

## DRAFT PROJECT

<b>EU Programme</b>	<b>“ERASMUS+” PROGRAMME</b>
<b>Call</b>	<b>Action SPORT: Small Collaborative Partnerships</b>
<b>Deadline</b>	<b>12/05/2016 – h. 12.00</b>
<b>Aplicant</b>	<b>Federazione Italiana Giochi e Sport Tradizionali (FIGEST) - Italy</b>
<b>Composition of the Transnational Partnership</b>	<p><b>Partners number:</b> Minimum 3 partners from 3 different European countries</p> <p><b>Typology:</b></p> <ul style="list-style-type: none"> <li>✓ A public body in charge of the sport at the local, regional or national level;</li> <li>✓ A national Olympic committee or the national sports federation;</li> <li>✓ Sports organization at the local, regional, national, European or international level;</li> <li>✓ A national sports team;</li> <li>✓ A sports club;</li> <li>✓ Organization or union of athletes;</li> <li>✓ Organizations or unions of professionals and volunteers in the field of sport (such as coaches, managers, etc);</li> <li>✓ An organization representing the movement "Sport for All";</li> <li>✓ An organization active in the promotion of physical activity;</li> <li>✓ An organization active in the field of "free time".</li> </ul>
<b>Title</b>	<b>Open Games and Traditional Sports For All (Acronym: G.O._F.A.S.T!)</b>
<b>Project idea</b>	<p>The project aims to enhancing and promoting the games and traditional sports in Europe highlighting the high level of accessibility and usability of these and their important function in terms of social inclusion, integration and combating discrimination. In addition, the project aims to disseminate and promote the knowledge of the potentialities of the games and traditional sports in relation to the physical, mental and motor development of the people, particularly of young people and the disabled and the positive impact that the practice of such activities has on growth and on the personal evolution of all European citizens.</p> <p>After the experience of G.A.Me.S.Net project, funded by the European Commission under the Preparatory Action “European Partnerships on Sports”- Priority n. 3 "Promoting European traditional Sports and Games" (Year 2013) and completed in 2015, in which it was achieved the primary</p>

	<p>objective of building an European network of stakeholders in the sector aimed in particular to the identification, development and promotion of the roots and common European values, the FIGEST, in a development perspective of this Network and strong of the good results achieved in terms of impact and dissemination on European territory with this first project, aims to develop this experience with new contents and create new synergies and opportunities for exchange of good practice, enhancing and focusing on a key aspect of traditional sports and games and on the most significant and representative specific values.</p> <p>The traditional games and sports are the most direct and true expression of the rich historical and cultural heritage and preserve the meaning of the European Union's fundamental values such as the respect, friendship, integration, tolerance, equality, the right to individual and social development for all European citizens. This enhances the natural ability of such activities to be practiced by everyone without distinction and without discrimination. The knowledge and the respect of a few rules of the game, in fact, allows to enter a unique world passed down over the centuries, one "open space" that exceeds the territorial boundaries, but preserves and protects at the same time, the peculiarities and the historical and cultural traditions of each locality and European population.</p> <p>In the project, as expected in the Programme Agreement at the base of "Games Network", also continues and is strengthened, the focus on young people, through the implementation of renewed actions of awareness-raising and promotion, so as to facilitate and strengthen the participation of new generations to the traditional sports activities, even within a goal of change of lifestyle that combines fun, solidarity, acceptance and respect for diversity and awareness of their health and their health .</p> <p>So this is a project where young people are both actors and beneficiaries. And it is especially for this reason that in the implementation of publicity, promotion and dissemination will be used, in particular, media channels and tools related to Web and application of new communication technologies such as social networks and mobile technologies (app).</p>
<p><b>Objectives</b></p>	<p><b><u>Strategic Objectives:</u></b></p> <ul style="list-style-type: none"> <li>a) To Promote European traditional sports and games</li> <li>b) To Foster the social inclusion in sport, especially by supporting the implementation of the EU Disability Strategy.</li> </ul> <p><b><u>Specific Objectives:</u></b></p> <ul style="list-style-type: none"> <li>✓ Promoting and enhancing the full and complete access to carry out of the traditional sports and games</li> <li>✓ Promoting and enhancing the importance of the traditional sports and</li> </ul>

	<p>games relatively to the mental and physical development of young people with disabilities and their individual and social growth</p> <ul style="list-style-type: none"> <li>✓ Spreading and disseminating the fundamental values of the traditional sport and games in an European perspective of union, integration and respect for diversity.</li> <li>✓ Raising the awareness of new generations to the practice of the traditional sports and games as part of a wider objective of education to a more healthy and balanced lifestyle</li> <li>✓ Developing new synergies and new content by improving and expanding, through the participation of new stakeholders, the European Network of the "Games.Net" project</li> <li>✓ Achieving a wider programme of specific actions for the exchange of ideas, experiences and best practices</li> <li>✓ Implementing partnership and networking activities through the use of innovative methodologies and the application of new communication technologies</li> <li>✓ Realizing thematic and promotional events for disseminate the knowledge of the traditional sports and games, their values and their potentialities for the development and social inclusion.</li> </ul>
<p><b>Work Plan</b></p>	<p><b>WP1: Management and coordination of the project</b>  <u>WP Coordinator</u> : Applicant (FIGEST)  <u>Expected results</u>:  Implementation of initiatives and tools designed exclusively to quality control, monitoring, identification and prevention of risks and to the correct development of the project in an organizational, management, administrative and financial perspective.</p> <p><b>WP.2: Creation of an European contest for young people related to the relationship between the practice of the traditional sports and games, the fight against discrimination and the respect and appreciation of diversity in all its forms</b>  <u>WP Coordinator</u>: Universities or association operating in the field of "Sport for all" or youth policies  <u>Expected results</u>: creation of a European contest with the collection, selection and award for the best research from schools, classes or non-formal groups of European young people aged 15 to 18 years regarding the relationship between the practice of the traditional sports and games, the fight against discrimination and the respect and appreciation of diversity in</p>

	<p>all its forms.</p> <p><b>WP3: Creation of an open programme of networking initiatives, exchange of good practice and demonstration and promotional events</b>  <u>WP Coordinator:</u> Applicant or other association / federation operating in the field of the European traditional games and sport  <u>Expected results:</u></p> <ul style="list-style-type: none"> <li>✓ interactive and networking initiatives (discussion groups, chat, skype conferences, local workshops and promotional events)</li> <li>✓ creation of an European workshop on the practice of traditional sport and games with the involvement of people with disabilities and the participation of stakeholders of the sector and representatives of institutions and associations active in the field of youth policy</li> <li>✓ Implementation of an European event characterized by a wide range of demonstration, information and promotion initiatives, with the simulation of accessible European traditional sports and games.</li> </ul> <p><b>WP.4: Definition of accessible European Traditional Games divided in function of the type of disability and the realization of specific Video-Information Guide (and iGuide)</b>  <u>WP Coordinator:</u> Universities or Association operating in the field of "Sport for All"  <u>Expected results:</u>  Video-Information Guide and iGuide on accessible traditional games and sports divided by macro-type of disability. The Guide will be made on paper, multimedia and online.</p> <p><b>WP5: Implementation of communication and dissemination actions</b>  <u>WP Coordinator:</u> Federation / Sport Association or University or Association operating in the field of "Sport for All" and / or youth policy  <u>Expected Results:</u> Implementation of a communication and dissemination plan in particular oriented by to the use of innovative methodologies and to the application of new techniques and communication technologies. The Games Network, through its channels and tools, it will be a priority channel of dissemination and promotion of the project results.</p>
<b>Duration</b>	<b>12 months</b>
<b>Budget</b>	<b>Tot. Project budget: max € 60.000,00</b> <b>EU Grant : € 48.000 (= 80% of the tot. project budget)</b> <b>Co-funding: € 12.000 (= 20% of the tot. project budget)</b>
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