

Peer-to-peer learning Guide (Sport4Rules) National Best practices of fighting violence in sport and through sport (projects/established programmes)	
Name: <i>Project/Programme Title</i>	No Violence In Sport (NOVIS)
When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i>	Start: 01-01-2018 - End: 31-12-2020
Where: <i>Where the project/programme is/ was held (city, country)</i>	Italy, Spain, Greece, Bulgaria, The Netherlands, Poland, Romania.
Who: <i>Name of the Coordinating Entity</i>	Centro giovanile di formazione sportiva associazione sportiva dilettantistica
Objectives: <i>General and Specific Project Objectives</i>	<ul style="list-style-type: none"> • Educating young people to the true sport culture and real values of sport; • Develop and model the training activities through a teachers methodological guide and Open Educational Resources; • Promoting active participation of sport stakeholders (sport clubs) in combating violence in sport; • Raising awareness on importance of combating violence and racism in sport; • Sharing experiences and best practices in the field of the project.
Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i>	<ul style="list-style-type: none"> • Club basquet granollers • Asteri somateio gia thneyaisthitopoiisi gia ta spor tin ekpaideysi to perivalon thn energeia kai to diadiktio • Associazione comunità nuova onlus • Fondatsiya Stefan Noikov • Stichting European football for development network • Regione Toscana • Comitato Olimpico Nazionale Italiano • Czestochowskie stowarzyszenie rozwoju malej przedsiebiorczosci • Institutul National de cercetare pentru sport
Beneficiaries: <i>Which target group was involved (please specify the legal status)</i>	The project core activities were the Sport Educational Camps for young people in all partners Countries: Sport e-camps consisted of a

<p><i>and how many people were reached)</i></p>	<p>A wide selection of activities were selected in order to combat violence in sport. Some of them were education of officials in mini handball tournaments, as well as theoretical and practical seminars for chess officials. Additionally, lessons, seminars and workshops as well as tournaments and different kinds of sporting activities were held with experts and international officials in the highest levels. The project was focused mainly on practical and active participation of the targeted groups. These groups consisted of 8-18 year olds, especially with innovative focus of implementation of teaching arbiters of very young age 8-10.</p>
<p>Financing: <i>Budget and Program which financed the project/programme</i></p>	<p>395.745,00 EUR</p>
<p>Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i></p>	<p>Intellectual Outputs IO1) Surveys and data analysis; IO2) Teachers Methodological Guide; IO3) OER Online Platform; IO4) OER (video, testimonials' interviews, tools and presentations for schools and for families); IO5) Pilot affiliation supporting tools and documents;</p> <p>Relevant activities from the methodological guide:</p> <p>Lifeboat <u>Short description</u> Players were split into teams of 10. Next to them a boat with 9 spaces was drawn. It was explained to them that they were in the open sea and they have to get to the lifeboat. They must decide which ones are going in the boat and which one is going to be left out. They must give motives and reasons why they should stay on the boat. Also, a timer is set which limits the time in which they must decide and if they don't fit in they all are going to sink.</p> <p><u>Characters of the game</u> Loyalty, communication, social skills, teamplay</p> <p><u>Aim of the game</u> Forming of a team</p> <p><u>Number of players</u> Teams of 10</p> <p><u>Age</u></p>

	<p>8+.</p> <p><u>Area of play</u> Plane surface.</p> <p><u>Motor skills</u> N/a</p> <p><u>Social skills</u> Fair-play.</p> <p><u>Cognitive skills</u> Development of self-confidence, attention Perseverance, team play and honesty</p> <p><u>Teaching style</u> The explanation, the demonstration.</p> <p><u>Equipment</u> Sports T-shirt, trainers, sport shoes, a blank page, marker</p> <p><u>Rules</u> Only 9 people can get on the lifeboat and one has to be left out</p> <p><u>Environment</u> Conference hall</p> <p>Mother tree <u>Short description</u> A tree is drawn on a blank carton and players are required to say a quality that is going to help keep the tree alive.</p> <p><u>Characters of the game</u> Honesty, Loyalty etc.</p> <p><u>Aim of the game</u> To communicate and form a cohesive environment with accent on honesty and teamplay.</p> <p><u>Number of players</u> 10-15 players</p> <p><u>Age</u> 8+</p> <p><u>Area of play</u> Conference hall.</p>
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	<p><u>Motor skills</u> N/a</p> <p><u>Social skills</u> Honesty and loyalty</p> <p><u>Cognitive skills</u> Attention, concentration</p> <p><u>Teaching style</u> Demonstration and explanation</p> <p><u>Equipment</u> Blank carton, pen</p> <p><u>Rules</u> All the players must take part.</p> <p><u>Environment</u> It can be done everywhere.</p> <p>The winner is a loser</p> <p><u>Short description</u> Choose a topic and create a test with short questions. Pick two players that are going to answer. If a player answers correct he keeps going. If not he has to pick another player in order to help him. At the end the player with more teammates on his side has formed a team that helps him to answer each question and for him is going to be easier.</p> <p><u>Characters of the game</u> Team play and cohesion of the collective.</p> <p><u>Aim of the game</u> Understanding that when you are alone you are weaker but with a team you can be better.</p> <p><u>Number of players</u> 20</p> <p><u>Age</u> 8-18</p> <p><u>Area of play</u> Classroom, sports hall, etc.</p> <p><u>Motor skills</u> N/a</p> <p><u>Social skills</u></p>
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	<p>Loyalty, cohesion, team play.</p> <p><u>Cognitive skills</u> Concentration, decisiveness</p> <p><u>Teaching style</u> Explanation and demonstration.</p> <p><u>Equipment</u> No special equipment is required</p> <p><u>Rules</u> Ask a question for the first team and keep going as long as the answers are correct. If not ask the other team.</p> <p><u>Environment</u> Informal.</p> <p><u>Sitting handball</u> <u>Short description</u> From a sitting position players pass to each other the ball and the aim is to not drop the ball on the ground. There is a goalkeeper and six players in a team. Each team must score a goal without dropping the ball and without losing touch to the ground.</p> <p><u>Characters of the game</u> Socio-educational</p> <p><u>Aim of the game</u> Team play, do not drop the ball and score a goal.</p> <p><u>Number of players</u> Two teams of 6 players and a goalkeeper each.</p> <p><u>Age</u> Over 8-18 years old.</p> <p><u>Area of play</u> Gym, hall.</p> <p><u>Motor skills</u> Developing strength and muscle coordination, agility, dexterity.</p> <p><u>Social skills</u> Tolerance and teamwork.</p>
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	<p><u>Cognitive skills</u> Loyalty and teamwork</p> <p><u>Teaching style</u> Informally</p> <p><u>Equipment</u> Two goals and a ball, sport shirts and trousers.</p> <p><u>Rules</u> The position of each player is determined and controlled by the position of their “seats”. The ball must be passed with one hand above the shoulder. The ball has to be captured with both hands. A goal is scored only after the ball has been passed three or more times. The court is divided by two equal sides. The time is split in to two halves of five minutes each. Winner is the team with more goals. Teams switch sides at each half.</p> <p><u>Environment</u> Informal.</p>
<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	<p>The current project developed and tested an innovative approach for improve the direct and active participation of schools, sport clubs and federations in combating violence in sport. In this way the project aimed at increasing the responsibility and ensuring the active participation of sport stakeholders (e.g. sport federation, sport clubs, schools.) for raising awareness and promoting the true values of sport (respect, fair play, teamwork, no to racism and xenophobia, etc.).</p> <p>A large number of participants has been involved during the testing phase: more than 870 children were involved, together with their more than 1500 parents, coaches and school teachers. 40 coaches and teachers have been engaged in train the trainers activities, and 10 persons from the internal staff of the participating partners have supported those activities.</p>
<p>Innovation: <i>Specific Characterisation of the project/programme in terms of innovation</i></p>	<p>The main innovative aspect of this project is connected to the aspect that implementation of education of young children of age as young as 8 years old. Additionally, 16-18 year olds young arbiters were given the opportunity to assist referees in real games in natural environment. Thus, they were able to feel the atmosphere and the responsibility of being an arbiter.</p>

	<p>Other major innovative aspects of the project were:</p> <ul style="list-style-type: none"> • to provide young participants with critical thinking tools in order to prevent the desire to emulate the adults' negative behaviors; • the direct involvement of the families in the programs and in the didactic methodologies, so that they will have a leading role for a change; • the participation in the organizational structures of the school, federation, students in order to combine at an inter-disciplinary level the concepts of fair-play and mutual respect; • the methodologies and the tools for the evaluation of the activities, which – instead of being limited to a simple quantitative measurement – aim at deal with the quality changes produced.
<p>Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i></p>	<p>Developing the cooperation with sport clubs, federations and associations, and sport schools in promoting true values of sport and combating any form of violence and intolerance in sport. At the end of the project two tournaments were held. One in mini-handball, where young assisting arbiters had the opportunity to achieve practical experience. The other one in chess where arbiters could also practice in real-life environment. Affiliated sport clubs received all kinds of assistance in training and technical support in raising awareness and campaigning against violence in sports.</p>
<p>Website: <i>Link of the project/programme (if available)</i></p>	
<p>Contacts: <i>(if available)</i></p>	

Pictures:

Please attach to the sheet pictures of the project/programme







