

SOS PROJECT

TOPIC LIFE SKILLS - TEAMWORK

TEAMWORK

Teamwork is nowadays considered one of the most important skill to acquire among life skills

Education contexts can play an essential role for this competence acquisition and for the transferability from the skill learnt in sport games to young people's own life.





YOUTH SPORTS

For clarifying the concept

They provide the perfect opportunities for young people to acquire and develop teamwork.

However participation in sport may be a beneficial, but insufficient factor for promoting positive development of teamwork

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Think About It

*TEAMWORK AS A "GLOBAL SOCIAL
FACTOR"*

THE IMPLEMENTATION OF
THE EDUCATIONAL FUNCTION OF
SPORT MEANS PRIORITIZING THE
PURSUE OF EDUCATIONAL
GOAL



EDUCATION FOR SPORT (EFS)

It has the main aim of developing competences in terms of sport performance.

EDUCATION BY SPORT (EBS)

It is a more complex process and includes specific objectives such as the aim to address health issues and wellbeing. It is connected with the concept of "sport for all"

EDUCATION THROUGH SPORT (ETS)

This approach consists of the integration and implementation of sport elements to be used for an educational purpose to address a social issue, develop social competences (ETS is strictly connected to Kolb's experiential learning cycle)

Sport Education Programmes



SPORT AS "METAPHOR"

- Education Programmes where life skills learning is developed using Sport as a "metaphor"



SPORT TOGETHER LIFE SKILLS

- Education Programmes where both life skills and motor skills are learned separately



SPORT AS A LIFE SKILLS TOOL

- Education Programmes where life skills are learned in the same framework of PA education

ETS PROGRAMMES FACTORS

- COOPERATIVE LEARNING

Cooperative Learning in Sport as a mean of:

- teamwork areas design
- collaboration skills development
- building relations
- effective communication among peers
- self-motivation and motivating others

- POSITIVE YOUTH DEVELOPMENT THEORY

Cooperative Learning works for the PYD supporting interpersonal relations and personal evolution

ETS PROGRAMMES FACTORS

- GAME APPROACH

The use of games for learning is effective because:

- they are motivational and cooperative,
- they meet educational objectives,
- they allow the resolution of problematic situations
- they allow the application of concepts in practical situations;
- they are interdisciplinary;
- they favour oral expression and cultural awareness
- they promote respect for others

- ENJOY/FUN

Sport education may be one that allows the redefinition of enjoy, expanding the term including teamwork as well as socializing



ETS PROGRAMMES FACTORS

- THE IMPORTANCE OF FEEDBACK

The content is presented, tested, supported and strengthened through feedback providing students with related information to encourage them to further evaluate and correct their behaviours

The use of feedback is particularly effective in learning environments where students have **choices, strategies to define** and they are encouraged to try out new experiences.

To create and sustain such a learning environment, you need to create methods, which requires a strong justification according to which "learning" is the main objective of the content



TEAMWORK EDUCATION

- GAP TO FILL -

CURRENT EDUCATION PROGRAMMES

- Shortage of practices to develop teamwork as a "life skills"
- Feedback and discussion after PE activities are not diffused
- They do not fully exploit the sport education potential

EDUCATION PROGRAMMES MORE UPDATED

- New indicators to support the validity of Life skills approach through sport should be defined, especially in terms of "more sport participation" and the "trasferability of teamwork in other life context"

PE TEACHERS/COACHES

- Few training opportunities on strategies for transferring teamwork skills to young people (neither in terms of method nor tools)
- This factor can create distance in the relations between teachers and their students

RESEARCH DATA

- More research data need to be shared bot on qualitative and quantitative point of view

Thank you for your attention!



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