



TAFISA Activities within the EU

An introduction to...

Conference on Financing
Sports from International
Funds

12th December 2016

Warsaw, Poland

TAFISA
SportCityNet

TAFISA
RECALL
Games of the Past – Sports for Today

#BEACTIVE
European Week of Sport

TAFISA: Aiming for an Active World

- ▣ The leading international Sport for All and physical Activity Organisation

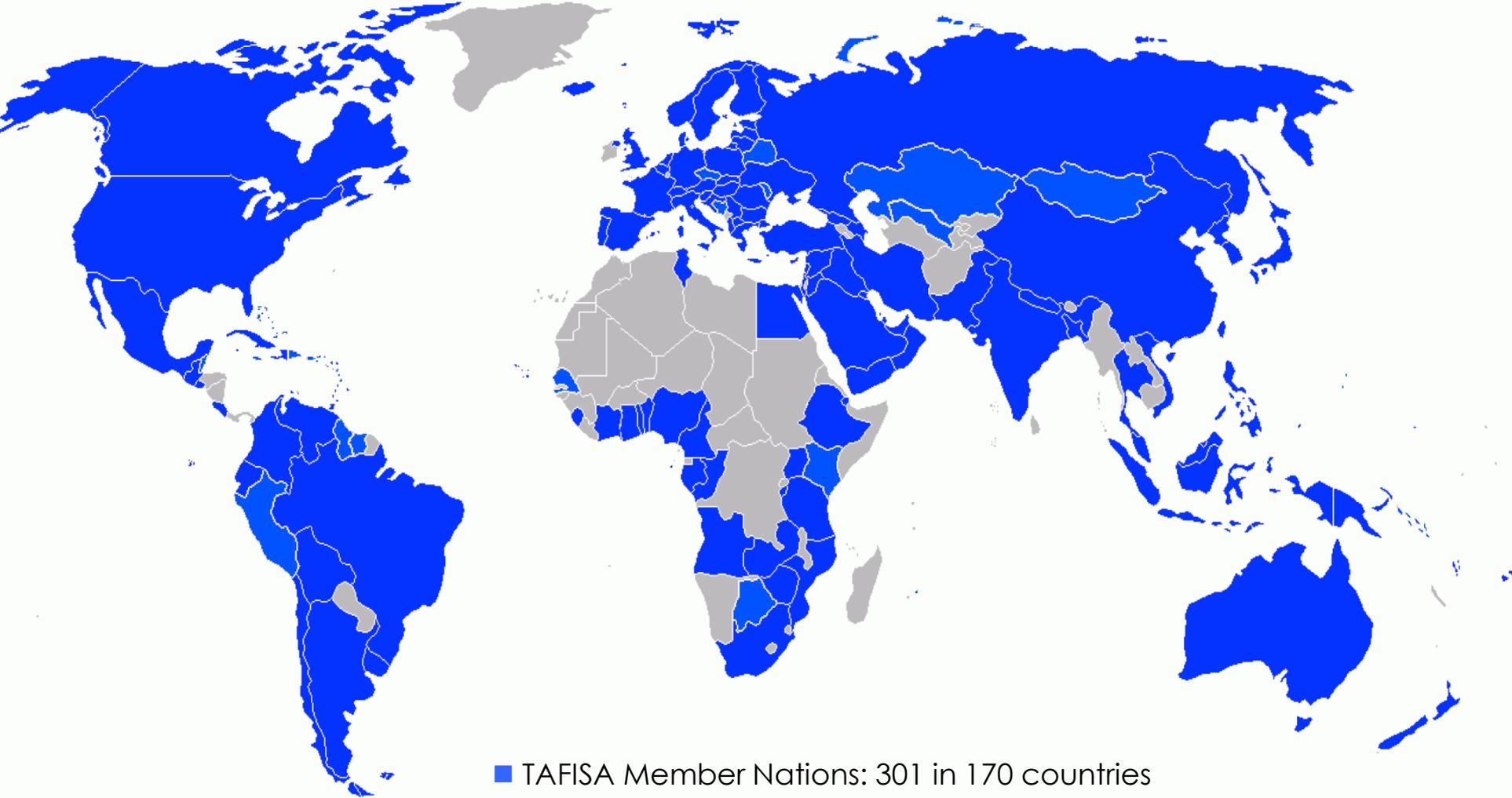
*Vision: To achieve **a sustainable Active World***

*Mission: To mobilise our members to **reintroduce sustainable Sport for All and physical activity practices into everyday lives...***

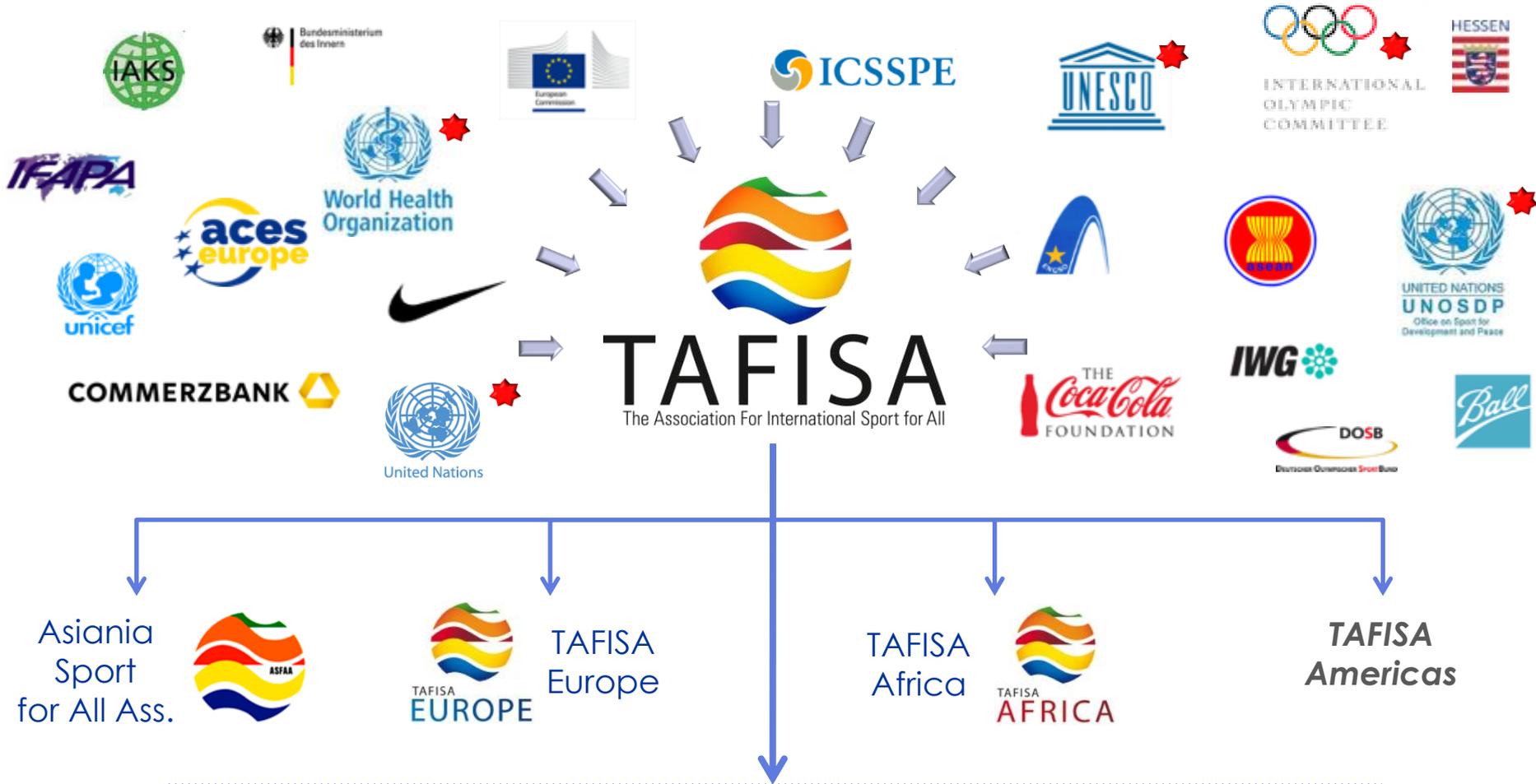
Focus Areas:

- ▣ Provide **networking and experience sharing** opportunities
- ▣ Support **sustainable Sport for All** and physical activity practices
- ▣ Support **member development**, through programs & events
- ▣ **Lobby** internationally for Sport for All & physical activity

The TAFISA World



TAFISA – For An Active World



TAFISA Members
>300 organisations, >170 countries, all continents

 Official Recognition

TAFISA Europe

- An active, informal platform acting as TAFISA's official European regional body since 2011
- Objectives
 - Provide programs and events for European members and citizens
 - Provide networking and experience sharing platforms
 - Lobby across Europe for Sport for All and physical activity, and assume political leadership
- Elected Steering Committee
- TAFISA Europe Conference, every two years since 2016 (Ljubljana, Slovenia)
- 1st TAFISA European Sport for All Games in 2018 in Leeuwarden, Netherlands

Cooperation with the EU

- Institutional
 - Recognised expert in Sport for All, physical activity and Traditional Sports and Games
 - Official partner and member of the Advisory Board of the European Week of Sport
 - Member of the High Level Group on Grassroots Sports
- Project-based
 - Preparatory Actions in the field of sport 2009 – 2013
 - Erasmus + Programme since 2014

European Projects

- An important part of our work
 - Funding stream
 - Best way to create networking and experience-sharing opportunities in Europe
 - Open new opportunities
- However preliminary conditions – a European project must:
 - Meet our vision and mission
 - Complement our strategy and focus areas: will the project provide an added-value to our work and network?
 - Have the potential to be transferrable to other parts of the world

Projects funded so far...

Leader	Partner
SportCityNet (2013-14)	Sport Clubs for Health (2009-11)
Recall: Games of the Past – Sports for Today (2014 – 15)	Physical Activity Serving Society (2015-17)
EWOs Toolbox (2015-16)	Anti-Doping Values in Coach Education (2017 – 19)
European TSG Platform (2017)	Forum for Anti-Doping in Recreational Sport (2017 – 19)
	Participation, Recreation and Inclusion through Martial Arts Education (2017 – 19)
	Keep Youngsters Involved (2017 – 18)

Recall: Games of the Past – Sports for Today

- A project co-funded by the European Commission in the framework of the Call for Proposals “EAC/S03/2013 Preparatory Action: European Partnerships on Sport.”
- Priority Area: Promotion of Traditional Sports and Games
- Implementation: 18 months (1 January 2014 – 30 June 2015)
- Project Leader: TAFISA
- Partners: 13 from 9 EU Member States

Project Partners

13 complementary project partners from 9 EU Member States, and cross-sectorial areas

- ▣ Traditional Sports and Games
- ▣ Sport for All and Physical Activity
- ▣ Physical Education and Coaching
- ▣ Events organisation
- ▣ Children
- ▣ Universal Access
- ▣ Communication and Dissemination



Aim

To reintroduce Traditional Sports and Games into the daily lives of children and youth, as a means to tackle social challenges of today – such as the deadly cycle of physical inactivity.

A practical approach

- Target group: children and youth
- Specific Objectives:
 - Safeguard and promote European TSG
 - Maximise the reach of the project results, throughout Europe
 - Ensure the inclusiveness of the outputs
 - Provide practical, usable tools to local stakeholders
 - Increase participation in Sport for All and Physical Activity among children

Project Results

1. A Collection of TSG that are suitable to be reintroduced to children and youth
2. Tools/Enablers to help teachers, coaches, caretakers and volunteers to teach and (re)introduce TSG to children and youth in the scope of:
 - ▣ Schools and kindergartens
 - ▣ Universities
 - ▣ Sport Clubs and Federations
 - ▣ Events Organisers
 - ▣ Universal Access
3. Articles providing background on the topic of Traditional Sports and Games.
 - ▣ **Ground-tested during a pilot programme**
 - ▣ **Aligned with the Designed to Move Call for Action**

Platforms

- ▣ Recall website
- ▣ Recall app, freely downloadable
- ▣ Recall book

www.recallgames.com

A TSG Collection

- Games selected according to their geography, history, inclusiveness, children-friendliness, transferability across cultures, accessibility of their equipment, adaptability and non-dangerousness
- Partnership with UNICEF & Youth Sport Trust



www.recallgames.com

A TSG Collection (2)

- ▣ Practical information:
 - ▣ Basics
 - ▣ How to play (game set up and rules)
 - ▣ Background
 - ▣ Universal access (variations – TREE model)

<p style="text-align: center; font-weight: bold; color: white;">Teaching Style</p> <ol style="list-style-type: none"> 1. Provide clear and simple instruction 2. Balance the ability level of the team 3. Complete a walk through the playing area 4. Practice games before introducing scoring 5. Encourage players to communicate throughout the game 6. Safety instructions to be tailored to the environment and participants playing the game. 	<p style="text-align: center; font-weight: bold; color: white;">Equipment</p> <ol style="list-style-type: none"> 1. Range of balls can be used that vary in weight, size, speed, texture, density etc. 2. Audible equipment can be used (e.g. bell or rattle ball) 3. Brightly coloured equipment can be used 4. Use a flat net or just a line instead of the net
<p style="text-align: center; font-weight: bold; color: white;">Rules</p> <ol style="list-style-type: none"> 1. Allow 2 bounces per player, allow more than 3 hits per team 2. Allow catch and throw instead of hitting the ball 3. Increase/decrease time limit of the game 4. Increase/decrease number of players 	<p style="text-align: center; font-weight: bold; color: white;">Environment</p> <ol style="list-style-type: none"> 1. Increase/decrease the playing area/distance/ boundaries/zones/pitching distance/shape 2. Ensure the indoor/outdoor playing area has a smooth surface and is free of obstacles 3. lower/heighten the net



Basics	How to play	Universal Access	Background
Type of game:		Ball Game	
Character of the game:		Competitive	
Country of origin:		Germany	
Aim of the game:		To hit the ball with a closed fist or with the forearm over the net into the opponents' field so they are unable to return it without committing a fault.	
Number of players:		<input type="text" value="MULTI PLAYER"/> 10 players, 5 on each team.	
Age		12 +	
Difficulty:		Hard	
Area of play:		Outdoor: 50m x 20m; indoor: 40m x 20m (smaller court sizes can be used)	
		<input type="text" value="OUTDOOR"/>	
Equipment		<input type="text" value="BALL"/> - A glued hollow ball made of leather and harder than a volleyball - 3-6 cm wide net, cord or ribbon stretched between two posts up to 2,0 m high for men's groups or 1,9 m for women's groups. A portable volleyball set can be used.	
Motor skills		<input type="text" value="COORDINATION"/> <input type="text" value="SPEED"/> <input type="text" value="ENDURANCE"/> <input type="text" value="FLEXIBILITY"/>	
Social skills		<input type="text" value="COOPERATION"/> <input type="text" value="COMPETITION"/> <input type="text" value="COMMUNICATION"/>	
Cognitive skills		<input type="text" value="STRATEGY BUILDING"/> <input type="text" value="TACTICS"/>	

Universal Access

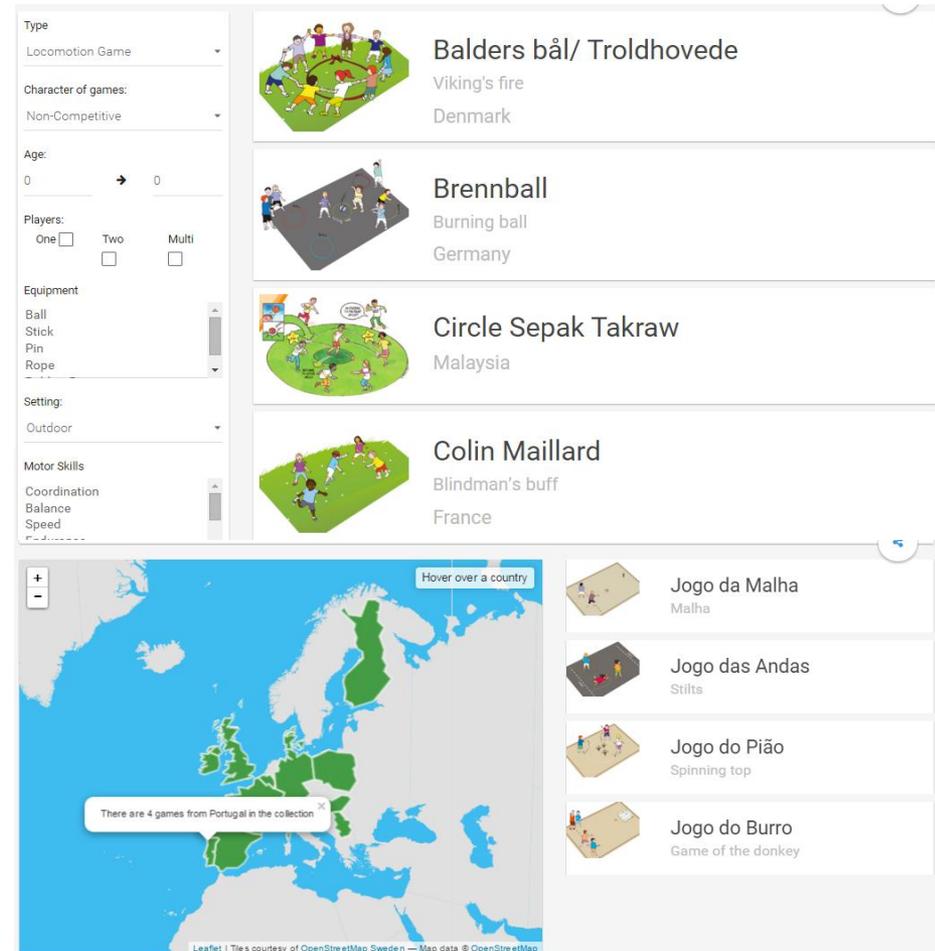
- Universal Access
 - UNESCO Chair on “Transforming the Lives of People with Disabilities, their Families and Communities through Physical Education, Sport, Recreation and Fitness”
 - Let’s “Inclusivise” TSG
 - TREE Model: variations according to
 - Teaching Styles
 - Rules
 - Equipment
 - Environment



UNESCO Chair “Transforming the Lives of People with Disabilities, their Families and Communities, Through Physical Education, Sport, Recreation and Fitness”

A TSG Collection (3)

- User-oriented classification
 - By country - interactive Map
 - Advanced Search
 - A to Z
 - Quick filters
 - Level of difficulty
- **User Account - Gamebox**



The screenshot displays the TSG Collection interface. On the left, there are filter panels for 'Type' (Locomotion Game), 'Character of games' (Non-Competitive), 'Age' (0 to 0), 'Players' (One, Two, Multi), 'Equipment' (Ball, Stick, Pin, Rope), 'Setting' (Outdoor), and 'Motor Skills' (Coordination, Balance, Speed). The main area shows a list of games with 3D illustrations and titles: Balders bål/ Trolldhovede (Viking's fire, Denmark), Brennball (Burning ball, Germany), Circle Sepak Takraw (Malaysia), and Colin Maillard (Blindman's buff, France). Below the list is an interactive map of Europe with a tooltip over Portugal stating 'There are 4 games from Portugal in the collection'. On the right side of the map, there is a vertical list of games: Jogo da Malha (Malha), Jogo das Andas (Stilts), Jogo do Pião (Spinning top), and Jogo do Burro (Game of the donkey).

A TSG Collection (4)

- ▣ Accessibility to all target groups
 - ▣ Illustrations
 - ▣ Videos (Youtube channel)
 - ▣ Working cards
 - ▣ Social Media



Image
Video
🔗

The chapel(Kapela)



Kapela
(The Chapel)





www.tafisa.net

Aim of the game: To throw a ball and try to knock down a kapela (a small pyramid made from stones) placed in the centre of a circle.

Rules:
One of the players, wearing a hat, stands in the middle of the circle, his role is to guard the 'kapela'. The other players stand outside the circle, about 4m from the center, and one by one throw balls at the kapela. If a thrown or rolled ball hits and knocks down the kapela, the successful thrower must run to fetch the ball and go back outside the circle while the 'guardian of the chapel' tries to put the stack back up. If the 'guardian' rebuilds the stack before the thrower recovers his ball and gets safely outside the circle, he throws his hat at the running player. If the thrower is hit, he becomes the new 'guardian'. If the thrower is not hit the game continues with the same 'guardian'.



Equipment and Materials: A Hat, 5 wooden stones or blocks ranging from big to small, and 10 wooden 8 cm balls. Wooden or plastic blocks, rubber rings or plastic balls can also be used.

Age: 7+

Number of players: 4 - 10

Duration: Unlimited

📄 Download working card for this game

Enablers

- Tips & tricks aimed at helping multipliers and key stakeholders understand the added value of TSG and how they can include them into their daily work
 - Background information about TSG
 - Why reintroducing TSG: the benefits for each target group
 - How to reintroduce TSG



The screenshot shows the TAFISA RECALL website interface. At the top, there are logos for TAFISA RECALL, 'Champion of DESIGNED TO MOVE', and the European Union flag. Below the navigation bar, the main heading is 'Kindergarten & Schools'. A sidebar on the left contains five categories: KINDERGARTEN & SCHOOLS (red), UNIVERSITIES (blue), CLUBS & FEDERATIONS (green), EVENT ORGANISERS (yellow), and UNIVERSAL ACCESS (orange). The main content area is titled 'THE NEED FOR AN ACTIVE AND PLAYFUL DAILY ROUTINE' and contains text about the importance of physical activity for children and youth, along with a list of challenges and a call to action for reintroducing TSG.

Background Articles

- “Definition, Classification, Preservation of Dissemination of Traditional Sports & Games in Europe”
- “Cultural Aspects of Traditional Sports and Games”
- “History and Cultural Context of TSG in Selected European Countries”
- “Traditional Sports and Games in the Modern Societies”;
- “The Benefits of Traditional Sports and Games: What they Can Bring to Children and Youth of Today”

Main Findings

- The relevance of TSG as an indispensable tool to highlight the European culture and tradition – beyond sport and physical activity – has been confirmed;
- Traditional Sports and Games appear to be a valid tool to counterbalance “modern sports”: they attract those publics which do not like “modern sport” and are usually inactive through a Sport for All approach.
- The safeguarding and promotion of TSG can only be proven effective through their inscription in a long-term strategy, which should be followed up by the European Commission

Signature of the **“Recall Appeal on the Promotion and Re-Introduction of Traditional Sports and Games into the Daily Lives of European Citizens”** on June 30th, 2015, at the European Parliament, with Yves Le Lostecque and MEP Seán Kelly

European TSG Platform

- A new project co-funded by the Erasmus + programme of the EU
- Based on the conclusions of project Recall and the 3 other TSG projects funded by the EU preparatory actions in the field of sport
- Coalition of complementary project partners
- 1-year timeframe: 2017



European TSG Platform

- ▣ Aims:
 - ▣ Map the situation of TSG in Europe, from a threefold approach: research, policy and practice
 - ▣ Define recommendations to the EU for the safeguarding and promotion of TSG
 - ▣ Establish a European TSG platform as a central resource hub for the development of a coordinated European approach towards the preservation and promotion of TSG

Be Part of Erasmus +

- Open to any registered non-profit organisation
 - (Sport) federations and associations
 - Municipalities
 - Universities
 - Clubs

- Get in touch with potential partners Europe-wide
 - Erasmus + Platform
 - TAFISA Europe network

- Develop or join a project!



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