that require an argument or explanation about their behavior or performance. This part of the session corresponds to a 3-5% of the whole time.



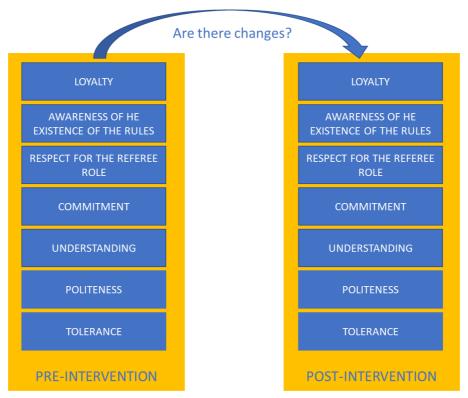


# 3. Program assessment

We propose two types of evaluation for the program, results and process ones.

#### 3.1. Evaluation of results

This evaluation will allow to know if the actions developed have generated a change in the values of those involved or not. We will use the scales of behaviours and verbalizations offered for each value in its three levels (value, in the process of reaching the value, anti-value) at two moments: before and after the intervention. It is recommended to carry out these observations in an ordinary competitive activity in which there is no external intervention in order to be able to evaluate what really happens naturally.







#### 3.2. Process evaluation.

This evaluation will allow obtaining information about how the intervention has been developed, in this way, it will be possible to improve it continuously. We propose two checklists to help you monitor the whole process and propose improvements when necessary. The first focuses on program design and implementation. The second will help analyze each session.

#### For the whole program:

	Yes	More	No	Observations
		or less		
Specific sessions were designed for each value.				
The Sport4rules value-antivalue definitions were				
used in the design				
Activities were adapted to the size of the group.				
Activities were adapted to the age of the				
participants.				
The collaboration of all involved was ensured.				
Significant adaptations to the program were				
necessary as the program developed.				

#### For each session:

	Yes	More	No	Observations
		or less		
The objectives of the session were explained.				
The complete activities were developed.				
The activities were carried out as designed.				
The scheduled time was used.				
All participants were included in the work				
dynamics.				
Final reflections were made on what happened				
and its implications				
Significant adaptations to the session were				
necessary as the program developed.				





# 4. References

Hellison, D. (2011). Teaching responsibility through physical activity (3er.ed.). Champaign, IL: Human Kinetics.