

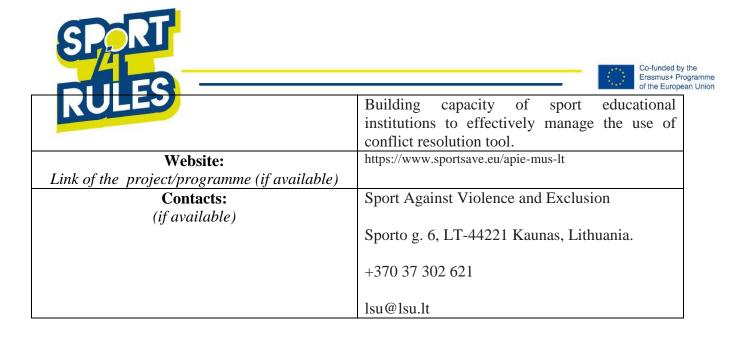


Peer-to-peer learning	g Guide (Sport4Rules)
National Best practices of fighting violence in sport and through sport (projects/established programmes)	
Name: Project/Programme Title	Sport Against Violence and Exclusion (SAVE)
<b>When:</b> When the project/programme was implemented (please specify if the project/programme is still ongoing)	01/01/2018 - 30/09/2020
<b>Where:</b> Where the project/programme is/ was held (city, country)	Lithuania, Croatia, Austria, Italy, Spain, Serbia, Bosnia And Herzegovina
Who: Name of the Coordinating Entity	LIETUVOS SPORTO UNIVERSITETAS
Objectives: General and Specific Project Objectives	<ul> <li>To recognize and increase the acquisition of skills and competencies such as discipline, team-work and perseverance through informal learning activities in sport.</li> <li>Provide a suitable measure in which determined competencies will ensure better understanding in basic and general concepts of proper social conduct.</li> <li>Enable youth to practice sport collectively and in organized structure.</li> <li>To support sport clubs which practice grass-root sport in order to increase their services and engage young people in sport.</li> <li>To promote dialogue and exchange of best practices by integrating sport competencies in everyday practice.</li> <li>To support inter-cultural dialogue, sense of belonging and participation through key sport competencies contributing to social cohesion and integrated societies.</li> </ul>
<b>Stakeholders of the project:</b> <i>People and institutions contributing to the</i> <i>implementation of the project/programme</i>	LIETUVOS SPORTO UNIVERSITETAS SVEUCILISTE U SPLITU KINEZIOLOSKI FAKULTET
	WORLD UNIVERSITY SERVICE- OSTERREICHISCHES KOMITEE VEREIN

SPORT	
	Co-funded by the Erasmus+ Programme of the European Union
RULES	LIETUVOS SPORTO FEDERACIJU SAJUNGA
	FORMACION PARA EL DESARROLLO E INSERCION, SOCIEDAD LIMITADA
	UNIVERZITET U NOVOM SADU
	UNIVERSITA DEGLI STUDI DI PALERMO
	UNIVERZITET U SARAJEVU
<b>Beneficiaries:</b> Which target group was involved (please specify the legal status and how many people were reached)	Sport Against Violence and Exclusion (SAVE), a project cofounded by the Erasmus + Program of the European Union, seeks to prevent violent and socially exclusive behaviors through physical activity.
	The current editorial shows a range of possible interpretations of these two phenomena from both a psychological and sociological point of view, offering helpful methods to coaches who train children (ages 6 to 12)in grass-root sport clubs.
Financing:	365.600,00 €
Budget and Program which financed the project/programme	Erasmus+
Description: Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)	Gap analysis through desk and field research on the current sport situation to assess target's needs.
memouologies implementeu)	Creation of SAVE online platform.
	Creation of SAVE curriculum for trainers.
	Implementation of a pilot training of community coaches and students.
	Creation of SAVE Training KIT.
<b>Results achieved:</b> Describe the quantitative and qualitative results achieved	SAVE training material Training material (included assignments) for trainers, coaches and students. Training material consists of 30 hours (5 modulles of 6 hours each). All material translated into National project partners languages. Material is free of used just registration for participation is needed. http://moodle.sportsave.eu/
	<b>Curriculum Development</b> Curriculum development represents an outcome of the previously conducted research. The

SPORT	Co-funded by the Erasmus+ Programme
	Curriculum consists of modules. Each module consists of a certain set of competencies which can be adopted through sport and each of them will be designed so as to induce certain positive social behaviour, i.e. transferring sport competencies into life competencies. The Curriculum consists of the name of the module, the description of the module and the planned number of hours to be taught. Furthermore, the Curriculum for each module list the topics which linked to the online references and additional reading materials. Based on the consensus between partners the Training curriculum for each module refers to EQF level 6 and the learning outcomes were defined in order to classify training to the appropriate EQF level.
Innovation: Specific Characterisation of the project/programme in terms of innovation	The project was focus on supporting the implementation of the EU policy regarding the strengthening of the prevention and fight against racism and violence among youth in sport clubs, specifically aiming towards grass root sports, amateur and recreational sport in respect to a number of EU policies, guidelines and recommendations such as White Paper on Sport. The project focused on young people in sports associations involved in simple sports. This has directly led to various sports associations in which competencies developed through sport are transferred to a social context.During the project implementation period consortium organized 4 transnational project meetings (TPM) in partner countries and 1 on-line partners meting; organized 13 multiplier sport events (MSE) in 7 partner countries and created 9 intellectual outputs (IO). The following activities were successfully implemented in the SAVE project:1. Desk Analysis and Needs Assessment. A full documentary analysis of the current situation was performed.These activities were carried out by partners from 7 partner countries. Information round tables was organised with an aim to conduct a focus group interview with a purpose of gathering information relevant to the previous experiences with special emphasis being placed on personal opinions in describing the needs necessary for the improvement of the future state. The desk analysis and needs assessment report were prepared.2. SAVE Online Platform. SAVE

SPORT	
	Co-funded by the Erasmus+ Programm
Empowerment: Describe the specific impact generated by the project/programme in terms of empowerment	Online Platform was used to provide easy access to all available sport clubs, associations and schools of sport that offer a wide set of competences relevant for stemming violence and exclusion through pleasurable and appealing sports activities.3. Field Research. Filed research were designed for the purpose of acquiring data in the field in direct contact with the target groups. This activity included the observation, and/or placing the target groups in the desired environment for the purpose of attaining field data. The Field Research report was prepared.4. Defining competence through Skill Cards development and Strategy Design. Competence Card development was an activity closely related to the previous two activities in that it was designed so as to single out those competencies which could have the highest influence in preventing violent behavior and social exclusion so as to be included in Curriculum which was used for the development of the Training material.5. Curriculum and Delivery Method Strategy Development. The content of the SAVE Curriculum was designed as modules in which each specific sport competence is described, what are its objectives and required results. A detailed overview of each module and suggest a best possible method in how these competencies can be implemented during training was included into the curriculum. 6. Piloting Phase. Pilot trainings were conducted to test the developed curriculum and to collect feedback from participants.7. Development of "Sport against Violence and Exclusion" Handbook. Training KIT was developed with the assistance of all the gathered information and results. Increased sport skills and competencies in youth and trainers within the participant countries.
	Created and piloted curriculum and training for coaches and students. Enhanced network for coaches, youngster and parents through online platform for sport structures and courses. Promoted and increased engaging in sport, inter-
	cultural dialogue and sense of belonging in youth.



## **Pictures:**

Please attach to the sheet pictures of the project/programme















