

102 - BALERIA CAMPUS TOOLKIT



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MEDIA SPORT



**Deutsche
Sporthochschule Köln**
German Sport University Cologne



ISIG



IEBA
INTERNATIONAL EUROPEAN BUSINESS ASSOCIATION



OBJECTIVE



Development of an innovative educational awareness-raising package, on the topics of social inclusion and fair-play.

Promotion of the equality of opportunities for all children, regardless of their abilities, cultural heritage and socio-economical background.

Collecting and sharing information on:

Educational Activities - that aim to support teachers/operators/facilitators in promoting social-inclusion and fair play.

Visual Materials - produced by Baleria participants within the Creative Workshops implemented by Baleria partners.

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

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

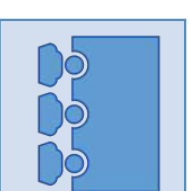


- **The Creative Workshops** are sport activities (max 2-3 h) that engage medium size groups of children involved in the project activities.



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;

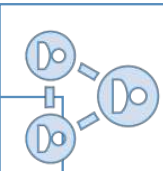
SESSION 3 – CREATIVE WORK

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

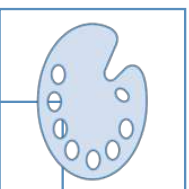
The facilitators/teachers/coordinators of the workshop make a brief summary of the activity and main results.

CREATIVE WORKSHOPS - BALERIA RESULTS ACROSS PROJECT COUNTRIES



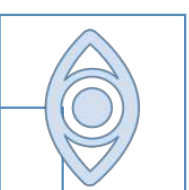
PROJECT COUNTRIES

- **BALERIA WORKSHOPS** 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)



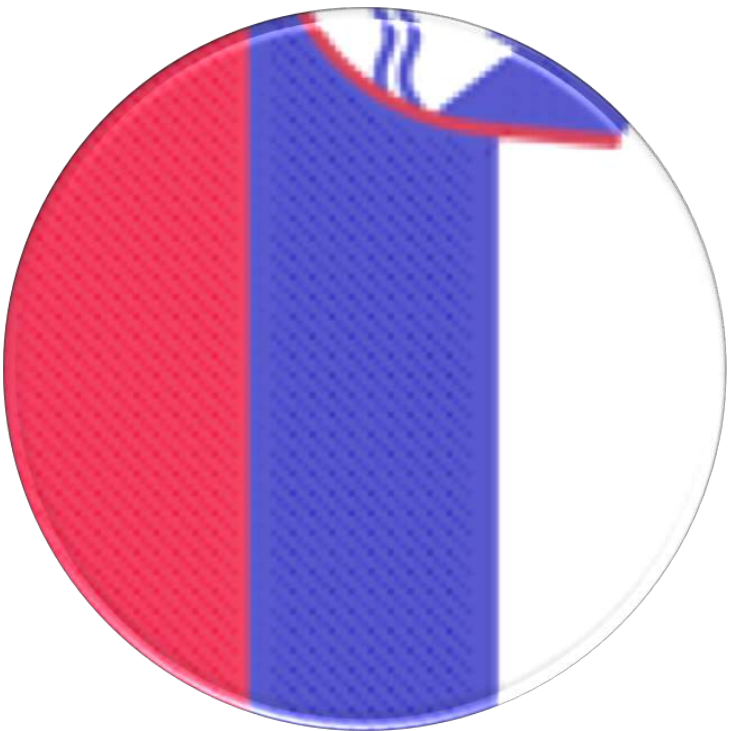
EDUCATIONAL ACTIVITIES

- 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). products.



Slovenia



Slovenia

Educational activities - Description

Drawing

Activity

Short presentation of the Baleria values and a guided debate with the participants about the topic; translation of the conversation into an art product

Objectives

- Raise awareness on the project topic
- Promotion of the Baleria values

Participants

- 26 participants
- 9-16 years old

Target Groups

Persons with special needs

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Slovenia

Educational activities - The process

Drawing



1 Prepare a short presentation of the Baleria values with a guided debate about the topic



2 At the end of the conversation ask the participants to translate this conversation into an art product, and assist them during their work if they have any open questions.



3 Participants can sketch their drawing with the pencil first and colour the sketch afterwards. Participants can sketch their drawing with the pencil first and colour the sketch afterwards

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Slovenia

Educational activities - Suggestions

Drawing



When colouring, you can invite participants to use any kind of colours (dry, wet, glowing etc.) to have fun with their creativity



This type of activity can be implemented either inside (especially during non pleasant weather) or outside on the open

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Slovenia

Educational activities - Visual output

Drawing



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Slovenia

Educational activities - Visual output

Drawing





Greece



Greece

Educational activities - Description

The «Present Activity»

Activity

Facilitators interact with the participants asking them to choose between two present bags; the first should be a good looking one filled with rubbish paper and the second one should be in a bad condition but filled with sweets and candies. After the participants discover the content of the two bags, facilitators ask them to have a second look to the presents and always give a second chance to the interior and not to the external appearance.

Objectives

- The activity aims to promote the social inclusion of persons with disabilities.
- Highlight the importance of giving a second chance to what is inside someone and not rejecting him because of his physical appearance-disability

Participants

- 50 participants
- 10-12 years old

Target Groups

Persons with disabilities

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Greece

Educational activities - The process

The «Present Activity»



The participants are asked to choose between two present bags: the first one good looking and filled with rubbish paper, the second one in a bad condition but filled with sweets and candies



When the rubbish will be revealed an exclamation of disappointment will be heard...



...but soon when the sweets will appear the happiness will be spread across participants. Now is the proper time to ask them to have a second look to the presents and always give a second chance to the interior and not to the external appearance.



Greece

Educational activities - Description

The Medals

Activity

After a brief presentation and conversation related to issues of disability and topics like Respect/Sport for All/ Acceptance of Diversity, participants are asked to paint and create the medals of a mixed population (e.g. disabled & non-disabled students) sport event. The results are collected and transformed into pins/medals

Objectives

- To create the prizes of the upcoming game day.
- Promote social inclusion of persons with disabilities and give the chance to the students to think about the topics of Respect/ Sport for All/ Acceptance of Diversity and paint the game day medals using their imagination

Participants

- 50 participants
- 10-12 years old

Target Groups

Persons with disabilities

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Greece

Educational activities - The process

The Medals



After a short conversation they are asked to paint and create the medals of a mixed population (e.g. disabled & non-disabled students) sport event



The Arts teacher collects the paintings and the project facilitator is in charge to transform the paintings into pins/medals.

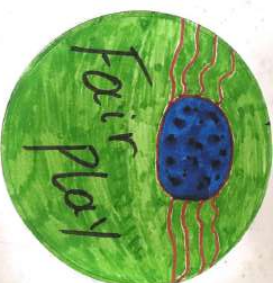
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Greece

Educational activities - Visual output

The Medals





Greece

educational activities description

The Puzzle of Values

Activity

Different puzzle pieces are placed on the floor with the words hidden; students are asked to think words related to the set topic (Respect/Ability/Diversity/Fair Play) Once the music plays, the two mixed groups are looking to find their couple puzzle person and shape the wright words; once they find their couple should go at the finish line to stand were the other "words" are standing

Objectives

- Promotion of the social inclusion of persons with disabilities.
- Gives the chance to the students to think about the topics of Respect/ Sport for All/ Acceptance of Diversity

Participants

- 50 participants
- 10-12 years old

Target Groups

Persons with disabilities

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Greece

educational activities the process

The Puzzle of Values



All pieces should be placed on the floor with the words hidden. The top surface must be the same for all pieces



The students are asked to things words related to the set topic (Respect/Ability/Diversity/Fair Play)

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Greece

Educational activities - The process

The Puzzle of Values



Once the music plays, the two mixed groups are looking to find their couple puzzle person and shape the wright words.

Once they find their couple should go at the finish line to stand were the other "words" are standing.

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Greece

Educational activities - Visual output

The Puzzle of Values





Greece

Educational activities - Description

The Baleria

House of Solidarity

Activity

The participants are stimulated by the facilitator to paint the house and reflect on it concepts like Respect/Sport for All/ Acceptance of Diversity/ Solidarity

Objectives

- To create a space for collecting the toys and books for children in need.
- To give the chance to children to interact by painting a 3D house which will host the solidarity material.
- To convert the abstract concept of Solidarity in a visualized place

Participants

- It is an open event so the more people attracted the better it is.
- 4-12 years old

Target Groups

Children in need

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Greece

Educational activities - The process

The Baleria House of Solidarity



The participants at beginning of the activity should be stimulated by the facilitator to paint the house and reflect on it concepts like Respect/Sport for All/ Acceptance of Diversity/ Solidarity



Soon more and more children are attracted by the activity and spontaneously asking what is going on with the house and potentially they want to paint the house

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Greece

Educational activities - visual output

The Baleria House of Solidarity





Greece

Educational activities - Description

The

Pyramid of Healthy Eating Habits

Activity

After a brief presentation and conversation related to their eating habits, participants are introduced to the structure of the Pyramid and they are asked to place on it their food options and modify them until they reach an appropriate model Pyramid

Objectives

- Raise awareness regarding healthy eating habits among students
- To convert the abstract concept of healthy eating habits into a visualized interactive game

Participants

- It is an open event so the more people attracted the better it is.
- 4-12 years old

Target Groups

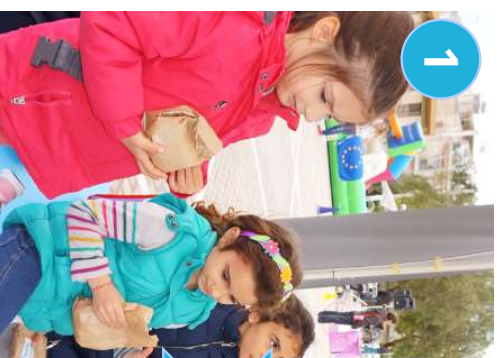
Children regardless age or ability



Greece

Educational activities - The process

The Pyramid of Healthy Eating Habits



The participants at beginning of the activity should be stimulated by the facilitator who asks them questions like what is your preferable meal, or if you could choose what would be your daily favourite meal, how many times per week do you consume red meat or poultry etc.



The facilitator explains the structure of the Pyramid and familiarizes the students with the images and their function on the Pyramid

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Greece

Educational activities - the process

The Pyramid of Healthy Eating Habits



Soon after the participants are asked to place on the "Pyramid" the food options according to their current beliefs or eating habits



If a significant deviation, from healthy eating habits, is observed the children are asked to revise their options until they come up with the appropriate model Pyramid of healthy eating habits



Greece

Educational activities - Visual output

The Pyramid of Healthy Eating Habits



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Greece

Educational activities - Description

The Poster Contest

Activity

After a brief presentation and conversation related to issues of disability and topics like Respect/Sport for All/ Acceptance of Diversity, participants are asked to individually or collectively paint and create the poster/invitation of a mixed population (e.g. disabled & non-disabled students) sport event

Objectives

- To create the invitation/poster of the upcoming game day.
- The activity aims to promote the social inclusion of persons with disabilities.
- Gives the chance to the students to think about the topics of Respect/ Sport for All/ Acceptance of Diversity and develop the game day poster/invitation using their imagination

Participants

- 50 participants
- 10-12 years old

Target Groups

Persons with disabilities

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Greece

Educational activities - Visual output

The Poster Contest





Italy



Italy

Educational activities - Description

The Colours of Friendship

Activity

After a brief explanation of the importance of teamwork and the value of brotherhood in everyday life, the participants start to use the finger colours to paint on the posters using creative imagination. Facilitators then collect the paintings

Objectives

- The activity aims to promote the values of friendship brotherhood;
- The activity gives the chance to the young participants to think about the importance of teamwork and collaboration.

Participants

- 30 participants
- 3-6 years old

Target Groups

Young persons in need

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Italy

Educational activities - The process

The Colours of Friendship



The facilitators explain the importance of the teamwork and the value of brotherhood in everyday life



The participants start to use the finger colours to paint on the posters using creative imagination

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Italy



Educational activities - the process

The Colours of Friendship



The kids draw and play together, helping each other



The facilitators collect the paintings representing the values of friendship and brotherhood

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Italy

Educational activities - visual output

The Colours of Friendship



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Italy

Educational activities - Visual output

The Colours of Friendship





Italy

Educational activities - Description

The

Collage of Solidarity

Activity

After a brief explanation of the importance of teamwork and the value of brotherhood in everyday life, the participants start to cut images from the magazines that represent the values of solidarity, friendship and brotherhood, gluing the images on the poster and creating different collages

Objectives

- The activity aims to promote the values of friendship and solidarity;
- The activity gives the chance to the young participants to think about the importance of team spirit and fair play.

Participants

- 30 participants
- 3-6 years old

Target Groups

Young persons in need

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Italy



Educational activities - The process

The Collage of Solidarity



The facilitators explain the importance of the team spirit and the value of solidarity in ever day life



The kids start to cut images from the magazines that represent the values of solidarity, friendship and brotherhood

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Italy



Educational activities - The process

The Collage of Solidarity



After that, they should glue the images on the poster creating different collages



The facilitators collect the poster representing the values of solidarity and brotherhood

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Italy

Educational activities - Visual output

The Collage of Solidarity



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Italy

Educational activities - Visual output

The Collage of Solidarity





Germany



Germany

Educational activities - Description

Activity

Children start to draw the border of their own hand on the sheet. Then they write their name into the hand. Once all children have personalized their A4-sheet, everyone gathers for the grand finale with the A4-sheets hanging visibly around the neck. Each child searches the matching word-string to form the complete word. After that the "matched Dominos" form a large circle.

Objectives

- The activity promotes teamwork and highlights the number of words related to Fair Play and Fair Life

Participants

- 12/250 participants
- 6/10 years old

Target Groups

All children



Germany

Educational activities - The process

The Baleria

Domino



1



2



The children personalize the A4-Sheets by encircling their own hand and writing their name in the middle. Then they put the paper with the string around their neck.

Each kid finds the partner who has the matching syllable / word string to complete the word.

When all dominos are completed, everybody comes together in a big circle reading all the words.

The game can be extended to more complex words or words consisting of more than two parts.

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Germany *educational activities visual output*

The Baleria Domino





Germany

educational activities description

The Baleria

Puzzle

Activity

A big puzzle of the Baleria family is made with all children. Each class designs 4 puzzle pieces that need to be glued together. Each child paints himself and his siblings as BALERIA puppets, who hold hands. The children write the name and the age under the puppets.

Objectives

-The activity promotes recognizing differences between people and respecting everyone equally. The children have to work as one team and support each other.

Participants

- 400 children in 16 classes (each class has 25 children)
- 6/10 years old

Target Groups

All children



Germany

Educational activities - The process

The Baleria Puzzle



The class is divided into 4 groups. Each group gets a piece of paper (puzzle piece) and one pen per child.



Each child paints himself and his siblings as BALERIA puppets, who hold hands. The children write the name and the age under the puppets. The completed puzzle pieces have to be glued together as a rectangle.

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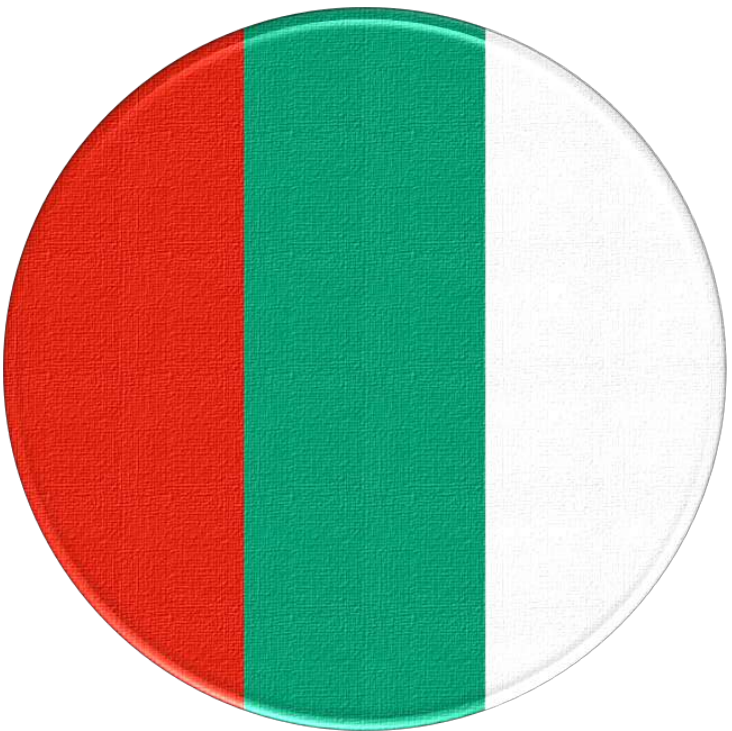


Germany

Educational activities - Visual output

The Baleria Puzzle





Bulgaria



Bulgaria

Educational activities - Description

The

Puppets of Friendship

Activity

After a brief explanation of the importance of teamwork and the value of friendship in everyday life, the participants start to cut some long pieces of coloured fabric. After that they start to embroider the fabric, trying to create little puppets, also using the buttons and other materials.

Objectives

- The activity aims to promote the values of friendship and solidarity;
- The activity gives the chance to the young participants to think about the importance of team spirit

Participants

- 25/30 participants
- 4-6 years old

Target Groups

Childrens in need



Bulgaria

Educational activities - The process

The Puppets

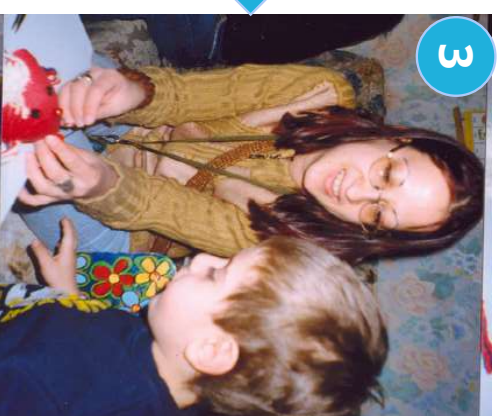
of Friendship



1
After a brief description of the importance of the team work, participants cut some long pieces of coloured fabric with the support of the facilitator.



2
After that, participants try to embroider the coloured fabric and create little puppets, using the buttons and other materials.



3
At the end of the activity, the facilitator collects the artistic products of the children.

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Bulgaria

Educational activities - Visual output

The Puppets of Friendship





Bulgaria

Educational activities - Description

The Drawings of Brotherhood

Activity

After a brief explanation of the importance of teamwork and the value of brotherhood and respect in everyday life, start to use the tempera colours or the water colours to paint on the posters using creative imagination. The facilitators help the children to make the best use of colors and at the end of the activity they collect the paintings representing the values of friendship and brotherhood

Objectives

- The activity aims to promote the values of brotherhood and respect;
- The activity gives the chance to the young participants to think about the importance of team spirit

Participants

- 25/30 participants

- 6-10 years old

Target Groups

Children in need

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Bulgaria

Educational activities - The process

The Drawings of Brotherhood



The participant start to use the tempera colors or the water colours to paint on the posters using creative imagination.



The facilitators help the children to make the best use of colours.



The facilitators collect the paintings representing the values of friendship and brotherhood.

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Bulgaria

Educational activities - Visual output

The Drawings of Brotherhood





Portugal



Portugal

Educational/sport activities - Description

Baleria

Basketball

Activity

The purpose of each team (composed by 4 players) is to throw the ball into the opponent's basket and to prevent the opposing team from taking possession of the ball or to score, respecting the rules and the opponent. The game is divided by 2 times, 5 minutes each. The team that reaches 10 points (one shot, one point) wins

the game

- The activity aims to promote the values of team work, respect of the rules and the opponent;
- The activity gives the chance to the young participants to think about the importance of team spirit and helping each other to achieve the same targets.

Participants

- 32 participants (4 groups of 8 children). One team is composed by 4 players

- 6-10 years old

Target Groups

All children

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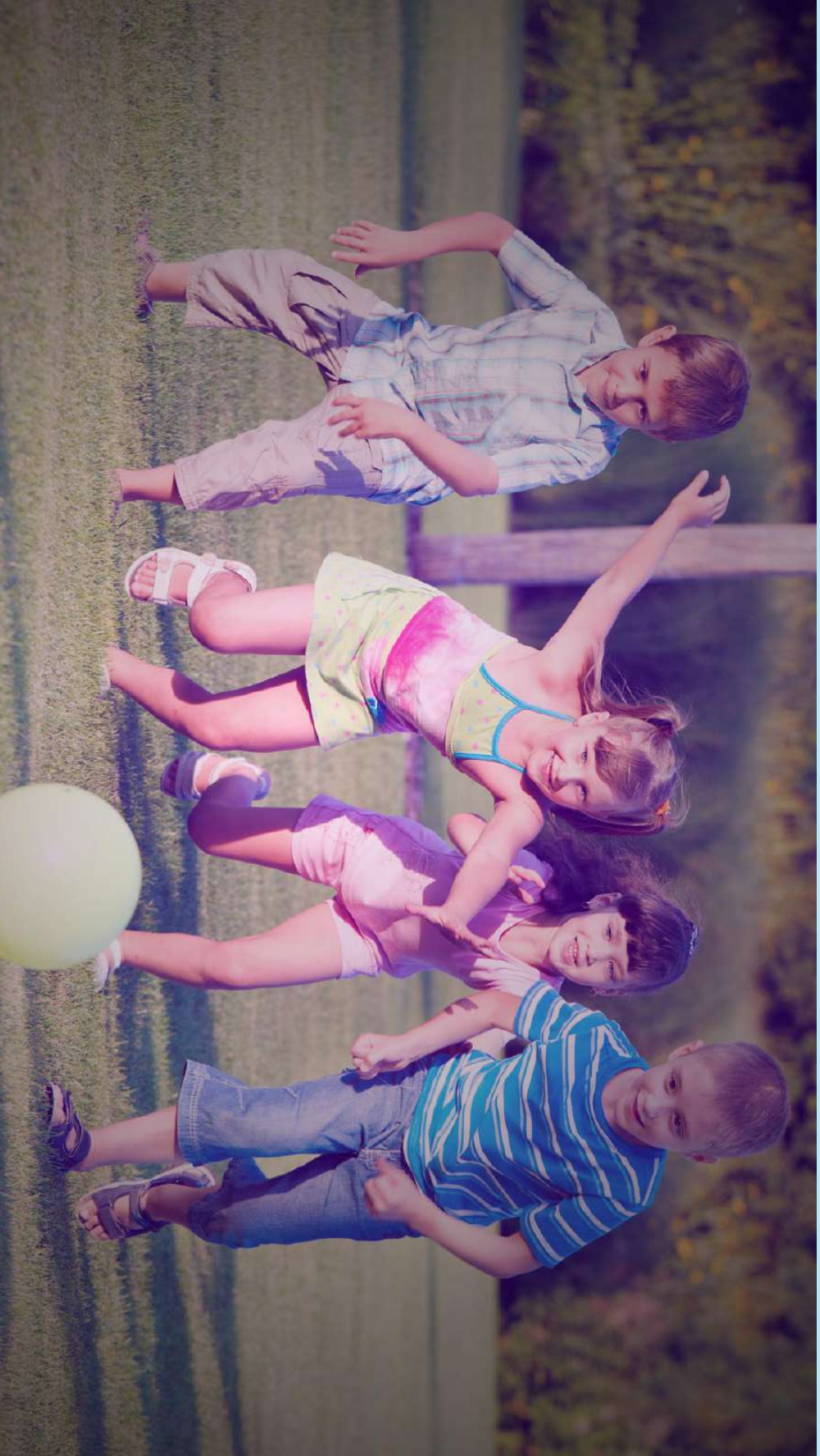
Portugal

Educational/sport activities – Visual

output

Baléria Basketball





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