PEACE FIELD PROGRAMME

GLOBAL PEACE GAMES

SEPTEMBER 2026

Author: CFA

PEACE FIELD PROGRAMME'S

2026 GLOBAL PEACE GAMES REPORT

by The Children's Football Alliance.

SEPTEMBER 2026



FAIR PLAY POINT

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GLOBAL PEACE GAMES, 2026
EXECUTIVE SUMMARY

November 1, 2026

EXECUTIVE SUMMARY: This executive summary outlines the key findings from a transnational survey of participants, project partners, and volunteers involved in the 2026 Global Peace Games (14–20 September 2026), part of the Children's Football Alliance Peace Field Programme.

Programme Background and Context.

The Children's Football Alliance (CFA) Peace Field Programme commemorates the past and celebrates peace through play. Marking its 10th anniversary in 2024, the initiative now spans 86 International Peace Field Projects (PFPs) across six continents.

As part of each project, local play areas are officially twinned with the Peace Village's Peace Pitch, overlooking Flanders Peace Field in Belgium—the historic site of the 1914 First World War Christmas truces. Participating PFPs can also apply for the annual Global Peace Games (GPGs), held during the United Nations International Day of Peace. Over the past 12 years, these week-long games have empowered 1,000 young people as Ambassadors for Peace.

Achieved Aims

The Children's Football Alliance, Peace Village, Fair Play Point, and GroepINTRO—alongside special guests Osentede College and Klein College—successfully engaged **approximately 800 participants** in their respective Peace Field Projects (PFPs). From these projects, **52 participants** advanced to the 2026 Peace Field Programme's Global Peace Games (GPGs). The closing ceremony celebrated these achievements by awarding **40 participants** with Ambassador for Peace Certificates and unique GPGs medals for mastering peace education through play. Additionally, **42 special guest participants** received GPGs gifts for their outstanding contributions. Building on this success, all partners are now launching new PFPs through Fair Play Point in the Czech Republic and GroepINTRO in Belgium.

Outcomes Achieved

- Empowered Peace Ambassadors with critical self-learning, leadership, and enhanced life skills.
- Participant appreciation for humanitarian principles, health, and play-based wellness.
- Fostered student ownership of peace initiatives, creating clear pathways to further education and employment.
- Increased understanding of the value of sports in driving higher academic attainment.
- Strengthened organisational capacity in team building, mindfulness, equality, and inclusive diversity.
- Established a network of advocates dedicated to advancing peace education through play.
- Promoted diverse, multi-generational relationships by integrating sports, art, performance, and debate.

Impact

The outcomes achieved are as follows:

The 2026 Global Peace Games (GPGs) brought a powerful week of peace education through play to the Peace Village; participants Fair Play Point (Czech Republic) and GroepIntro (Belgium), clearly found the event enjoyable and inspirational. This incredible multicultural event united participants from **25 different nationalities**, alongside special guests Ostende College and Klein College from Belgium. The gathering also marked a historic milestone: the twinning of Ostende College's new peace pitch—the very first Belgian college peace pitch—with the Peace Village Peace Pitch. With this latest addition, the International Peace Field Project now boasts **86 peace pitches spanning six continents**.

Participants reported high levels of fun, shared learning, and inclusivity, reinforcing how non-formal education successfully complements formal learning. Staff and volunteers highlighted the clear intergenerational value of the GPGs. Because activities were co-designed with 2025 and 2026 participants for all comfort levels, everyone could easily get involved. Furthermore, special guests made an outstanding contribution by introducing participants to the core nature of GPGs: mixed-gender, mixed-ability, and fully inclusive activities.

The **2026 GPGs** continued to advance diverse learning outcomes for teaching staff, including citizenship, mixed-ability and mixed-gender sportsmanship, and a shared heritage through play. Additionally, participants fully embraced their **"Ambassadors for Peace" pledge**. Feedback highlighted significant growth in leadership, critical self-learning, and essential life skills such as **confidence, self-esteem, and self-determination**.

Participants:

- **Internalised** the power of play in advancing humanitarian values.
- **Recognised** how peace education strengthens future academic and career pathways.
- **Embraced** play as a dynamic tool for continuous, lifelong learning.
- **Acquired** practical skills to champion diversity and equality through play.
- **Connected** with the International Peace Field Projects network and discovered how to actively engage.
- **Identified** innovative strategies to advocate for and support peace education.

Conclusion

All participants volunteered to take part. Once again, the Global Peace Games (GPGs) were oversubscribed, with demand far outstripping available places. Despite funding constraints, the 2026 GPGs continue to grow—a success that presents clear logistical challenges. Current financial capacity limits our ability to scale the programme to meet this rising demand. As the beacon project of the CFA's Peace Education Through Play Programme, the GPGs engage diverse communities to support youth personal development through cross-curricular activities. The 2026 report highlights that genuine social inclusion is our greatest social return on investment. Driven by the energy, passion, and focus of all partners and participants, we remain dedicated to creating "Peace Makers for the Future" in a world desperate for reconciliation.

Thank you: THIS COUNTRY 4 PEACE. COMMONWEALTH BOND CHARITABLE TRUST, BRIGHTON & HOVE ALBION FOOTBALL CLUB, THE PEACE VILLAGE, GROEPINTRO, FAIR PLAY POINT, MESEN COUNCIL, OOSDTEND COLLEGE, KLEIN COLLEGE, BELGIUM, VERMEEREN TRAVEL, LAST POST ASSOCIATION, PASSCHENDAELE MUSEUM, TYNE COT CEMETARY AND THE COMMONWEALTH WAR GRAVES COMMISSION, YPRES, BELGIUM, TRASHBEATZ, BELGIUM, GRAFFITI FUN BELGIUM, CFA SOLUTIONS, UK, WILLIS BURNELL LTD, UK, KENT TROPHIES, UK, DON'T X THE LINE, AND SPYDER CREATIVE, UK.

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Introduction

The Children's Football Alliance (CFA) is a coalition of organisations dedicated to safeguarding and advancing children's rights through football and play. Acting as a humanistic advocate, the CFA unites individuals and groups seeking sustainable partnerships, education, and resources on child-centred approaches. As our network grows, the demand for peace education through play continues to rise, met by the CFA's bespoke, community-tailored Peace Fields Programme. At the heart of all our initiatives remains a single guiding mission: to **'Protect Childhood Through Play.'**

Building on the Children's Football Alliance (CFA) celebrating its 10th anniversary in 2024, the Peace Field Programme (PFP) has delivered peace education through play across six continents, twinning 86 peace pitches in partnership with the Peace Village.

This report focuses on the PFP's 2026 Global Peace Games (GPGs), a United Nations initiative celebrating the International Day of Peace. Inspired by the 1914 First World War Christmas Truces, the PFP connects these historic symbols of peace to the CFA's contemporary mission and its core project partner, The Peace Village in Messines, Belgium. Fellow project partners Fair Play Point (Czech Republic) and GroepINTRO (Belgium) share this vision for cross-curricular, cross-cultural learning peace education through play.

The 2026 GPGs were funded by the CFA and Erasmus+, with workshop and excursion costs further supported by public donations from the CFA's This Country 4 Peace campaign. This report documents how the 2026 GPGs successfully provided young people with immersive, cross-cultural learning through cross-curricular activities. Additionally, the games equipped facilitators with new strategies for engaging youth in various subjects, using play as a vehicle for positive social change.

Finally, the event offered schools, clubs, and organisations a valuable opportunity to learn how to twin their own playing fields with the Flanders Peace Field and appoint young ambassadors for peace through the PFP.

Outcome aims

- Inspire youth confidence as they take charge of twinning a designated play space.
- Guide young people in connecting across generations, building local community, and sharing knowledge about health and human rights.
- Establish integrated transitions connecting youth to advanced learning and employment opportunities.
- Illustrate how purposeful play elevates academic performance
- Demonstrate strong organisational skills in planning and executing effective team-building.
- Create Peacemakers for the future to advance peace education through play.
- Fostered inclusive, multi-generational community engagement by designing programs that merged sports, art, performance, and debate

Background / Brief history

In 2012, as part of its Peace Education Through Play Programme, the Children's Football Alliance (CFA) partnered with the Peace Village to create the Peace Fields Programme (PFP). Inspired by the shared heritage of the WWI Christmas truces, the PFP promotes global harmony by twinning designated play areas in schools, universities, public spaces, and sports clubs.
What began as a way to champion the UN International Day of Peace has grown into a global movement. Following an influx of international enquiries, the PFP now spans six continents with 86 peace pitches. Each bespoke pitch meets the specific needs of its community, empowering future peacemakers through play. While communities celebrate peace on locally significant dates, the International Day of Peace on September 21st remains the most popular annual milestone for pledging unity.

Without prejudice, the Peace Field Programme (PFP) initiative provides young people access to all forms of football for recreation. Feedback from previous Global Peace Games (GPG) demonstrates that engaging diverse youth through shared learning—rooted in heritage, history, and play—empowers them to organise peace games within their own communities. Supported by CFA research, which identifies play as the essence of all sport, the PFP extends beyond soccer. Inspired by the 1914 Christmas Truces, the project embraces a wider variety of sports documented during World War I, including rugby, cricket, and cycling.

- **"The Global Peace Games have earned a prestigious reputation, and we are proud to partner with the CFA's Peace Field Project. Attending this annual event empowers young people, fostering profound confidence and cultural understanding. It is a truly heart-warming experience that remains essential for cross-cultural child development and well-being."** Sally Meysman, General Manager, Peace Village.

The CFA is inspired by UN General Assembly Resolution 55/282 (2001) to fulfil the global pledge for the International Day of Peace. To address the widespread inaction surrounding this commitment, the CFA empowers young people to champion the humanitarian values that adult leadership has neglected.

55/282. International Day of Peace.

1. …..the International Day of Peace shall be observed on 21st September each year, with this date to be brought to the attention of all people for the celebration and observance of peace

2. Declares that the International Day of Peace shall henceforth be observed as a day of global ceasefire and non-violence, an invitation to all nations and people to honour a cessation of hostilities for the duration of the Day.

3. Invites all Member States, organizations of the United Nations system, regional and non-governmental organizations, and individuals to commemorate, in an appropriate manner, the International Day of Peace, including through education and public awareness, and to cooperate with the United Nations in the establishment of the Global ceasefire. (See appendix 1)

"It is time to empower our youth to lead the implementation of Resolution 55/282, driving the global peace agenda forward. Ignore this fact at our children's expense. In a world of sports washing, we need to reclaim the fundamental principle of play, which is the essence of all sports." Ernie Brennan, CEO, Children's Football Alliance.

THE COMMONWEALTH DAY OF PEACE



Robin Vanassche, CWGC, delivering presentation at the GPGs

Supported by the Commonwealth Charitable Trust, the Global Peace Games (GPG) feature the Commonwealth Day of Peace. This includes a workshop facilitated by the Commonwealth War Graves Commission (CWGC), showcasing their international work as guardians of war graves and cemeteries.

The Commonwealth War Graves Commission (CWGC) introduced its organisation, which was established by Royal Charter in 1917 to ensure the permanent commemoration and care of Commonwealth war dead. Robin Vanassche, a CWGC Information Centre Advisor for the Central and Southern Europe Area, presented the Commission's global mission. He highlighted their responsibility for maintaining thousands of war graves and memorials across more than 150 countries, utilising a multinational workforce dedicated to the continuous upkeep of these unique historical sites.





Pic 1, Mesen Cemetery; Pic 2, Tyne Cott Cemetery.

"The Commonwealth Bond Charitable Trust is proud to support the Children's Football Alliance (CFA) in organising the Global Peace Games, particularly the Commonwealth Peace Day event. It is inspiring to know that children from around the world unite on the Peace Field, experiencing firsthand how peace is learned through play. We look forward to ongoing collaboration as we twin more sports pitches across the Commonwealth." Peter Mann, MBE, Commonwealth Bond Charitable Trust.

Recruitment

Project partners Fair Play Point and GroepINTRO, worked directly with their PFP participants from January to September 2026. Currently, the PFP network spans 86 Peace Field Projects across six continents, all eligible to apply for the special guest invitation to the 2026 Global Peace Games (GPGs). In January 2026, the CFA Newsletter invited these projects to submit a letter of interest detailing their motivation to participate. The CFA Project Directors reviewed the submissions and invited successful applicants to an online meeting before attending the GPGs.

Fair Play Point (Prague, Czech Republic), formerly known as INEX, is a returning partner from the 2022 Global Peace Games (GPGs). In 2022, the organisation successfully twinned SK Slavia Praha's Fortuna Arena Stadium with the Peace Village Peace Pitch in Flanders. Through the Children's Football Alliance (CFA) Peace Education Through Play initiative, Fair Play Point delivers highly impactful community outreach programs. Their deep understanding of local sporting needs ensures consistently strong outcomes for young people.

As a long-term GPG partner, Belgian NGO **GroepINTRO** brings invaluable expertise in working with migrants and refugees to the Peace Field Project. Their recruitment operates across two regions, Mechelen and Dendermonde, where project leaders deliver presentations to engage and select interested participants.

College Oostende and Klein College from Belgium were welcomed as special guests at the 2026 Global Peace Games (GPGs). The participating children were selected through a long-standing, trusted partnership with Mr. Phillippe Servais, a facilitator and former special needs football coach for Club Brugge KV.

To ensure an inclusive experience, the GPGs collaborated closely with Mr. Servais to invite mixed-gender and mixed-ability youth, while co-designing safe play areas that accommodated all participants. Marking a historic milestone, College Oostende became the first school in Belgium to officially twin its designated play area with the Peace Village Peace Pitch**.**

Fund Raising

This Country 4 Peace, Sunday 5th July 2026, raised additional core funds needed to support the delivery of the 2026 GPGs. The monies supported workshops and excursions. A charity football game hosted at Cirencester Town Football Club's Corinium Stadium raised £9K.

Representation

The following countries were represented at the 2026 GPGs: Afghanistan, Armenia, Belgium, Cameroon, Czech Rep., Croatia, England, Eritrea, Ghana, Guinea, Nigeria, India, Ireland, Kosovo, Lebanon, Moldova, Romania, Russia, Somalia, Syria, Tibet, Turkey and Zambia.



SEPTEMBER 2026 Global Peace Games

Who was involved?

Country	Participants		Staff
	Female	Male	
Belgium GroepINTRO	1	15	1 Female 1 Male
Czech Republic	8	21	Female 4 Male
Special Guests College Oostende / Klein College	12	32	2 Female 2 Male
	Total: 87		Total: 10
Executive Partners			
CFA			3 Male
The Peace Village			5 Female Male
			Total: 8

"The online PFP meetings prepared us well and energized the staff to connect meaningfully with participants and families. Linking history with peace through play was a unique, gratifying experience. I felt fully included and valued for my contributions. This opportunity taught me a lot about myself and strengthened my skills in working with youth". Ansley Hoffman, Project Manager, Fair Play Point, Czech Republic.

Activities / Games

Cultural Games		
Games	Facilitators	Participants
Ice Breaking	**3**	**45**
Cycling	**8**	**45**
Cultural Games Soccer, Touch Rugby, Cricket, Volleyball.	**8**	**87** Includes Special Guests





"Our fun, inclusive icebreakers foster an immediate sense of community. The Peace Village Peace Pitch beautifully supports the CFA's mission to protect childhood through play. In this unique setting, shared learning thrives. Young people from across the globe connect through the powerful symbolism of playing games on a historic First World War site". Paul Cooper, Project Director, CFA, England.

"Experiencing my first Global Peace Games surpassed all my expectations from the Peace Field Programme. Witnessing diverse youth bridge divides through play highlighted a vital lesson. The Global Peace Games are remarkable and deserve a place in every school curriculum globally". Gejza Lacko, Youth Worker, Fair Play Point, Czech Republic.

"The Global Peace Games continue to improve year after year. This exceptionally well-organised event offers an engaging program of activities for all generations. Through it, staff gain valuable insights into how play can teach critical life skills while connecting history with the core values of peace". Phillippe Servias, Klein College, Belgium.



GLOBAL PEACE GAMES SEPTEMBER 2026 Timetable
CFA. PEACE VILLAGE. PARTNERS. WORKSHOP. EXCURSION

SEPT 2026	Breakfast	Morning	Lunch	afternoon	Dinner	Evening
Monday 14th ALTOGETHER NOW WELCOME DAY		WELCOME Belgium – Czech Introduction Me Myself & I ID Badges	13.00	Opening Ceremony / Exchange gifts Cultural Games / Ice breaking	18.00	March of the Phoenix
Tuesday 15th INTERNATIONAL DAY OF PEACE	7.30 – 8.30	BIKES Christmas Day Truces International DAY of Peace Workshop Cultural Games	PACK LUNCH	BIKES Christmas Day Truces International DAY of Peace Workshop Cultural Games	18.00	Trash Beat Workshop Performance Planning
Wednesday 16th PEACE ART DAY SPECIAL GUESTS	7.30 – 8.30	Grafitti Workshop PEACE RIDE to The POOL of PEACE	PACK LUNCH	Grafitti Workshop PEACE RIDE to The POOL of PEACE	18.00	What Would They Say? Drama Workshop? Performance Planning
Thursday 17th COMMONWEALTH COMMEMORATION DAY (supported by Commonwealth Bond Charitable Trust)	7.30 – 8.30	Football for fun. Special Guests HET COLLEGE & Friends CWGC Workshop	BUFFET	Passchendaele Tyne Cot (Depart 1 pm)	PACK LUNCH	Picture Bingo Walk Tour of Ypres 18.00 Ypres Last post 20.00 Depart 20.30, return to Peace Village.
Friday 18th FUN DAY	7.30 – 8.30	ROUND ROBIN FAIR PLAY POINT	PACK LUNCH	ONE AGAINST ALL. GROEPINTRO	18.00	Performance Planning
Saturday 19th CELEBRATION DAY	7.30 – 8.30	MESEN MUSEUM PEACE FIELD PROJECT WORKSHOP	PACK LUNCH	ST NICHOLAS CHURCH. PEACE FIELD PROJECT WORKSHOP	18.00	Closing Ceremony Gala Performance
Sunday 20th	8.30	WHAT WOULD YOU SAY Feedback	PACK LUNCH	**SAFE JOURNEY HOME**	18.00	



Cultural Games: The previous 2025 GPGs participants highlighted the impact of participant-led, non-formal play. The 2026 GPGs, guided by GPG partners using a traditional round-robin format, participants took the lead in organising their own games, ensuring everyone experienced diverse team-play dynamics. For many, this was their first introduction to Kwik Cricket, Volleyball, or Touch Rugby. However, preparation at the PFP workshops—facilitated by partners and the CFA—ensured all activities offered a structured, logical progression toward shared learning outcomes. This approach successfully brought together mixed-gender, mixed-ability, and mixed-nationality groups who collaborated exceptionally well in a fun, productive environment. Reflecting the spirit of the 1914 Christmas truces, each game began with a powerful act of sportsmanship, directly echoing the historic actions of the soldiers who played on that very ground over a century ago.

The cultural games fostered communication, inclusion, and confidence among all participants. This was evident as young people efficiently organised their games and mapped out play areas without pressure, showcasing seamless structural and strategic planning. By navigating their historical environment, players gained a newfound respect for teammates from diverse international backgrounds. Furthermore, the collaborative environment empowered individuals to confidently suggest creative solutions, resulting in an atmosphere filled with laughter. By moving away from the rigid rules of conventional sports, the PFP's GPGs staff created a safe space where participants felt free to make mistakes as part of the learning process. Feedback forms confirmed a high "feel-good factor," with many noting that playing in mixed-ability, mixed-gender teams outside traditional arenas was both more fun and less stressful.

'I enjoyed the cultural games because I love learning more about new cultures especially ancient ones'. Abdulshak (Syria)

'I really enjoyed the games because they were new, exciting and I made a lot of friends from different countries.' George (Russia)

Participants explored a variety of sports, including football, kwik cricket, touch rugby, volleyball, and basketball. Conditioned games featuring special guests proved highly popular, with participants finding them both challenging and just as competitive as traditional formats. Every game played on the peace pitch shared a historical connection to the First World War, highlighting the "All Together Now" theme of an all-inclusive, level playing field.

Facilitated by GPG staff, these sessions encouraged participants to reflect on their historic surroundings. They considered how sports brought Allied and German soldiers together over a century ago, debating why those in No Man's Land used the essence of play to connect. By viewing WWI footage, short films, and audio interviews, participants developed a deep awareness of their unique environment. This allowed them to view the games through a 2026 lens while exploring their own identities and connection to the soldiers of the past.

'I felt really welcomed by the GPGs staff. I was really excited to receive a gift from someone who I don't know at the GIFT Ice Breaking Session.' Ebenezer (Ghana)

'The GPGs were fun. I learnt so much it was friendly and I made many friends.' Muhamed (Syria)

'Thank you Global Peace Games for giving us such an amazing experience and teaching us about peace, friendship and teamwork. I will always remember the fun we had.' Abel (Ghana)

'I had the greatest time. I made lots of friends. I want to come back.' Kevin (Czech Republic)



The cricket games, hosted by GPG's partners, introduced many participants to Kwik Cricket for the first time. Experienced players from cricket-loving nations naturally stepped into leadership roles, coaching those who were new to the sport. The activity was a major highlight—especially after evolving into "football-cricket"—and participant feedback highlighted significant growth in confidence, social integration, and interpersonal skills.

' I love playing cricket and I was very interest to find out that the game was played in the First World War' Moussa (Syria)

'I have never played cricket before. I only see it on tv sometimes. I had fun and I was quite good.' Jan (Czech Rep)

Cycling. The cycling activity serves as an introduction to visiting The Last Post at the Menin Gate in Ypres. During the journey, participants rehearse laying a peace poppy ball at the UEFA Christmas Truces Monument.

This experience encourages participants to investigate how the truces were recorded and to question their lasting legacy. By analysing the authenticity of these historical accounts, participants demonstrate what they have learned. The group's respectful, absorbed mood reflects a deep connection to their surroundings.

Additionally, the ride provides an ideal forum to discuss the role of future peacemakers, prompting critical questions such as:

• How do adults revert to games during wartime?

• Why do soldiers choose to stop fighting, shake hands, exchange gifts, and play games on Christmas Day?



'Cycling to the Christmas truces through the beautiful countryside and seeing the Christmas truces monument was emotional' Gabriela (Czech Rep)

'The Christmas truces are incredible. The trenches and no man's land are very interesting and very sad' Khamzart (Ghana)

'I learned a lot about how Christmas truces helped soldiers share gifts in no man's land.' Sanad (Guinea)

Activities / Workshops

Workshops			
Organisation	Facilitators	Title	Participants
CFA	**2**	**Identity**	**49**
CFA	**2**	**March of the Phoenix**	**49**
CFA	**2**	**International Day of Peace**	**49**
TRASHBEATZ	**1**	**Music Workshop**	**49**
Graffitifun	**1**	**Graffiti Workshop**	**49**
CFA	**2**	**What Would They Say**	**49**
CFA	**2**	**Excursions**	**49**
PARTNERS	**6**	**Performance**	**49**

Multilingual information sheets (Czech, Dutch, and English) were included in the GPG packs, and all information packs were uploaded online before the introductory workshops. Participants took full ownership of their shared learning experience. Throughout the sessions, staff members—including bilingual facilitators—were available to answer questions and provide support. Participants remained mindfully connected to their new environment, actively contextualising their thoughts, emotions, and ideas with peers and older group members. Additionally, European Union Citizenship Goals were integrated across all workshops and subsequent forums.

Identity Exploration. On their first day at the GPGs, participants designed custom ID badges as a form of self-expression. They were encouraged to be as colourful or detailed as they liked, with the only requirement being that the lanyard displayed their name and any information they chose to share. At the end of the week, participants wrote reflections about their experience on the back of their badges before returning them to staff. This initiative achieved a 100% engagement rate, with every participant leaving a concluding message.



'I arrived at the GPGs and instantly made friends when making our ID badges.' Eliska (Czech Rep)

'I felt good when I met everyone and shared our interests, making the badges.' Radek (Czech Rep)

'I made many friends and shared with them football stories supporting Sparta Praha' Tomas (Czech Rep)

'**The GPGs staff took good care of us and the accommodation was very good. It was all very well organised. I hope that someday I will be able to share this beautiful experience with my family and friends, and even with my children and grandchildren. Thank you so much to everybody who made this happen. I truly appreciate it.** Nouidine (Syria)

'The Peace Village is very special I will never forget the lessons I have learnt here and the friends I made' Petr (Czech Rep)

Icebreaking activities set a high benchmark for fun while fostering an inclusive environment. These intergenerational, mixed-gender, and mixed-ability games are intentionally designed to welcome and introduce both young participants and staff members.

The Gift is a homage to the 1914 World War I Christmas truces, where Allied and German soldiers famously exchanged gifts in No Man's Land. Through this initiative, GPG participants exchange gifts with people they have never met before. This exchange fosters a friendly connection between strangers and serves as the perfect introduction to the GPG community.

'It was an incredible way to meet a new friend by giving them a gift and sharing things we have in common when I read what they like on their ID badge' Martini (Czech Rep)

The "March of the Phoenix" tour around The Peace Village introduced young participants to the iconography of the Commonwealth War Graves Commission, sparking meaningful reflections on war and memorialization. By learning how different cultures honour their dead, the youth connected the historical scars of war to the present day. A visit to the New Zealand Memorial, after viewing an All Blacks rugby team perform the Haka on TV, illustrated diverse cultural ways to welcome and commemorate communities. The experience helped them contextualise their own backgrounds, bond with their new environment, and share valuable insights during a closing group discussion.

'The March of the Phoenix was very interesting and powerful. I feel honoured to be here' Luca (Czech Rep)

The CFA facilitated two peace education sessions: the **International Day of Peace** workshop and the **"What Would They Say?"** workshop. These sessions enable inclusive, mixed-gender, and mixed-ability groups to explore conflict resolution through collaborative debate, guided discussion, and role-play.

All participants agreed there were no right or wrong answers to the pressing global questions presented during the **International Day of Peace** workshop. They embraced their roles as peace ambassadors with confidence and deep insight, maintaining mutual respect throughout. Interpersonal, intercultural, and social competencies were evident across all interactions. Meanwhile, staff played a vital yet unobtrusive role in fostering open dialogue.



‘International Day of Peace Workshop’ was very interesting; I learned how cultural opinions are so very different from continent to continent. Martina (Czech Rep)

The **"What Would They Say?" workshop** brings history to life by encouraging participants to step into various historical roles. By enacting responses to the futility of war, participants explore complex themes firsthand. Both ‘International Day of Peace’ and ‘What Would They Say’ workshops excel at engaging quieter group members, building their public speaking confidence in a supportive environment. The positive impact is clear: every participant actively engages in team building, smiles included. Furthermore, the all-inclusive participation reflects a deep mindfulness toward different cultures and genders.

‘This was a very thought-provoking workshop. I found myself torn between many different answers. I thought this was the best workshop and I learned a lot about identity.’ Samuel (Czech Rep)



‘This workshop was surprisingly good fun. I was a little not sure if I would like acting. However, when I worked with my team, it was fun and made us think about the soldiers in the First World War and at home.’ Ayjaz (Syria)

‘Playing the role of a veteran soldier was interesting. I felt that a veteran soldier would be tired of war and not want to fight anymore**.’** Marie (Czech Rep)

‘I would love to be an actor because I enjoyed this workshop so much. I have never acted before, but I enjoyed trying.’ Dominik (Czech Rep)



The Music Workshop, often voted one of the most creatively engaging experiences at the GPGs, the Trash Beatz Music Workshop was a resounding success among staff and youth alike. Participants were amazed by what they could achieve, with many discovering a sense of rhythm they never knew they had. By teaching young people that mistakes are just part of the creative process, the workshop built lasting confidence and uncovered hidden talents. It was a beautiful reminder that music (like play) is a universal language that connects us all.

'I found the experience fun and I was amazed by the end that we could all play in rhythm.' Tobias (Czech Rep).

'Music is my passion. I loved this workshop because I share my passion and help teach new beats to my friends. ' Khanzib (Syria)

Graffiti Workshop: Art, Play, and Collaboration. All partners recognise the powerful link between art and play as vehicles for exploration, imagination, and expression. Led by Mr Pinkman from Belgium, this workshop focused on the theme of **Peace**. Participants received a brief introduction to graffiti techniques on small boards before diving into the creative process.

The exercise was designed to boost group communication, and the results were outstanding. Participants discovered hidden talents and built the confidence to share ideas, embrace mistakes, and celebrate successful compositions. By exploring the power of art through play, international teams formed seamlessly, working together to create exceptional artwork.





'It was the first time I ever did graffiti art. I love it. Connecting peace through art made me realise that art brings us together. ' Jirka (Czech Rep).

'There are lots of talented people at the Global Peace Games and that inspired me to join in and have fun' Ebenezer (Ghana).

'Graffiti art workshops have long been a key feature of the GPGs. At the Peace Pitch, participants connect with a creative environment that encourages **emotional growth and non-verbal expression**. Partners note that the workshops offer a safe, judgment-free space. Ultimately, this builds the **confidence and self-esteem** participants need to proudly share their achievements with family, teachers, and peers. We are considering organising a fundraising art gallery to help raise funds and raise the profile of the impact that the GPGs deliver**.** Ernie Brennan (CFA).

The visits to the Passchendaele Museum and Tyne Cot Cemetery were strategically scheduled for maximum impact. Based on feedback from the 2025 Peace Field Programme (PFP) Global Peace Games, participants noted that experiencing these sites mid-week would deepen their appreciation. This placement consolidates their learning and inspires the core PFP challenges, motivating youth to organise their own PFP Peace Pitches. By reflecting on these personal experiences, participants connected deeply with history—contextualising their emotions, embracing difficult reflections, and asking meaningful questions. Furthermore, group discussions on the horrors of war revealed a shared, cross-cultural empathy for the families affected by conflict. Ultimately, the visit fostered strong friendships, cross-generational respect, and cultural understanding while significantly advancing the participants' academic knowledge.

'Passendaele Museum is amazing. I felt very humble and sad.' Petra (Czech Rep)

'Tyne Cot was incredible.' Tadeas (Czech Rep)

'The visits to Passchendaele and Tyne Cot are unforgettable experiences for the participants. They connect in a way that is respectful and clearly effective.' Nette (GroepINTRO)

'I think Tyne Cot is an incredible place for everyone to visit. The message of war is there for all to see' Mohamed (Syria)

'As a youth worker, standing in **Passchendaele and Tyne Cot** made the true value of the **Global Peace Games** completely clear. Watching young participants play at the Peace Village, discover their shared history, and realise how sport can unite people was incredibly powerful. Visiting these historic sites brings the tournament's mission to life,**'** Gejza, (Czech Rep).

'Unforgettable and very emotional is how I would describe visiting Passchendaele and Tyne Cot,' Khamzat (Ghana)

Menin Gate. The Last Post completed the preparation at the Christmas truces commemoration rehearsal earlier in the week. Participants learnt about how different cultures commemorate the war dead. Three GPGs representatives were selected to lay a commemorative peace poppy ball at the Last Post, Menin Gate. The peace poppy ball was signed by all the GPGs participants.



‘Ahead of the Christmas Truce commemoration, our participants spent the week rehearsing and learning about how different cultures honor those lost in war. A special highlight: three GPG representatives were chosen to lay a unique 'peace poppy ball,' signed by everyone in attendance, during the Last Post ceremony at the Menin Gate

‘The experience of laying a peace poppy ball at The Last Post on behalf of the 2026 Global Peace Games will stay with me for the rest of my life. I was honoured to be asked and I felt very proud standing alongside my fellow participants from Ghana and Czech Rep.’ Danny (England)

Following the **GPG Closing Ceremony**, each group was invited to share a **farewell performance** with their fellow participants—a true celebration of peace through creative expression. This concept, originally introduced by GroepINTRO at the 2024 GPGs, proved to be a highly memorable and rewarding experience. The 2026 GPGs successfully continued this tradition, greatly boosting the event's overall feel-good atmosphere. This year's creative showcases were incredibly diverse, featuring everything from dance and comedy to a moving reenactment of the Christmas truces.



‘Our performance received a standing ovation’. Abel (Ghana)

‘Fantastic fun. Everyone laughing and enjoying themselves. A great way to end an amazing experience.’ Sanad (Guinea)

‘I enjoyed very much all the performances they were fun.’ Frantisek (Czech Rep)

‘I would love to do this again’. Kristian (Czech Rep)

Outcomes Achieved

By emphasising peace education through play, the PFP guided participants into uncharted areas of self-learning and personal discovery. At the 2026 GPGs**,** mastering the art of "learning how to learn" is central to personal development. This profound impact is clearly reflected in participant feedback forms, providing crucial data that will shape the ever-changing long-term evolution of the GPGs.

The Peace Village offers a unique setting for both formal and informal cross-curricular learning. Set in a historic First World War location, it provides a tangible, accessible experience for students of all abilities and genders. Throughout the week-long journey, participants and staff live and learn together, exploring themes of humanitarianism, injustice, and the devastating futility of war.

The GPG programme inspires participants to connect, empathise, and champion peace across all societies**.** Representing diverse backgrounds, attendees gained a deeper appreciation for the varied ways we commemorate war. Ultimately, they recognised the vital role that both traditional memorials and active "peace pitches" play in protecting harmony.

Participants discovered that celebrating peace through play is more than a universal human right—it is a vital moment of reflection. While traditional commemorations honour the past and reflect on loss, the GPGs connect history with contemporary themes and improve intergenerational relationships.

Learning about the realities of war, the diverse nationalities involved, and the everyday human stories proved both enlightening and deeply moving. The participants fully immersed themselves in the play activities. In doing so, they gained a true appreciation for creative expression when organising games at their own level. This level playing field beautifully echoed the historic humanitarian spirit of the 1914 Christmas truces.

- **Empowered Peace Ambassadors with critical self-learning, leadership, and enhanced life skills.** Through play, participants deepened their appreciation for expressing complex ideas, enhancing their ability to communicate thoughts, feelings, and opinions effectively with peers across different cultures and generations. By engaging with their environment—particularly the **Peace Pitch**—participants connected deeply with the challenges young people faced over a century ago. They were captivated by the history of the **Christmas Truces**, reflecting on how historical acts of humanitarianism could unite enemies. This sparked meaningful self-reflection. In their feedback forms (**Appendix 3**), participants drew parallels between the historical truces and their own experiences with bullying, community tensions, and anti-social behaviour. They recognised how games can create safe spaces for self-expression and community building. Furthermore, shared learning allowed them to support one another while planning their own **Peace Field Projects** for their home communities. Participants also took full ownership of honouring these historical events. During the planning and rehearsal of their commemoration ceremony at the **Christmas Truces Memorial**, they demonstrated remarkable maturity. This culminated in a respectful, unified decision to clap while laying a peace poppy ball at the **UEFA Monument**, beautifully honouring those affected by the First World War and subsequent conflicts.

- **Participant appreciation for humanitarian principles, health, and play-based wellness.** Data collected from the participants recorded improved interpersonal, intercultural and social skills. For instance, they completed their ID Badges and handed them back to the staff at the end of the games. They recorded a clear shift in attitudes towards the power of play has the fundamental essence of all sport.

Their workshops fostered a sense of equality through shared learning. Participants frequently extended these discussions afterwards, focusing on themes that resonated with them personally. Conflict resolution was demonstrated through both structured debate and the emphasis on play on the peace field. Furthermore, the GPGs offered fresh avenues for expression—spanning spoken language, art, performance, play, and debate—while cultivating a positive attitude toward cultural diversity. By encouraging reflection from the local to the global level (village, country, Europe, and beyond), the PFP's GPGs prompted participants to critically examine their surroundings. Additionally, mental health and well-being were seamlessly integrated into the creative sessions (see Appendix 3).

- **Fostered student ownership of peace initiatives, creating clear pathways to further education and employment**. The games were highly inclusive and dynamically self-regulated by the participants to ensure fair play. The activities fostered a reflective communication style, evoking childhood memories of playing with friends at school, at home, or in local neighbourhoods. By taking ownership of the games, participants developed new interpersonal skills. Although the Global Peace Games (GPGs) brought together individuals speaking several different languages, this diversity was never a barrier; instead, it enriched their communication. Ultimately, the historical context of the Christmas truces served to focus minds on the vital importance of play.

  Participants demonstrated strong creative and collaborative skills while bonding with peers from diverse backgrounds. Despite coming from different countries, their mixed graffiti art groups produced meaningful pieces that highlighted the power of intercultural communication. Ultimately, the project fostered a safe, inclusive environment where participants felt confident expressing themselves in their mother tongues, while gaining valuable skills to support and recognise their future education and career aspirations. The 2026 GPGs successfully cultivated a friendly, mindful, and engaging community. (See Appendix 3).

- **Increased understanding of the value of sports in driving higher academic attainment.**

  Every activity and workshop at the GPGs emphasised the importance of inclusive friendship through play and sport. The outcomes confirm that the program's key elements were successfully achieved: participants collaborated effectively within their groups, and issues were resolved with minimal adult intervention. Furthermore, gender and cultural differences caused zero friction; instead, they enriched the participants' understanding of respect and equality. Rather than viewing differences as obstacles, participants openly discussed how diverse backgrounds can work together constructively. Ultimately, the key to this successful group work was a shared respect for mixed abilities. These lessons reinforce the progress made during the previous 2025 GPGs. To measure ongoing development, in the 2026 GPGs participants will complete a follow-up feedback form in **March 2027**, reflecting on their GPGs experience and its impact on their schoolwork.

- **Strengthened organisational capacity in team building, mindfulness, equality, and inclusive diversity.** Mixed-gender and mixed-ability participants thrived in a supportive, pressure-free environment. The inherently positive nature of the GPGs allowed attendees to interact authentically and comfortably. Because the event featured no formal academic assessments, feedback indicated that this freedom significantly enhanced team-building skills and fostered a deep mindfulness of diverse abilities. True equality was on display through universal inclusivity, with participant diversity ultimately enriching every activity.

- **Established a network of advocates dedicated to advancing peace education through play**. The 2026 GPGs debuted the inaugural Peace Field Project Workshop, establishing a clear purpose for participants from the outset. Attendees were challenged to return to their communities as ambassadors, pledging to carry forward the workshop's lessons by **creating their own peace pitches** as a lasting legacy. Integrating sport, art, performance, and debate yielded highly productive outcomes, including successful games, inspiring peace art, compelling performances, and insightful debates. This profound impact is fully reflected in the participant feedback detailed in **Appendix 3**.

- **Promoted diverse, multi-generational relationships by integrating sports, art, performance, and debate.** For many participants, this was their first introduction to cultural games, graffiti art, and drama. Their feedback highlights a strong desire to continue building on what they learned through the Peace Education Through Play programme. Furthermore, their newfound confidence in openly expressing ideas is a positive development that should be actively supported and encouraged.



The 2026 GPGs unveiled four new PFP Plaques at the Peace Village, Peace Pitch, Mesen, Belgium.



EKC Sheppey Secondary School, Isle of Sheppey, England.

OŠ Belokranjskega odreda Semič, Slovenia.

NK Peroj FC , Croatia.

Ostende College, Belgium.

MEDIA

The CFA's Peace Field Programme's GPGs press release template (see appendix 2) was shared with Fair Play Point, GroepINTRO and the Peace Village. CFA distributed it to local and regional media outlets. As a result, Paul Cooper, CFA Director, was interviewed on BBC Radio Gloucester.

Children's Football Alliance newsletters 2026 featured articles on the This Country 4 Peace fundraising football game in July 2026. All articles plugged raising money for the 2026 GPGs. https://www.childrensfootballalliance.com/newsletter/

A brief GPGs 2026 film can be seen at: https://www.childrensfootballalliance.com/football-and-peace/2026-global-peace-games/

Social media platforms were active, with reports from the CFA of an upsurge in traffic on Facebook and Instagram. An average of 1200 hits per month across all platforms indicated that participants and project partners were active in communicating GPGs events.

Sponsored Charity Football Game.

This Country 4 Peace charity football game Sunday 5th July, 2026, at Cirencester Town Football Club's **Corinium Stadium. Kingshill Lane. Cirencester. Gloucestershire** involved a team of CFA volunteers, players, supporters and Cirencester Town FC Veterans. The money raised contributed towards paying for the 2027 GPGs.



This Country 4 Peace v Cirencester Town FC Veterans.

CONCLUSION

The Children's Football Alliance's Peace Field Programme's Global Peace Games invites the International Peace Field Projects to apply to send participants to the annual week-long peace education through play programme. Spanning six continents, 86 Peace Field Project Peace Pitches are laying the groundwork for an annual youth event, inspiring the next generation of peacemakers.

Funded by The Children's Football Alliance and Erasmus+, the 2026 Global Peace Games (GPGs) brought together a diverse group of young people through inclusive activities that encouraged self-expression. Participants explored the power of play while discovering how historical moments connect to our daily lives. They built essential skills in cultural awareness, conflict resolution, citizenship, humanitarianism, and creative expression. Demonstrating the program's lasting impact, several participants from the 2025 GPGs returned as volunteers to support the 2026 event.

During the GPGs, special guests, Ostende College, became the first school in Belgium to be twinned with Flanders Peace Field. There are now 86 Peace Field Projects on 6 continents.

The report presents the GPGs—the flagship beacon project of the CFA's Peace Field Programme—as a successful week-long initiative blending play with peace education. By merging formal learning with non-formal, cross-curricular, and multicultural activities, the GPGs offer an alternative to global peace frameworks often hindered by politics and social selectivity. The games consistently champion genuine social inclusion through mixed-gender, mixed-ability, and special-needs participation. As documented in the pupil feedback summary (Appendix 3), this genuine all-inclusive approach ensures that all participants—regardless of gender, background, physical ability, or academic and sporting achievement—come together to share a truly unique experience.

"Learning to Learn"—a methodology that explores how to commemorate war and celebrate peace through play—remains a powerful and successful experience for young people. The participants represent a diverse cross-section of communities, united by the universal language of play. Regardless of spoken language, play breaks down barriers and builds lasting friendships.

The visit to the Christmas Truce monument was impactful on multiple levels. Participants directly connected their own lives to the stories of First World War soldiers while gaining insight into how different cultures commemorate conflict. Performing their own commemoration at the monument also served as vital preparation for their subsequent visit to the Last Post at the Menin Gate in Ypres. To reinforce this learning, a curated mix of memorial visits, museum tours, and interactive workshops successfully built the participants' confidence to explore the power of play and engage with concepts of conflict resolution, intervention, and peace-making.

The Peace Village community enhanced the GPG experience by providing eco-friendly accommodation blocks, reflecting a core commitment to the Sustainable Development Goals. Each block is named in honour of a First World War soldier. This meaningful detail inspired several participants to research their block's namesake and uncover the soldier's family history.

The GPGs provided a safe, non-judgmental space for young people to reflect, learn, and develop a wide range of skills. Participants were assured that there were no right or wrong answers, freeing them from the pressure of formal assessments. As the GPGs evolve, the program has shown both standout successes and areas for growth. Communication and expression particularly excelled; combining recreational football with graffiti art allowed participants to deeply explore the theme of peace on the Flanders Peace Pitch. Additionally, an unexpected highlight occurred when the youth took ownership of organising their own activities during downtime.; for example, basketball and cricket games.

Participants recognise play as a vital component of peace and reconciliation. In this unique location, play serves as the foundation for lifelong friendships. The CFA aims to share modern values for peace education through play with a wider network. Aligning with the United Nations' International Day of Peace provides an ideal platform to promote the Global Peace Games and inspire the Peace Makers of the Future.

Moving forward.

The Children's Football Alliance (CFA) continues to welcome all communities—regardless of faith or background—to participate in its flagship event, the **Global Peace Games**. As part of our Peace Education Through Play Programme, the CFA invites organisations to help twin local play areas with the Flanders Peace Field in Belgium. We are also expanding the event to integrate music, food, and the arts into our peacebuilding efforts. If you are an arts facilitator or represent a cultural organisation, we invite you to connect with us to build a more peaceful future.

Recommendations:

- Staff need to acknowledge online meetings with email receipts
- All registers to be completed 4 weeks before the GPGs.
- The CFA to produce a partner performance assessment for future GPGs.
- Media strategy to be produced and implemented by all partners.
- Health and safety review of the new peace pitch at the Peace Village.
- Research further workshop facilitators to add value to the GPGs.
- Review follow-up feedback forms. Clarify why they are needed and what their purpose is.
- Potential long-term sponsors to be invited to the Peace Village and witness the GPGs.

Appendix 1

United Nations A/RES/55/282

General Assembly Distr.: General

28 September 2001

Fifty-fifth session

Agenda item 33

00 57607

Resolution adopted by the General Assembly

[*without reference to a Main Committee (A/55/L.95 and Add.1)*]

55/282. International Day of Peace

The General Assembly,

Recalling its resolution 36/67 of 30 November 1981, by which it declared that the third Tuesday of September, the opening day of the regular sessions of the General Assembly, shall be officially proclaimed and observed as International Day of Peace and shall be devoted to commemorating and strengthening the ideals of peace both within and among all nations and peoples,

Recalling also its other relevant resolutions, including resolution 55/14 of

3 November 2000,

Reaffirming the contribution that the observance and celebration of the International Day of Peace makes in strengthening the ideals of peace and alleviating tensions and causes of conflict,

Considering the unique opportunity it offers for a cessation of violence and conflict throughout the world, and the related importance of achieving the broadest possible awareness and observance of the International Day of Peace among the global community,

Desiring to draw attention to the objectives of the International Day of Peace, and therefore to fix a date for its observance each year that is separate from the opening day of the regular sessions of the General Assembly,

1. *Decides* that, with effect from the fifty-seventh session of the General Assembly, the International Day of Peace shall be observed on 21 September each year, with this date to be brought to the attention of all people for the celebration and observance of peace;

2. *Declares* that the International Day of Peace shall henceforth be observed as a day of global ceasefire and non-violence, an invitation to all nations and people to honour a cessation of hostilities for the duration of the Day

3. *Invites* all Member States, organizations of the United Nations system, regional and non-governmental organizations and individuals to commemorate, in an appropriate manner, the International Day of Peace, including through education and public awareness, and to cooperate with the United Nations in the establishment of the global ceasefire.

111th plenary meeting

7 September 2001

Appendix 2

PRESS RELEASE

2026 PEACE FIELD PROJECT'S GLOBAL PEACE GAMES

Young people from Belgium and Czech Republic will be participating at the 2026 GPGs, 14th to 20th September 2026, at the Peace Village, Mesen, Belgium, site of the First World War Christmas Truces.

Funded by The Children's Football Alliance and Erasmus+

The event celebrates the United Nations' INTERNATIONAL DAY OF PEACE. The GPGs bring young people together from Peace Field Projects (PFP) across the world with the aim of creating peacemakers of the future. GroepIntro's young will represent Belgium's diverse communities and Fair Play Point's young people will represent the Czech Republic's diverse communities at the week-long peace education through play programme at The Peace Village.

There are currently 83 Peace Pitches in 6 continents twinned with the Peace Village, Peace Pitch, Flanders, overlooking the site where German and Allied soldiers stepped out of their trenches on Christmas Eve 1914 and momentarily escaped the horrors of war to exchange gifts and play football.

Participants will visit significant battle sites and take part in international games and forums, debating the role of sport at home, in the community and at war.

Special guests Het College, Oostende officially twin their designated area of play with the Peace Village, Peace Pitch on Thursday 17th September.

'Het College is very proud to be the first college in Belgium to twin with the famous Flanders Field Peace Pitch at the Peace Village'. Luk Vandelanoitte <luk.vandelanoitte. Pedagogisch Directeur, Het College.

'This is a once-in-a-lifetime experience for many young peacemakers of the future. Playing games on the world's most poignant field inspires many participants to pledge to promote peace in their communities.' Ernie Brennan, CEO.

For more information about the Peace Education Through Play Programme's Peace Field Project and Global and Peace Games and how your school or club can twin their playing areas with Flanders Peace Field visit: http://www.childrensfootballalliance.com/football-and-peace/peace-field-project/

More information Erasmus+: https://erasmus-plus.ec.europa.eu/opportunities/individuals/youth-exchanges-and-activities

Appendix 3

A Summary of Participants' Feedback Forms

91 participants (includes guests). 49 participants' feedback forms were completed.

1 MONDAY 14th WELCOME DAY	YES / NO
• Did you feel welcomed. Why? • Did you enjoy exchanging gifts. Why? • Did you enjoy cultural games. Why?	49 / 0
'I felt at ease; everyone was friendly and helped us get to know each other.' (Marie, Czech Rep) '**Yes, I felt welcome because everyone treated me nicely.'** (Anna, Czech Rep) **'Cultural games were fun and exciting'** (Alexandra. Czec Rep)	
2 TUESDAY 15th INTERNATIONAL DAY OF PEACE	YES / NO
• What did you think of the Christmas Truces. Why? • Did you enjoy PEACE Workshop. Why? • Did you enjoy cultural games. Why? • Did you enjoy Music Workshop. Why?	49 / 0
'Yes, I found thinking about the Christmas Truce fascinating… it was interesting and we were able to get involved' (Marie, Czech Rep) **'Very interesting learning about International identities'** (Anna, Czech Rep) **'Cultural games are great and always fun'** (Radek, Czech Rep) **'My favourite workshop'** (Samuel, Czech Rep)	
3 WEDNESDAY 16th PEACE ART DAY	YES / NO
• Did you enjoy the Graffiti Workshop. Why? • Did you enjoy the Peace Pool. Why? • Did you enjoy What Would They Say workshop?	49 / 0
'**Yes, it was the first time doing this. Creativity.'** (Kristian, Czech Rep) '**The Peace Pool was very interesting and the bike ride was beautiful'** (Kevin, Czech Rep) '**Great fun and also moving'** (Jan, Czech Rep)	
4. THURSDAY 17th COMMONWEALTH DAY	YES / NO
• What did you learn when playing games? • What will you remember about Passchendaele? • How did The Last Post make you feel?	49 / 0
'**I learnt how games are shared all over the world'** (Ebenezer,)Ghana **'I will remember Passchendaele was a very special place'** (Mohamed, Syria) **'I was very proud to represent the Global Peace Games at the Menin Gate'**. (Danny, England)	

5. FRIDAY 18th FUN DAY • What did you learn when playing games? • What will you remember most about the GPGs?	YES / NO 49 / 0
'**I learned that play is a universal language for peace and it is all-inclusive without prejudice.** (Moussa, Syria) '**I will remember that peace is a human right and should be protected for future generations**,' (Seif, Syria)	
6. SATURDAY 19th CELEBRATION DAY • Name one thing that you did at the GPGs that you have never done before?	YES / NO 49/ 0
'Acting. I have never done it before and I like it' (Nouraldeen, Syria) **'I tried touch rugby for the first time and I speak in public for the first time'** (Abel, Ghana)	

PARTICIPANTS ADDITIONAL FEED BACK INFORMATION

49 participants feedback forms completed.

Outstanding / Good / Satisfactory / Not

Please rate (tick) **the success of the Project according to the following criteria:**				
7 How did you rate the GPG accommodation?		**33**	**16**	
8 How did you rate the food?		**40**	**6**	**3**
9 How did you rate the facilities – toilets, etc?		**46**	**2**	
10 How did you rate the CFA organizers?	**38**	**8**		
11 How did you rate the PEACE VILLAGE staff?	**23**	**20**	**6**	
12 How did you rate the GPGs staff?	**10**	**30**	**9**	
13 How did you rate the Quality of activities?	**31**	**10**	**5**	
14 How did you rate the Workshops?	**25**	**20**	**1**	

Appendix 4

A Summary of Partner Feedback Forms

10 from 10 feedback forms completed: PV, CFA, FPP, GI,

Outstanding / Good / Satisfactory / Not

Please rate the success of the Project according to the following criteria:				
How did you find the GPGs meetings with the CFA?	5	5		
How would you describe the CFA's management of the GPGs	6	4		
Potential impact on future working projects?	10			
Communications with the CFA head office?	10			
How did you find the GPGs / PEACE VILLAGE organizers		10		
Quality of CFA administrative arrangements prior the GPGs?	8		2	

'Collaborating with the CFA during the PFP Global Peace Games was a highly rewarding experience. It was particularly exciting to partner with diverse professionals.' S. Meysman, Manager, Peace Village, Belgium**.**

'The positive support provided by the CFA was friendly and polite. I enjoyed working on this project and I learnt a lot.' G Lacko, Fair Play Point, Youth Worker, Czech Rep.

'The Global Peace Games was amazing and very well organised. I learnt a lot of things and most importantly how play is rooted in every culture.' N Annaert, Project Manager, GroepINTRO, Belgium.

Appendix 5

A Summary of Staff Feedback Forms

6 from 6 Staff Feedback Forms completed.

Outstanding / Good / Satisfactory / Unsatisf

Please rate (tick) **the success of the Project according to the following criteria:**				
How did you find the GPG accommodation?	**6**			
How did you find the food?		**6**		
How did you find the facilities – toilets?		**6**		
How did you find the CFA organisers?	**3**	**3**		
How did you find the PEACE VILLAGE staff?	**2**	**4**		
Quality of activities?	**6**			
How did you find the GPG materials, guidelines and information?		**4**	**2**	
Degree of usefulness to the school / Peace Field Project?	**2**	**4**		
Potential impact on future projects?	**6**			
Quality of usefulness of the GPGs website http://www.childrensfootballalliance.com/football-and-peace/	**4**	**1**	**1**	
18. Quality of administrative arrangements prior to the project?	**4**	**2**		

THANK YOU



ID BADGES

TO ALL THE AMBASSADORS FOR PEACE, THIS COUNTRY 4 PEACE AND EVERYONE WHO SPONSORED THE CHARITY FOOTBALL GAME, JULY 2026. PEACE VILLAGE, MESEN COUNCIL, ERASMUS+, COMMONWEALTH BOND CHARITABLE TRUST, FAIR PLAY POINT, GROEPINTRO, CIRENCESTER TOWN FOOTBALL CLUB, COLLEGE OOSDTEND AND KLEIN COLLEGE, BELGIUM, VERMEEREN TRAVEL, LAST POST ASSOCIATION, PASSCHENDAELE MUSEUM, TYNE COT CEMETARY AND THE COMMONWEALTH WAR GRAVES COMMISSION, TRASHBEATZ, MR PINKMAN, GRAFFITI, CHIRON HEALTH CHOICES, WILLIS BURNELL LTD DON'T X THE LINE and FAVERSHAM TROPHIES.

"Our mission, Protect Childhood Through Play. The clue is in our name—the Children's Football Alliance. The CFA is not an exclusive club; we are a charity that works hand-in-hand with everyone who believes in the pure joy and essence of play. No one owns the game of football! We are deeply grateful for your ongoing support, which allows us to keep bringing the *Peace Through Play* programme to children everywhere. Peace & love."
Ernie Brennan. CEO, The CFA