

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

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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, captured mid-stride against a bright, low sun on the horizon. The sky is a deep blue with some light clouds. The runners are in various stages of their gait, creating a sense of motion. The overall mood is energetic and focused.

- **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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