

SPORT FOR DEVELOPMENT – FURTHER INFORMATION

What differentiates sport for development from community sport?

Sport for development is defined as the intentional use of sport to achieve other social outcomes and is a powerful tool to help young people deal with these issues. Community sports clubs and organisation's deliver better mental health, less crime and anti-social behaviour, pathways to employment, life-skills and community-cohesion.

<u>Community sport</u> - focusses on developing and widening opportunities to participate, traditionally within voluntary sports clubs and organisations overseen by governing bodies.

Sport for development - intentionally uses community sport provision to deliver wider social outcomes, usually through third sector and voluntary, community and social enterprise (VCSE) bodies. Mostly in disadvantaged communities, these organisations often work collaboratively with other partners to meet local need and may offer cross-sector activities.

The Made By Sport Fund will only fund sport for development projects and organisations which work towards one or more of those outcomes:

Developing Life Skills.

We will support projects and organisations which develop the soft skills that will ultimately improve the life chances of young people, specifically projects which work towards any of the six key areas of life skills development identified by the WHO:

- Communication and interpersonal skills.
- Decision-making and problem solving.
- Creative thinking and critical thinking.
- Self-awareness and empathy.
- Resilience
- Assertiveness and self-control

Example: Greenhouse Sports uses inspirational sports coaching and mentoring to engage young people and improve their life chances. They partner with schools to provide opportunities for young people who may be disengaged, vulnerable or facing disadvantage to develop the social, thinking, emotional and physical skills that help them thrive.

Improving Mental Health.

We will support projects and organisations which promote positive mental health through physical activity, which:

- Achieve increased confidence and resilience.
- Encourage positive social interaction.
- Specifically address mental health issues such as depression, anxiety or ADHD.
- Focus on general wellbeing and wellness.

Example: Westport is a charity in the West of England which runs various projects using sport to improve mental health. Bristol Active Life Project works in partnership with people who experience Severe and Enduring Mental illness (SMI) by enabling them to improve their own health and wellbeing through taking part in sport and exercise opportunities in the local community.

Reducing Crime and Anti-Social Behaviour.

We will support projects and organisations which reduce crime and anti-social behaviour, either through providing diversionary activities at key times, or through modifying and promoting positive behaviour.

Example: TSA Projects, based in Birmingham, deliver programmes in partnership with charities to engage with hard-to-reach young people. They provide a positive space for young people to communicate safely about potentially dangerous situations, and encourage a range of activities, including sport-based programmes, to support their personal development, safety, confidence to ensure they stay away from criminal activity

Developing Employability Skills.

We will support projects and organisations which either develop employability skills or those which provide actual pathways to employment.

To differentiate projects working towards this outcome from projects working towards the general soft skills outcome, we will prioritise projects working towards one of the following three outcomes, for young people aged 16 and above:

- Communication and interpersonal skills, including working well with others.
- Reliability and dependability, including meeting deadlines and turning up on time.
- The ability and willingness to learn new skills, whether job-specific or more general.

In terms of specific pathways to employment, we will include funding for volunteer pathways and qualifications in sport.

Example: The Blair Project - A karting project in Manchester that develops employability opportunities and Science, Technology, Engineering and Maths (STEM) skills for young people aged 15-18 by designing and 3D printing karts they then race.

Building Stronger Communities.

We will support projects and organisations which build and rebuild communities, for example:

- Those which encourage integration or bridge divides between groups of people.
- Those providing opportunities for vulnerable or marginalised groups.

We appreciate that many projects and organisations may work towards more than one of these outcomes and will ensure that this can be demonstrated through the application process.

Example: Boots and Beards - A Glasgow based organisation that started life aiming to get young people off their screens and exercising through hiking. Now the project focuses on bringing together people from all parts of the BME community to go on likeminded adventures, exploring and promoting Scotland's natural *landscape.*