

## Expected beneficiaries

Our project targets validation methodologies with young people in custody, service users, professionals, practitioners and policy-makers. Approximately 537 people will benefit from the ActiveGames4Change implementation, namely:

- 240 young people in custody or under community measures;

- 60 technical staff members (e.g., educators, teachers, professionals, practitioners) working in the juvenile justice system or in community settings;

- 237 stakeholders (e.g., key experts, practitioners, national representatives, policy makers) engaged through ActiveGames4Change dissemination activities.

## Project partners



**University of Gloucestershire**, United Kingdom



**IPS\_Innovative Prison Systems**, Portugal



**BSAFE LAB - Law Enforcement, Justice and Public Safety Research and Technology Transfer Lab**, Beira Interior University, Portugal



**Aproximar - Cooperativa de Solidariedade Social**, Portugal



**CPIP - Centrul Pentru Promovarea Inventarii Permanente**, Romania



**CESIE**, Italy



**BAGázs - Bagazs Kozhasznu Egyesulet**, Hungary



**Fundación Diagrama**, Spain



**Türkiye Cumhuriyeti Adalet Bakanlığı**, Turkey



**Asociata ANTER - Asociatia Nationala de Sprijinire a Tineretului Ecologist din Romania**, Romania



For more information please consult the ActiveGames4Change website:

[www.activegames4change.org](http://www.activegames4change.org)

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of the European Union



Working with young people in conflict with the law. Sport and physical activity learning environment for citizenship, emotional, social and e-competences training.

**ActiveGames4Change will support young offenders in the acquisition and usage of key competences** to facilitate inclusion, education and employability, by developing an innovative framework of learning environments and materials.

A group of runners in silhouette, running from left to right against a bright sunset sky. The sun is low on the horizon, creating a strong backlight effect. The runners are in various stages of their stride. The sky is a mix of orange, yellow, and blue. In the foreground, there's a dark, reflective surface, possibly water or a wet road, showing the silhouettes of the runners. A yellow curved shape is visible in the top right corner of the image.

- **To develop a more effective and attractive learning environment using sports and physical activity** for youth in custody or community settings;
- **To introduce the ActiveGames4Change methods to increase the level of social inclusion and employability of young offenders**, by introducing key competences;
- **To improve the social and citizenship literacy** using the concept of "ActiveGames4Change" in juvenile (re)education centres or community settings;
- **To improve skills, including social and civic participation and e-skills**, acquired through non-formal and informal learning.

- **Young people who feel empowered through the development of social, emotional and citizenship skills;**
- **Increased self-regulation skills and engagement with learning experiences;**
- **An increase in the social inclusion and employability of young people in conflict with the law;**
- **National juvenile justice systems with the ActiveGames4Change methodology embedded in their sport and physical activity programmes;**
- **Raised awareness of policy-makers.**



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