



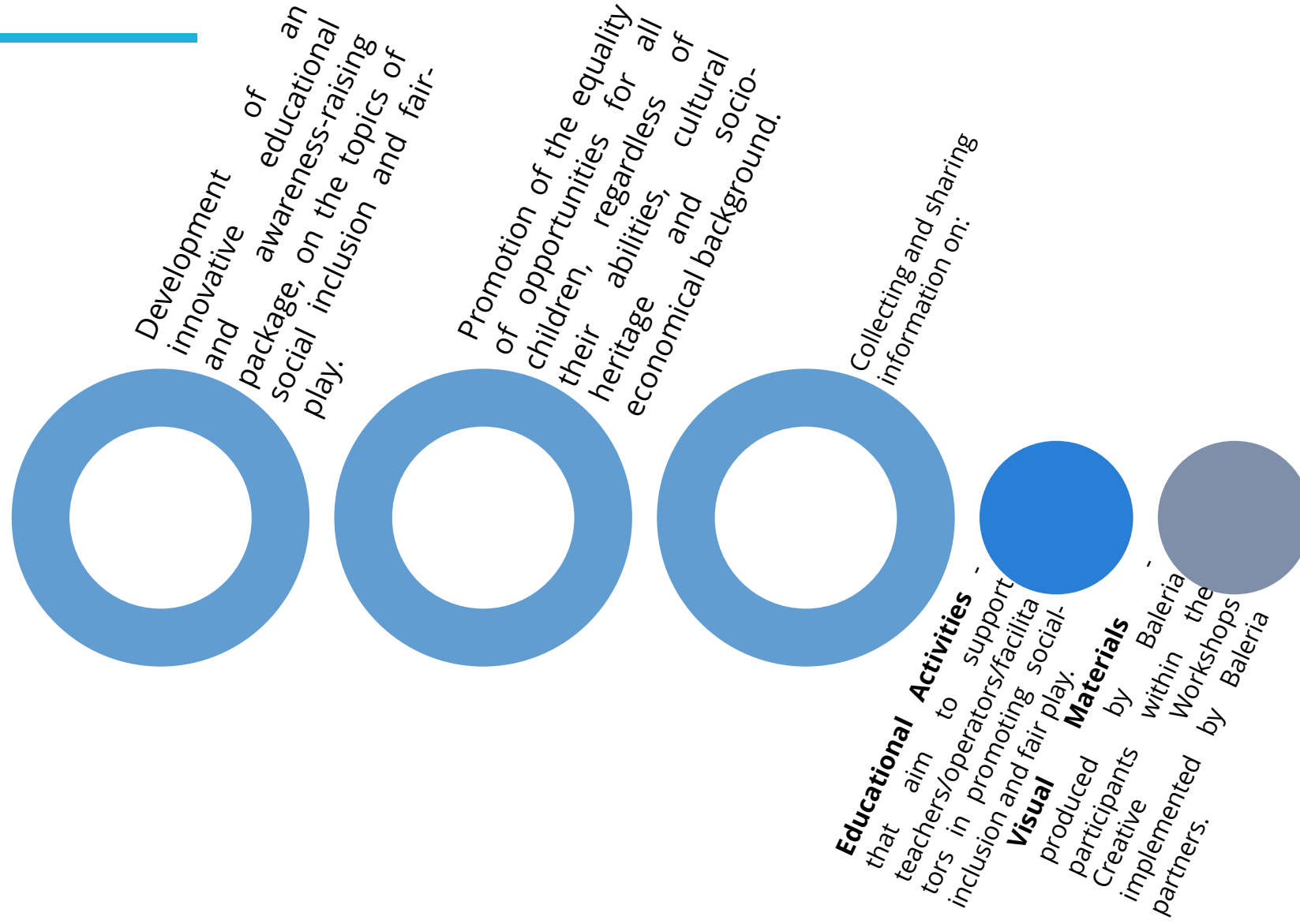
IO 2 - BALERIA CAMPUS TOOLKIT

 Co-funded by the
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OBJECTIVE



TARGETS

BALERIA PARTICIPANTS

- Participants to the project, their schools, associations, families.
- The Toolkit includes the collection of visual materials/outputs produced by project beneficiaries within the Creative Workshops organised by Baleria partners, as well as the detailed explanation on how to implement the activities that led to the creation of the outputs .

BALERIA EUROPEAN BENEFICIARIES

- Schools and associations within the partnership and at EU level, citizens, etc.
- The Online Repository serve as:
 - An **awareness raising campaign on the project topics** (i.e. collected visual material), and as
 - An **open source platform supporting teachers, members of associations, facilitators/etc across EU** in designing and implementing Creative Workshops aimed at raising awareness on social inclusion and fair play.

METHODOLOGY

Peer-to-peer approach

Elaboration of visual materials by young participants (i.e. educational drawings, images and video clips, etc) that are encouraged to express their own views on social inclusion and solidarity

Creative Workshops

Engaging participants in games that aim to stimulate thoughts around the concepts of fair-play, fair-life and social inclusion.

Involving participants in the design and elaboration of visual products aimed to raise awareness on the projects' topics among peers from other schools.

Target mapping group

Identification for each Creative Workshops one or more target groups, relevant for the specific context in which the activity is implemented (e.g. at school level, within the community, national level, etc).

Visual Materials

Artistic Products – The participants to the workshop are directly producing the material (i.e drawing, paintings, posters, etc.)

Documentary Products - Photo footage of the activity process developed within the workshop.

OPERATIONAL DEFINITIONS

BALERIA CAMPUSES

Multiplier sport events organised by project partners, which imply the organisation of activities such as Creative Workshops, aimed to raise awareness among participants on the Baleria values and philosophy.

PEER-TO-PEER APPROACH

Refers to the elaboration of awareness raising materials on the project topics, by children (i.e. Baleria participants) for their peers (i.e. other children within the Baleria network and beyond).

CREATIVE WORKSHOPS

Activities coordinated by project partners/teachers/facilitators within the Baleria Campuses, aimed at simultaneously raise awareness on project topics among the participants, while contributing to the elaboration of visual materials for the Baleria peer-to-peer awareness raising campaign.

VISUAL MATERIALS

The outputs/the results of the Creative Workshops produced directly by participants (i.e. Artistic products such as drawings, pictures, etc) or that engage participants as protagonists (i.e. Documentary products – such as footage of the workshop itself).

BALERIA KEY CONCEPTS

SOCIAL INCLUSION

The concept refers to the process of guaranteeing the equal access and participation to the life of a community/society of all its members, regardless of their cultural, social and economic background.

Within the Baleria project, social inclusion is promoted as the right of all children to equal opportunities to participate to the life of their school, community, etc.

The concept is as well linked to the respect for diversity and the sense of solidarity towards disadvantaged groups in European society. within Baleria, activities aimed to maintain the transversal character of the concept. However, each partner tried to focus on vulnerable groups that are relevant for the context.

FAIR-PLAY

The concept of fair play embodies several values, such as: fair competition, respect, friendship, team spirit, equality, integrity, solidarity, tolerance, etc.

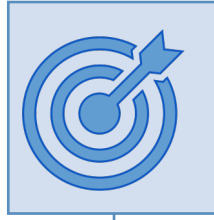
Within the Baleria project, the concept of fair-play is promoted in close link to the concept of fair-life. The message promoted by the Baleria project is that living in a community, being an active citizen of the European society, implies being a 'fair citizen', that is embracing the values of fair play in everyday life.

CREATIVE WORKSHOPS – THE CONCEPT



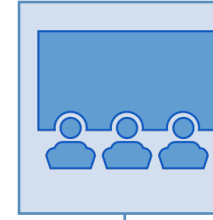
DEFINITION

- **The Creative Workshops** are sport activities (max 2-3 h) that engage medium size groups of children involved in the project activities.



AIM

- Engaging participants in creative games that aim to stimulate thoughts around the concepts of fair-play, fair-life and social inclusion.



OUTPUTS

- Artistic products - visual products able to raise awareness on the topics of fair-play, fair-life and social inclusion among peers.

CREATIVE WORKSHOPS – STANDARD STRUCTURE

Ideally, a standard Creative Workshop should include the following sessions:

SESSION 1 - INTRO

Introduction to Baleria philosophy and values: fair-play for a fair-life; sports as a way to promote 'social inclusion'; 'social inclusion' vs 'social exclusion';

SESSION 2 - BRAINSTORMING

Stimulating brainstorming/debates session on:
Potential target groups at risk of social exclusion;
What is social inclusion;
How can social inclusion be promoted through sports;

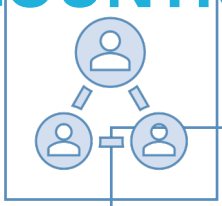
SESSION 3 – CREATIVE WORK

Participants use materials at their disposal in order to create artistic products (e.g. drawings, paintings, collage, sculptures, etc) that promote social inclusion.

SESSION 4 – FEEDBACK

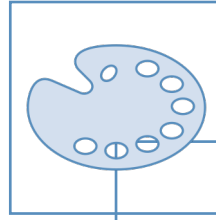
The facilitators/teachers/coordinators of the workshop make a brief summary of the activity and main results.

CREATIVE WORKSHOPS – BALERIA RESULTS ACROSS PROJECT COUNTRIES



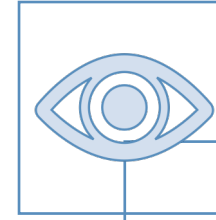
PROJECT COUNTRIES

- BALERIA CREATIVE WORKSHOPS were implemented in each project country. The results of the workshops are presented below by partner/project country (i.e. Slovenia, Greece, Italy, Germany, Bulgaria, Portugal)



EDUCATIONAL ACTIVITIES

- Educational Activities proposed and implemented by partners within the Creative Workshops are presented within the following structure, per each partner/project country:
 - Description
 - The process
 - Suggestions



VISUAL OUTPUTS

- The visual outputs of the Creative Workshop are presented for each activity, both in terms of Process (i.e. photos documenting the activity) and in terms of final output (i.e. artistic products).



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