



GLOBAL PEACE GAMES, 2017 EXECUTIVE SUMMARY

October 31, 2017

EXECUTIVE SUMMARY; The Executive Summary presents an overview of the main findings from our transnational analysis of surveys with project participants and project partners /team members involved in Erasmus+: Youth in Action project conducted September 2017. The study was designed and implemented by The National Children's Football Alliance.

Project Background and Description

The Global Peace Games (GPGs) was part funded by Erasmus+, inspired by The United Nations' International Day of Peace and The First World War's 1914 Christmas Truces. Directed by The National Children's Football Alliance (UK) and facilitated by The Peace Village (Belgium). The GPGs is a week-long event engaging young people from diverse backgrounds and different cultures, in football games and non-formal peace education.

Achieved Aims

Over 60 young people originally from 15 countries represented Belgium, England and Italy; they participated for free in the week-long event of all-inclusive activities, games and peace education. Through a diverse programme, participants learnt about: The First World War, the role of sport in conflict resolution, cultural awareness, civic awareness, EU citizenship, tolerance and humanitarianism. They experienced sportsmanship and enhanced communication skills, and intercultural awareness.

Outcomes Achieved

The outcomes achieved are as follows

- Competent in self learning. Taking ownership to commemorate, celebrate and protect peace, in all societies.
- Improved interpersonal, intercultural, and social skills and a heightened civic awareness.
- Ability to express ideas through inter-cultural communication and build community cohesion.
- Increased understanding of the value of tolerance and humanitarianism.
- Increased confidence in team building and leadership whilst collaborating with different cultures.

Impact

- Participants dissemination; ongoing influence: sharing experiences, at home, at school and in their community
- Health and well-being; activities providing strong mental health benefits.
- Multi-agency benefits: sharing best practice and identifying areas for further development.
- Stronger GPGs networks.
- Delivery partners capitalizing on experience – through multi-cultural identity.

Conclusion

A major factor to the success of the GPGs was that it was not mandatory. The participants volunteered to take part; it was indeed over-subscribed and unfortunately there were not enough places to meet demand. In essence, The GPGs reached out to a generation and offered them the unique opportunity to discover the power of football and multi-cultural peace education whilst making friends for life – Peace Makers for the Future.