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EDUCATIONAL PRACTICES GUIDE

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CEIPES



SUMMARY

| | |
|--------------------------------------|----|
| Introduction | 3 |
| AGISEC's project | 4 |
| Thematic activities carried out | |
| • Human Rights | 12 |
| • Inclusion | 16 |
| • The European Union and Citizenship | 21 |
| • Sustainable development | 25 |
| • Project methodology | 30 |
| • Communication | 38 |
| • The events | 44 |
| • The AGISEC web series | 51 |
| • Thematic resources | 63 |
| Annexes: European meetings (LTIA) | 65 |

1. Introduction

The AGISEC educational resource is designed as a practical guide for educators, trainers, socio-educational facilitators, and stakeholders involved in the project. It presents the educational framework, learning objectives, and concrete activities implemented at the local and European levels.

The first part summarizes the project, its objectives, the educational process put in place and the themes covered during the two years.

The second, more concrete part presents the thematic activities carried out in our territories and during our European meetings. These are only examples and not a complete list of all activities undertaken, in order to keep the guide concise.

The third part is dedicated to a summary presentation of the resources consulted, used, and created during the project. This presentation is a summary list categorized by theme. Each theme presented links to a web link to access detailed resources.

The QR code associated with each theme also allows direct access.

Finally, the reader will find in the appendix a summary presentation of the European meetings held in France and Italy.

This guide is constructed, as far as possible, in compliance with international (WCAG / W3C) and European (EN 301 549) accessibility standards.



2. AGISEC's project

“Acting for inclusive and ecological sport” (AGISEC)

AGISEC was born from the observation that even today, in sport, the fight against **discrimination** based on disability, ethnic origin and sex **are essential issues** and for which we must continue to act.



Added to these challenges is the environmental crisis which concerns us all and which must be taken into account in our practices so that they become virtuous and eco-responsible.

To address these societal challenges at our level, we have chosen to establish this small strategic partnership which brings together French and Italian players.

We also felt it was essential to include, as direct beneficiaries, those who are victims of this discrimination. Therefore, our groups are primarily made up of **participants with mild physical or cognitive disabilities, NEETs** (Not in Education, Employment, or Training), and people of **different ethnic origins** than those of the country where they live.

AGISEC aims to empower participants to **make their voices heard** and **raise public awareness** of the discrimination they face. To enable them **to be agents of change**, we have allowed participants to implement projects that are important to them.

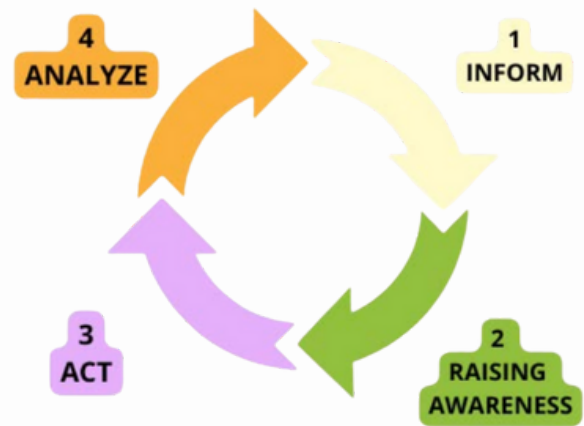
Since discrimination knows no borders, and inclusion is a priority for the European Union, it seemed obvious to us that the Erasmus+ Sport program was the most suitable.
*This choice allowed us to bring a European dimension to the action in order to make accessible this **social, humanist and inclusive Europe** that we ardently defend.*

Finally, through the teaching methods chosen, we also wanted the participants to question these same discriminations so that they become aware that **they are victims but that they can also be aggressors, consciously or unconsciously.**

Indeed, one can be disabled and still exhibit sexism or make racist remarks. Similarly, ableism knows no race or gender. Finally, one can be a woman and, for example, hold pro-patriarchal attitudes due to the (conscious or unconscious) acceptance of social and cultural norms.

Putting **civic engagement** into action therefore necessarily involves an **awareness** linked to **introspection** between the consistency of the values defended and the behaviors actually implemented on a daily basis.

To achieve this, we have developed a **pedagogical process** with four main stages: Information, Awareness, Action, and Analysis. This cycle allows participants to first acquire knowledge and awareness, then put their learning into practice through project activities, and finally reflect on the results to consolidate their learning.



Through this process, **participants are first learners, then transmitters, and even ambassadors** of respect for diversity and the fight against discrimination.

Once the project's aims and objectives were defined, the choice of work themes became obvious.

Combating discrimination involves addressing the issue of Human Rights and those of inclusion.

Similarly, **promoting civic engagement** requires discovering what the European Union is, its values, its history, and its challenges.

Finally, wanting to **implement eco-responsible practices** requires addressing the concept of sustainable development, its pillars, its international institutional framework (the SDGs) and the variety of forms of its implementation.

This information and awareness-raising work

was carried out during the first year of the project so that participants could become familiar with these concepts and their concrete existence.

This approach was put into practice through the creation of AGISEC events designed to raise awareness among children, young people, and the general public. Each event constitutes an episode of the **AGISEC web series:**

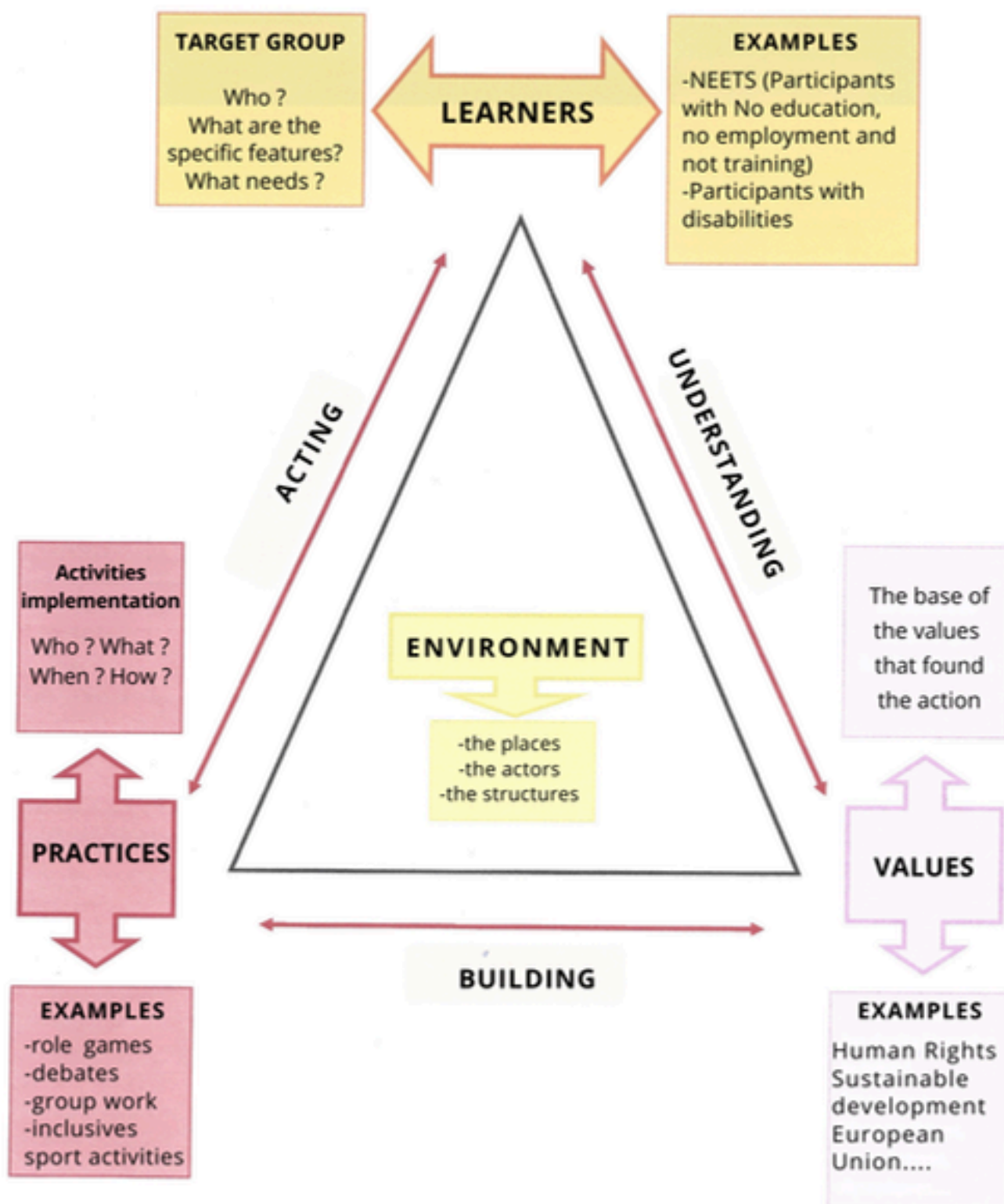
https://www.youtube.com/@Agisec_Project

The **"Action" phase** of our educational process also involved the implementation of group projects by the participants. To enable them to work in good conditions, they benefited from workshops related to project methodology and communication. This phase constituted the second year of the project.

The results were presented at the closing events in autumn/winter 2025.



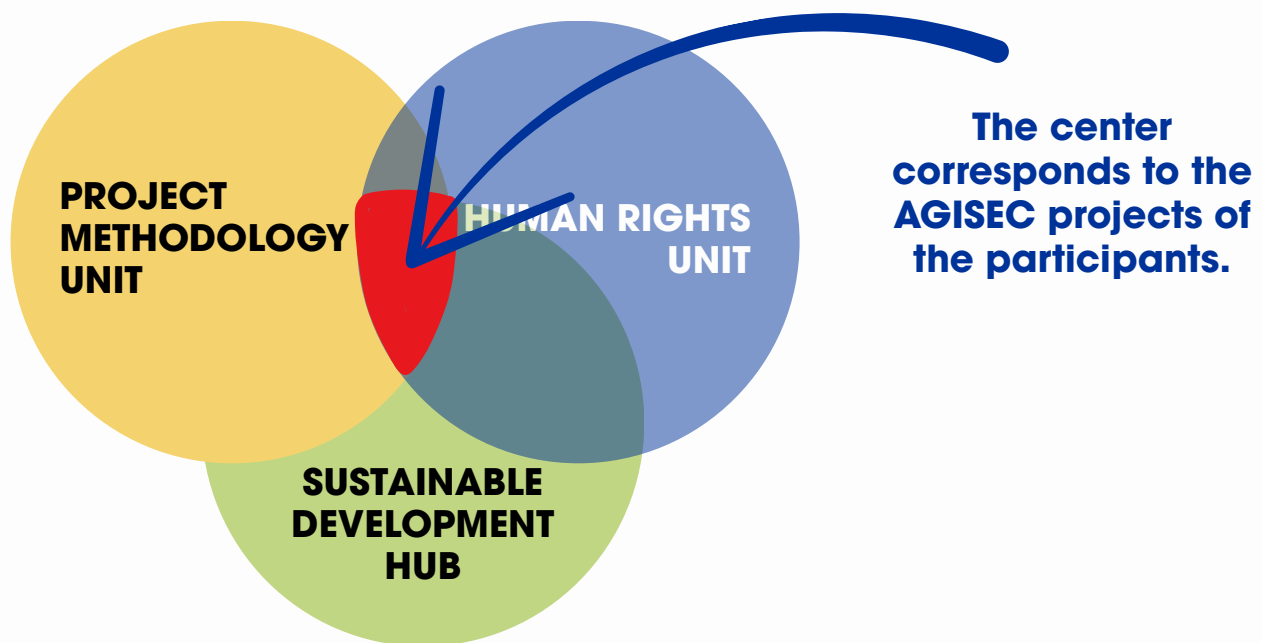
Our educational ecosystem



Framework of the activities carried out

From the outset, we were committed to working together across our borders. This meant addressing the same topics during the same periods and using, as much as possible, the same teaching materials.

In parallel, depending on the needs of the learners, each partner could implement additional content and activities.



It should be noted that for each theme addressed, social and personal skills are targeted such as:

- Accept the diversity of viewpoints.
- Learning to defend one's point of view
- Being able to question one's choices and positions
- Developing emotional intelligence...
- Working as a team

Pedagogical choice

Like a recipe, we had the ingredients; all that remained was to define the dishes in which we were going to cook.

To vary the learning experiences and contexts, we have therefore mixed different types of activities:

- **Local workshops** (once or twice a week in France and once or twice a month in Italy)
- **European meetings** (July/August 2024 in France and April 2025 in Italy)
- **Public events** (18 in total, 9 in each country).



Whatever action was implemented, our practices were based on **active learning and the educational methods of non-formal education**. This means that the learner is at the heart of the process. They participate voluntarily in the project's activities. In accordance with this principle of free participation in the project, there was a continuous flow of entry and exit.

Similarly, active learning pedagogy establishes that learning occurs through questioning, trial and error, experimentation, peer-to-peer exchanges, and both individual and collaborative work. This implies a variety of activities that allow participants to work alone or in pairs, in small groups, and in large groups.

An overview of the activities offered



DEBATES



MIME /IMPRO



BRAINSTORMING



ROLE-PLAYING GAMES



CASE STUDIES



QUIZ



INCLUSIVE GAMES



WEB SEARCH



TEAM BUILDING

The objectives

General objective

- To enable participants — young NEETs and people with disabilities — to understand the foundations and universal scope of Human Rights, and to develop concrete attitudes promoting their respect in daily life, in sport and in social relations.

Educational objectives

- Defining Human Rights and understanding their legal and moral basis.
- Discover the history of Human Rights, from Antiquity to the Universal Declaration of 1948.
- Identify the main institutional actors (UN, Council of Europe, European Union, States) and their roles in the protection of rights.
- Recognize non-governmental organizations (NGOs) working to defend rights (Amnesty International, Human Rights Watch, Handicap International, etc.).
- Linking Human Rights to concrete situations, particularly in the fields of sport, education and social life.
- Analyze possible violations of Human Rights (discrimination, violence, exclusion, injustice).
- To develop personal reflection on one's values, behaviors and civic responsibilities.
- Transforming the understanding of rights into concrete actions, through projects, attitudes and personal commitments.

The objectives

Results

- Thanks to this workshop, participants:
- translate their theoretical knowledge into concrete actions;
- discover how the principles of Human Rights can guide behavior and social relations;
- develop their empathy, their sense of justice and responsibility;
- include the link between sport, dignity and inclusion;
- become actors in the defense of fundamental rights in their environment.

Through this workshop, participants learn that Human Rights are not just texts to know, but principles to live by every day.

By understanding their scope and applying them in their AGISEC projects, they become ambassadors for a more inclusive, united and respectful world.



Examples of activities

1 "Reconnect me"

Teams must connect activists to their slogans. Group discussion on the values and actions that underpin global movements.



2 What are my rights?

The teams need to identify which human rights are associated with the photos.



3 What is your position?

For each statement, participants must move next to the poster of their choice. Each person is invited to explain their choices.



Examples of activities

4 Case study and role-playing: defending rights

Small groups examined real or hypothetical cases of rights violations and simulated the roles of activists. Through these activities, participants translated their theoretical knowledge into concrete actions, discovering how the principles of Human Rights can guide attitudes, behaviors, and social interactions.



5 Quiz

A group quiz helped to consolidate knowledge about the Universal Declaration of Human Rights and international institutions.

6 Escape game

The young people played an escape game about racism in the room dedicated to CEIPES.



Through these activities, participants translated their theoretical knowledge into concrete actions, discovering how the principles of Human Rights can guide attitudes, behaviors, and social interactions.

The objectives

General objective

- To enable participants — young NEETs and people with disabilities — to understand the concept of inclusion through Human Rights, to recognize diversity as an asset, and to put into practice behaviors and activities that promote equality, participation and mutual respect.

Educational objectives

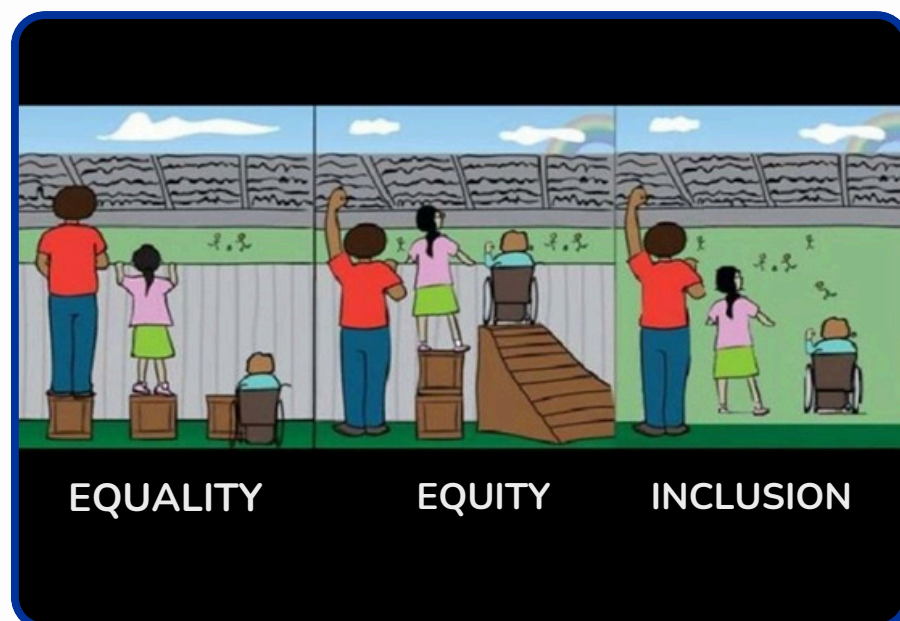
- Define the concept of inclusion and link it to the universal principles of Human Rights.
- Discover the history of Human Rights, from Antiquity to the present day, and understand their universal scope.
- Identify the different dimensions of Human Rights: civil, political, economic, social and cultural.
- Recognize the institutional actors (UN, EU, Council of Europe, States) who guarantee their implementation.
- Discover the civil society actors (NGOs, associations, citizen movements) who defend fundamental rights.
- Reflect on one's own values and behaviors, and their consistency with the principles of equality and respect for diversity.
- Understanding how sport can become a tool for inclusion and the defense of human rights.
- Developing empathy, cooperation and solidarity within an intercultural and inclusive group.

The objectives

Results

- At the end of the workshop, the participants:
- understand that inclusion is a fundamental right, not a favor;
- identify the obstacles faced by vulnerable people and ways to reduce them;
- strengthen their empathy, tolerance and adaptability;
- value diversity as a collective asset;
- become aware of the role of sport as a vehicle for human rights and equality.

Through this workshop, participants learn that inclusion begins in everyday actions, that it is based on mutual respect, cooperation and social justice, and that sport can be a powerful driver of change and equality — at the heart of the AGISEC project's mission.



Examples of activities

1 Inclusive artistic challenges

Participants are in pairs, sitting face to face. One person must draw the other's face while in a situation of disability (e.g., blindfolded, drawing with their non-dominant hand, etc.). The exercise lasts 5 minutes, then the roles are reversed.

The session ends with a debriefing through group reflection on roles, equality and obstacles encountered.



Participants gain a deeper understanding of inclusion as a human right. They reflect on the obstacles faced by disadvantaged groups and develop their empathy by tackling simulated challenges. Group collaboration skills are strengthened, with diversity being recognized as the norm.

Examples of activities

2 Inclusive sports games

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The young people prepared and led inclusive sports games. They learned to take into account the different types of disabilities in the activities offered. This also involves formulating instructions, rules of the game, and facilitating the activities. For this, they were made aware of the FALC method - Easy to read and understand (easy-to-read in English).



Examples of activities

3 Inclusive games

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The young people prepared and led inclusive games during the European meetings.

These games were designed to get to know each other (knowledge games), to break the ice (icebreakers) and to create group dynamics (team building).



The objectives

General objective

- To enable participants to understand the role, values and functioning of the European Union, to explore the concept of European citizenship, and to strengthen their sense of belonging to a community of common values, open, democratic and united.

Educational objectives

- Define what the European Union is, its missions and its fundamental values.
- Discover European symbols (flag, anthem, motto, Europe Day).
- To know the key stages of European integration and its main institutions.
- Identify the rules and criteria for joining the EU (respect for rights, democracy, independent justice).
- Understanding the differences between the European Union, the Schengen Area and the Eurozone.
- Analyze current issues: war in Ukraine, migration, Brexit, ecological transition and economic crisis.
- Discovering European citizenship: rights, duties, European elections, mobility, Erasmus+.
- Compare the EU with other regional unions (Africa, Asia, America) to better understand its specificity.
- Developing critical thinking skills in the face of fake news, disinformation and media stereotypes.
- Strengthening the ability to debate and argue, while respecting opinions and democratic values.

The objectives

Results :

Through this workshop, participants will:

- gain a better understanding of the history, functioning and values of the EU;
- develop an active, critical and informed citizenship;
- feel like they are actors in the construction of Europe at their own level;
- become aware of the links between inclusion, democracy and solidarity;
- strengthen their social, civic and intercultural skills.

This workshop helps participants feel like full-fledged European citizens, aware of their rights and responsibilities, capable of thinking, debating and acting for an inclusive, democratic and united Europe — faithful to the spirit of the AGISEC project.



Examples of activities

1 Debates

The upcoming 2024 European elections provided an opportunity to discuss citizenship, voting, and its implications with participants. Discussions also addressed the conditions for a state to join the EU and reiterated the EU's fundamental values and rules (freedom of opinion and of the press, independence of the judiciary, prohibition of the death penalty, etc.). Participants were thus able to better understand the differences between the EU and the Schengen area, the freedom to have the euro as a national currency.... Finally, the European and international migration crisis as well as the war in Ukraine allowed for discussion of European defense, Frontex, and NATO.



These discussions allowed participants to address topics of interest, get answers to their questions, broaden their perspectives, and strengthen their argumentation skills based on objective grounds. They gained a better understanding of the concept of fake news and grasped the mechanisms of media manipulation (TV, social media, press, etc.).

Examples of activities

2 Board game

Participants supplemented their knowledge of the European Union with the game “Eurocircle” created by AEDE (European Association for Education). The winning team is the first to arrive at the end of a course littered with themed quizzes.



3 Thematic videos

The participants exchanged their views on the themes of the videos they watched:

- “Your EU citizenship rights”



and thematic videos from the Erasmus+ project "Start point".

- Citizenship, identity and culture
- Democracy and citizenship
- Social and civic skills
- European Union panorama

Eurocircle made it possible to discover Europe from a historical, geographical, cultural, institutional, geopolitical, etc. perspective. The videos complemented the knowledge and reflections on the concepts of cultural identity and diversity, active citizenship, and democracy.

The objectives

General objective

- To enable participants to understand the concept of sustainable development, to identify the links between their daily behaviors, society and the environment, and to design concrete and inclusive actions contributing to a fairer and more sustainable future.
- This workshop is part of the AGISEC initiative, which links sport, inclusion and ecology through participatory activities accessible to all.

Educational objectives

- Define the concept of sustainable development and its three dimensions: economic, social and environmental.
- Identify current issues related to sustainability (resource depletion, inequalities, climate, health, consumption).
- Differentiating between needs and desires, and understanding their impact on planetary balances.
- Know the 17 Sustainable Development Goals (SDGs) and their areas of action.
- Analyze the links between consumption, sustainability and human rights.
- Becoming aware of the impact of one's daily behaviors on the environment.
- To propose and plan concrete and eco-responsible actions at the individual or collective level.
- Developing empathy and solidarity towards the people and communities most affected by environmental imbalances.

The objectives

Results

- Through these activities, the participants:
- become aware of the interdependencies between individual behaviors and global issues;
- include the principles of sustainability and collective responsibility;
- experiment with the creation of an eco-responsible project;
- develop values of empathy, solidarity and global citizenship;
- engage in an active process of personal and collective change.

Through this workshop, participants become agents of change, able to link their daily choices to the building of a sustainable and inclusive future, consistent with the philosophy of the AGISEC project.



Examples of activities

1 Brainstorming

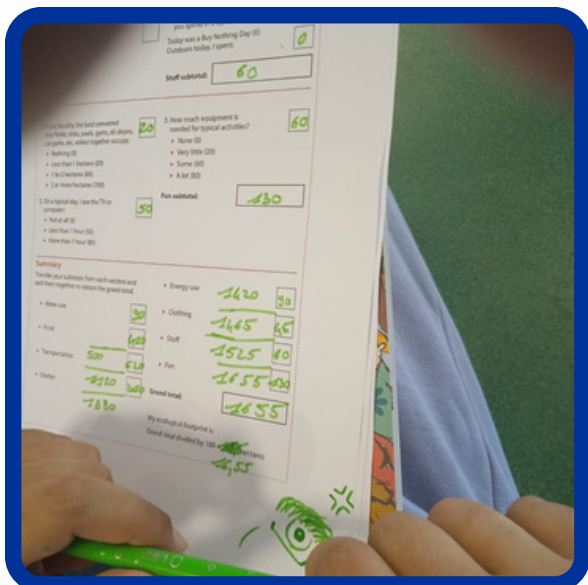
Brainstorming on daily practices that deplete resources.



2 Calculate your carbon footprint

Using the ecological footprint calculator to measure personal impact. Group discussions to compare results and reflect on global sustainability challenges.

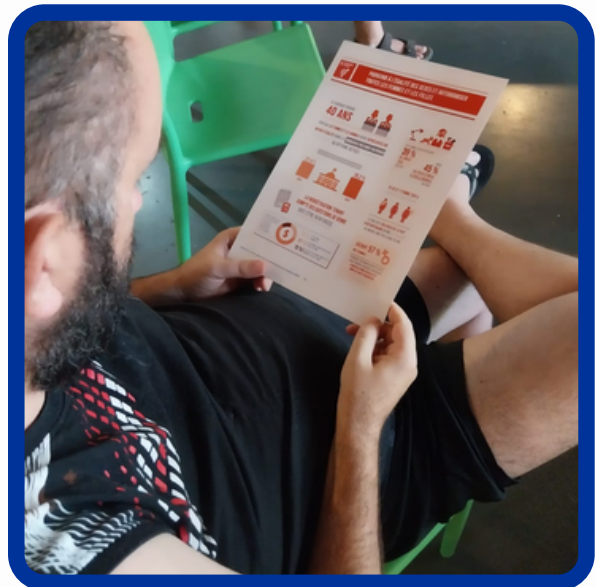
Reflection and action planning: participants commit to taking three personal steps to reduce their footprint.



Examples of activities

3 SDG Theatre

After improvising on the Sustainable Development Goals, participants worked in groups on a priority goal and imagined a scenario for the year 2050.



Examples of activities

4 Designing an eco-friendly event

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The participants envisioned the organization of a local event. Working in teams, they listed the various points to consider in order to move as much as possible towards eco-responsible practices.



Through these activities, participants became aware of the impact of their daily behaviors on the environment. They also reflected on global sustainability challenges and identified concrete solutions.

The objectives

General objective

- To enable each participant — young NEETs and people with disabilities — to acquire an inclusive, collaborative and sustainable project management methodology, based on the concrete experience of AGISEC events and Franco-Italian projects.

Educational objectives

1. Understanding the project logic

- Identify the stages of a project: from the initial idea to implementation and evaluation.
- Differentiate between need, objective, action and expected result.
- To become aware of the role of each member in a collective project.

2. Develop intercultural cooperation and communication

- Learning to exchange, negotiate and co-create with French and Italian peers.
- Promote active listening, respect for everyone's ideas and the search for consensus.
- Experiencing teamwork in an inclusive and European context.

3. Analyze the needs and formulate solutions

- Learn how to use the problem tree to identify causes, consequences and possible solutions.
- Developing critical and systemic thinking to understand a social or environmental issue.
- Link the identified problems to concrete and realistic actions.

The objectives

4. Develop clear and measurable objectives
 - Write project objectives according to the SMART method (Specific, Measurable, Achievable, Relevant, Time-bound).
 - Link each objective to an environmental and inclusive dimension.
 - Verify the consistency between objectives, resources and expected results.
5. Experiment with creativity and problem-solving tools
 - Discover and practice the 6 hats method to analyze a situation from multiple points of view.
 - Learning to find collective solutions by using logic, intuition and empathy.
 - To strengthen self-confidence and the ability to actively contribute to a group.
6. Structure and present a complete project
 - Organize the steps, resources and stakeholders of a project.
 - Describe the local and European implementation of an AGISEC action.
 - Highlight the consideration of disability, inclusion and ecology in the design of the project.
 - Presenting one's work collectively in front of an audience, developing oral and visual skills.

The objectives

Results

- At the end of the workshop, the participants:
 - include the complete dynamics of a project (from idea to evaluation);
 - develop skills in analysis, planning and teamwork;
- know how to formulate clear and realistic objectives;
- experiment with creativity and problem-solving tools;
- learn to transform an idea into concrete actions, and these actions into experiences of inclusion and sustainability.

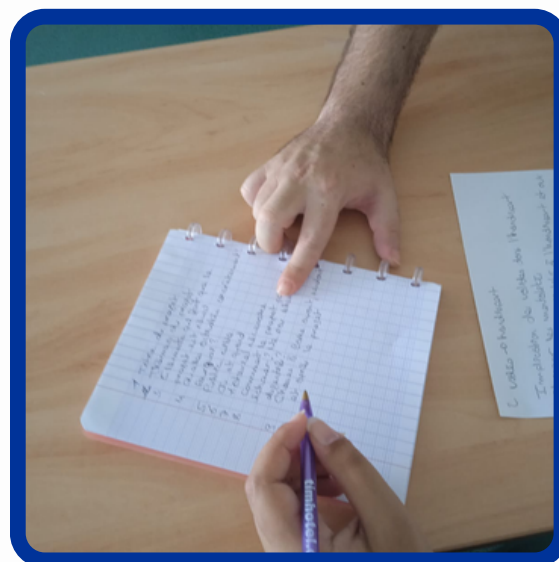
Thanks to this participatory and inclusive methodology, AGISEC participants learned to transform an idea into a project, a project into concrete actions, and these actions into experiences of inclusion and sustainability.



Examples of activities

1 Brainstorming to develop AGISEC projects

Participants individually shared the projects they would like to undertake. These projects were then grouped by theme. Groups were formed to discuss and negotiate the creation of a specific project. Finally, each team (comprised of French and Italian participants) worked to develop and present their project to the larger group.



Examples of activities

2 Analyze the needs

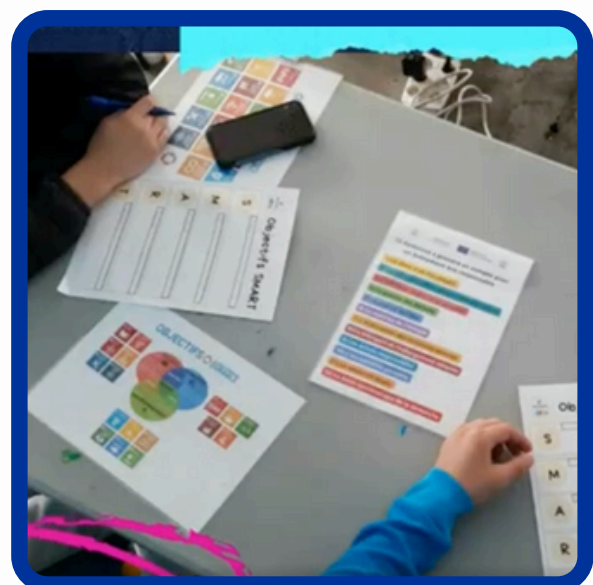
To develop their project, the teams built their problem tree, specifying the causes, consequences, and proposed solutions for each one. A debriefing session in a large group allowed for the sharing of reflections.



Examples of activities

3 SMART Goal Writing Workshop

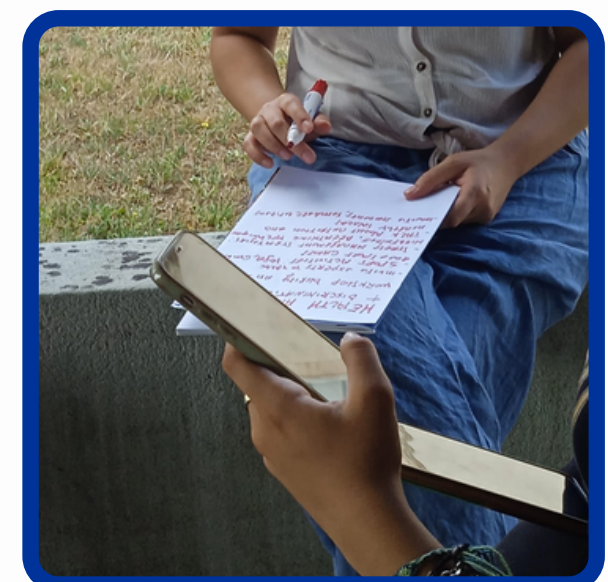
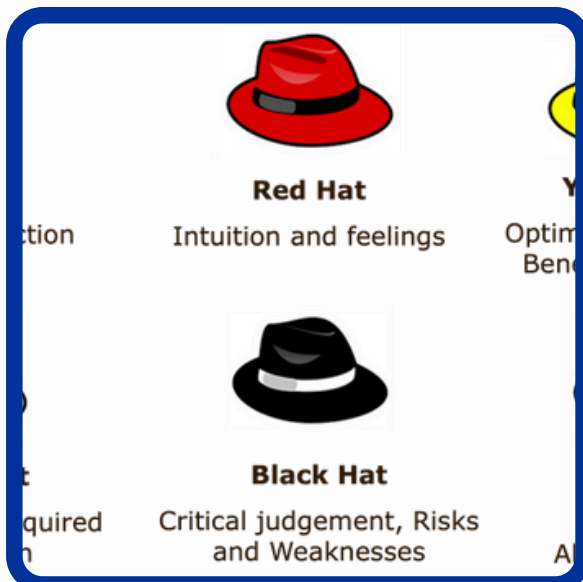
The participants first wrote project objectives. Then they were introduced to the SMART method. Finally, they rewrote their objectives in relation to the environmental dimension of the project, trying to respect the SMART rules.



Examples of activities

4 Problem-solving case study

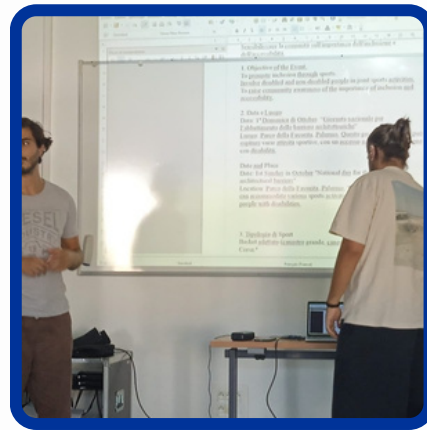
Using fictional scenarios, the teams worked to solve existing problems within a project. To do this, they were introduced to the Six Thinking Hats method, which allows for examining a situation from six distinct perspectives for a comprehensive and multidimensional analysis.



Examples of activities

5 Group presentation of projects

At the end of the European meeting in Bordeaux, the participants presented their project, specifying its implementation in each country and the consideration of inclusion and ecological practices.



Project methodology was learned through the implementation of local events and the execution of AGISEC projects developed during European meetings. This allowed participants to learn how to structure a need into a project, and a project into concrete actions.

The objectives

General objective

- To enable participants — young NEETs and people with disabilities — to develop interpersonal, public and digital communication skills, in order to enhance their projects, strengthen their autonomy and promote inclusive, creative and responsible communication within the framework of the AGISEC project.

Educational objectives

- Identify the different types of communication (interpersonal, institutional, media, digital) and their codes.
- Adapt their speech according to the context and the interlocutor (elected official, partner, peer, young person, etc.).
- Speaking in public with confidence and in a supportive environment.
- Design communication materials for informational, awareness-raising or mobilization purposes (e.g. campaigns, postcards, posters).
- Use graphic design software like Canva to create attractive and consistent visual materials.
- Create an AGISEC project presentation document by integrating content, design and visual storytelling.
- Understanding the fundamentals of social media communication: target audiences, content formats, publishing strategies.
- Analyze data related to social media use according to user profiles and behaviors.

The objectives

- Discover and experience visual creations in augmented reality.
- Using English to express oneself in writing and orally with the help of digital tools.
- Explore the uses of artificial intelligence for content creation (texts, visuals, creative ideas).
- Organize the planning, publication and distribution of content on digital platforms (e.g. Meta/Facebook).
- To encourage active participation and engagement of internet users around shared projects.

Results :

Thanks to this workshop, participants:

- strengthen their digital, creative and communication skills;
- gain confidence to express themselves and promote their projects;
- develop inclusive communication, adapted to different audiences;
- include the ethical and social issues of digital communication;
- use artificial intelligence and digital tools in a responsible and creative way;
- become capable of designing and distributing engaging content on social networks and visual media.

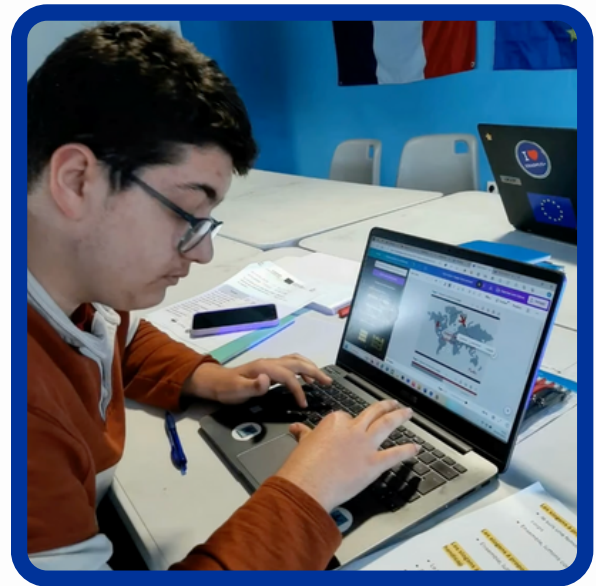
Through this workshop, participants discover that communication is much more than simply transmitting a message: it's about building connections, creating meaning, and fostering inclusion. By mastering the tools and codes of modern communication, they become active participants in promoting their AGISEC projects, ambassadors of ethical, creative, and accessible communication for all.

Examples of activities

1 Digital content creation workshops

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Participants benefited from workshops to learn how to create content using CANVA (such as posters, cards, pdfs, videos...). They also learned to use artificial intelligence to create images. Finally, they discovered augmented reality.



The postcards created



Examples of activities

2 Artificial intelligence workshops

They also learned how to use artificial intelligence to create images. Finally, they discovered augmented reality.



Creating figurines with AI

Participants learned how to formalize specific requests to create visuals with artificial intelligence.



Participants enhanced their digital skills by learning to create content with Canva, generate visuals using artificial intelligence, and explore augmented reality.

They have thus gained autonomy and creativity to promote their projects in inclusive digital environments.

The objectives

General objective

- To enable participants — young NEETs and people with disabilities — to design, organize and lead inclusive sporting events that promote the participation of all audiences.
- The workshop aims to transform theoretical learning into concrete experiences, placing participants at the heart of the creation, coordination and promotion of AGISEC actions.

Educational objectives

- Put into practice the knowledge acquired in the other workshops of the AGISEC program.
- Design and lead inclusive sports activities for different audiences (children, teenagers, adults).
- Integrate the diversity of disabilities into the creation and adaptation of the activities offered.
- Learn how to design, organize, lead and evaluate an activity from start to finish.
- Develop and formulate simple, clear and inclusive rules for their sporting events.
- Create visuals and communication materials (posters, signs, decorations) to enhance their stand.
- Participate in the collective construction of the event: allocation of space, welcoming the public, logistical coordination, installation and cleanup.

The objectives

- Take an active role in planning, preparatory meetings and rehearsals.
- Run a booth at each event of the project (9 in total).
- To propose activities related to the themes of the events (women's sport, Olympism, sustainable development, Europe Day, etc.).
- Relay and disseminate communication related to the events within their networks, contributing to the visibility of the project.

Results :

Thanks to this workshop, participants:

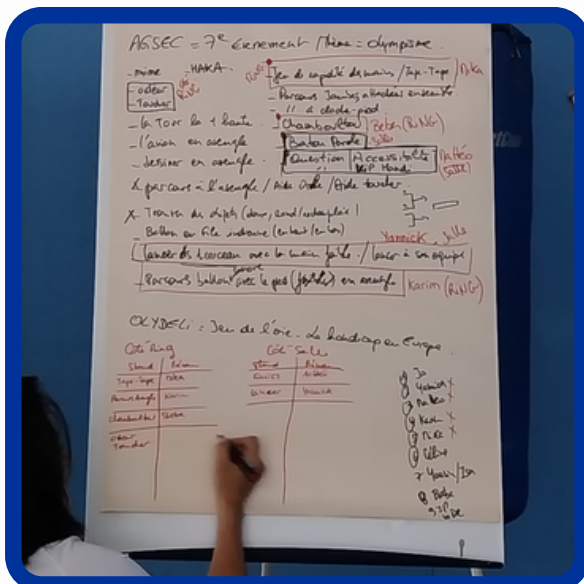
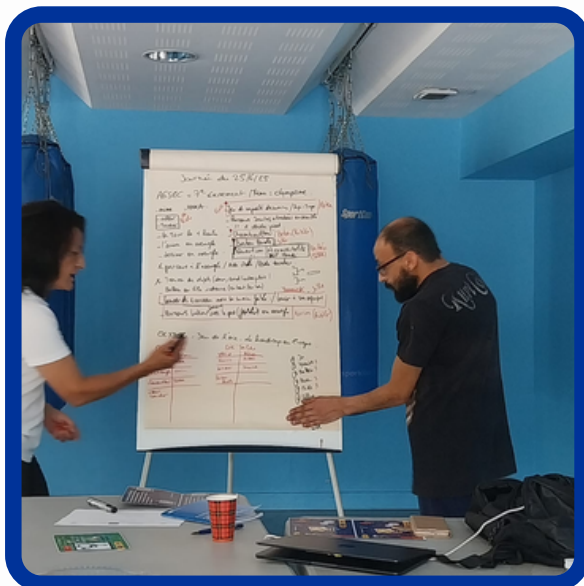
- put their learning into practice in real-world contexts;
- gain practical experience in project management and team coordination ;
- develop their skills in organization, communication and facilitation;
- learn to work in groups within a collaborative and inclusive framework;
- become actors and ambassadors of sport for all within their territory;
- contribute to events that promote diversity, solidarity and creativity.

The “Events” workshop offers a comprehensive and rewarding experience: participants learn to create, organize, and lead events, while bringing to life values of inclusion and sharing. By becoming the designers and facilitators of AGISEC events, they fully embody the transition from learning to action, developing transferable skills and the attitude of engaged, responsible, and creative citizens.

Examples of activities

1 Brainstorming

For each new event, participants brainstorm to list potential activities to implement. As the process unfolds, the choices become more refined based on the theme, the diversity of activity types, the venues, the target audience, and so on. At the end of the brainstorming session, everyone knows which booth they will build and run.



Examples of activities

2 Support in designing the activity

To build their activities, the participants benefited from support from their peers and supervisors.



Examples of activities

3 Dress rehearsal

To support participants in the implementation of the event, a dress rehearsal takes place. This allows everyone to become more familiar with the event's flow (from opening to closing), to properly prepare their speech, to pay attention to their gestures, etc.



Examples of activities

4 Installation and decoration of the reception area

The participants are fully involved in the event. They set up and decorate the venue to welcome the public. This teaches them how to organize themselves, both individually and as a team. They also become aware of the different tasks and activities involved in putting on an event.



Examples of activities

5 Stand entertainment

After designing their activities, preparing the content, and decorating the venues, the participants led them for different audiences. From the status of beneficiaries of learning activities, they have become transmitters, ambassadors to raise public awareness of inclusion in sport.



Participants developed organizational, collaborative, and communication skills by designing and leading activities themselves during the events. From the initial brainstorming to setting up the stands, they learned to plan, adapt, and work as a team. By becoming facilitators and ambassadors for inclusion in sport, they transitioned from the role of learners to that of active transmitters of knowledge.

The dissemination of events

Each event of the project took place between France and Italy, bringing together young people, partners and supervisors around inclusive, sporting and creative activities.

Their story continues through the AGISEC web series, where each episode delves into the behind-the-scenes of these pivotal moments. To make it even more fun, we created a mascot that accompanies the spectators and tells the story of the adventures experienced by the participants!

Discover below the official posters for the events and the summary of each episode.

All episodes are available in French and English on our two YouTube channels:

- that of the project: **@AGISECPROJECT**
- that of Aux couleurs du DEBA: **@auxcouleursdudeba3748**.



AGISEC WEB SERIES - EPISODE 1

For several weeks, the young people involved in the project prepared their own event and tested the activities they were going to offer.

In France, for example, young NEETs collaborated with young people with disabilities to create a major sporting challenge:

The Equality Olympics!

From A to Z, they designed and built around ten competition stands to raise awareness among the residents of the working-class neighborhood of Pessac Saige, near Bordeaux, about accessible sports.

They were proud to read the local press articles devoted to their initiative.

In total, in France and Italy, more than 50 young people and about ten local partners mobilized to reflect and act in favor of inclusion in sport.



AGISEC WEB SERIES - EPISODE 2

 In this episode, our mascot AGISEC takes us to the heart of the project's second major event: "Inclusion in action".

On the program:

 Young people design their own sports and educational stands.

 Original challenges to raise public awareness of disability and equality.

 Forum theatre scenes to reflect together on stereotypes and discrimination.


 Interviews with the public and participants on what inclusion really means.


This Erasmus+ Sport project celebrates young people who are committed to a fairer, more united and respectful society.





AGISEC WEB SERIES - EPISODE 3

 In this episode, our mascot AGISEC takes us through the Paralympic Games, organized during the European Week of Sport. On the program:

 Discover accessible sports like goalball, boccia, wheelchair basketball, laser shooting, and many other challenges!

 Young people organize, participate and learn the value of respect, team spirit and fair play.


 A festive awards ceremony recognizes the performance and commitment of all.

 In Sicily, the CEIPES of Palermo extends the experience with an inclusive karate workshop, another highlight of the project.


This web series highlights young people who are committed to making sport accessible to all and to a more inclusive society.





AGISEC WEB SERIES - EPISODE 4

 In this special episode, our mascot Agisec takes us to experience Erasmus Days 2024, a highlight to celebrate a year of action and commitment within the project.

On the program:

 Young people share their experiences, successes and learnings around inclusion, sport and ecology.

 Inspiring testimonials about the collective work between associations, young people with disabilities and European partners.

 A deep dive into the Erasmus+ values, which open up perspectives, create vocations and strengthen self-confidence.

This fourth episode highlights the first year of results of the AGISEC project, which has been awarded the "Grande Cause Nationale du Sport 2024" label.



🌍🎬 AGISEC WEB SERIES - EPISODE 5 🎬🌍

🌍🎬 Today, breaking news! For the first time, young French people are managing an event from A to Z. A great opportunity for them to progress and fully commit to the project.

Off to Palermo, Sicily, to discover how CEIPES is celebrating Women's Sports Week 🇮🇹

Through workshops, discussions, and self-defense demonstrations, young people are celebrating sport as a tool for inclusion, equality, and well-being. Then it's back to France, where our participants are organizing their own event focused on women's sports: debates, interactive quizzes, and testimonials from female athletes with disabilities who are sharing their inspiring experiences.



🎯🌟 This 5th episode perfectly illustrates AGISEC's vision:


➡️ A sport that changes lives, promotes inclusion, and acts for a more sustainable planet 🌱


👏 Well done to the young people and partners for this great Franco-Italian collaboration.




AGISEC WEB SERIES - EPISODE 6

  This time, we're focusing on the Handisport Challenges, conceived and run by young people during Europe Day in France. In a dynamic and engaging atmosphere, participants invented brand new challenges to experience disability through play and cooperation.

 Challenges that are as original as they are inclusive: aiming at a target with motor constraints, building a plane blindfolded, guessing powerful words like inclusion or freedom, or answering a quiz about disability sport, disability in the media and the European Union.

 And how to meet these challenges? Only one rule: get involved with creativity and solidarity!

 Thank you to the local elected officials for their presence and support, and congratulations to the entire AGISEC team for this 6th committed event!

 And in Sicily, our partner CEIPES also celebrated International Disability Sport Week by hosting Paralympic athletes for inspiring discussions about disability, sport and European values.



AGISEC WEB SERIES - EPISODE 7

This time, it was young people with disabilities who conceived and led challenges to put everyone in their shoes. Spoiler alert: it's much harder than you think 😊.

⚡ Here is the program for this 7th event:

👁️ Awakening the senses: blindfolded, recognize objects and smells.

📝 History Challenge: invent a story using words like Europe, Equality, Disability... ⚽ Blindfolded Football: guided by your teammates, dribble without seeing anything!

👉 Tap-Touch: reflexes and speed, who will be the fastest?

🌍 Eco-cup Challenge: aim, collect and return the cups... in a seated position, as in a wheelchair.

🎯 Aim like it's on wheels: throw with your weak hand...

❓ Europe & Disability Quiz: Test your knowledge – do you know where the word disability comes from?

👉 Heading to Palermo, Sicily 🇮🇹! Our Italian partners also took on inclusive challenges with climbing 🧗.

💡 Thanks to Erasmus+ and the European Union, AGISEC promotes a more inclusive and ecological sport... and proves that disability does not prevent taking on challenges!



AGISEC WEB SERIES - EPISODE 8

 During the Sustainable Development Fortnight, the young people of the AGISEC project took on an unprecedented challenge: to raise awareness of disability through participatory and eco-responsible games.

In this new episode, Handi'Durable offers a fun, inclusive, and engaging afternoon where everyone can test their senses, logic, and creativity while exploring the challenges of inclusion and sustainability.


 On the agenda:

 Eco-friendly Triathlon – become a waste sorting champion 

Awakening the Senses – take on the blindfolded challenge  Ecocup

Challenge – aim true, even sitting or in a wheelchair  Ode to the

Planet – invent your slogan or song  The Sustainable Ideas Lab –

calculate, reason, propose actions for the planet  Olydeli Games –




inclusive quiz on sport, culture, and living together

An event focused on solidarity, environmental awareness, and the joy of working together  



AGISEC WEB SERIES - EPISODE 8

Meanwhile, in Italy, CEIPES organised the event “Yoga and Green – Sport and Sustainable Development”, in Sferracavallo (Barcarello), as part of the European Week of Sport .

On the agenda: an inclusive yoga session led by Barbara Faludi, followed by a beach cleanup operation, in partnership with Plastic Free Palermo   .

An inspiring day that perfectly illustrates AGISEC's mission:

 Using sport as a tool for inclusion, well-being, and respect for the environment. 



AGISEC WEB SERIES - EPISODE 9


After two years of discussions, workshops, challenges, and actions for a fairer, greener, and more inclusive sport, the AGISEC adventure is coming to an end... but its spirit lives on through the young people who are its driving force! 💪

📍 In Italy, on October 15, 2025, CEIPES organized the closing event in Palermo, at the Cinema Marconi (Via Cuba, 12), in collaboration with the University of Palermo.

This event, organized as part of Erasmus Days, looks back on the project's evolution and showcases the initiatives created by the participants—the result of their collective work, passion, and commitment to inclusive, sustainable, and accessible sport for all. 🇮🇹🌟




AGISEC WEB SERIES - EPISODE 9

 In France, the national closing took place on December 3, 2025, on the occasion of the International Day of Persons with Disabilities.


Young people with disabilities will present and implement their AGISEC projects there:

Facilitating a debate on discrimination in sport, with CDOS 33 and SAM Mérignac 

Screening of a video report on disability sport, featuring testimonials from coaches and athletes 

Inclusive sports games to discover disability sports in a new way 

A cold buffet, partly prepared by the young people, to promote healthy and sustainable eating 

The day will conclude with a feedback session from the participants, a powerful symbol of a European project based on cooperation, listening, and sharing. 

Thank you to all the young people, partners, and supervisors for bringing AGISEC to a successful conclusion. 



The objectives

This section of the guide provides you with all the resources created and used during the two years of the AGISEC project.

You can use them directly or adapt them to suit the needs of your audiences.

To ensure consistency in our approach, all partners worked on the same themes in their respective territories.

Regular exchanges of resources, tools and materials have enabled everyone to access the same content and share best practices.

For each session, we have developed detailed teaching materials, accompanied by corresponding activities.

However, given the large number of sessions carried out (one to two per week or per month depending on the context), it was not possible to share everything in this guide.

Some resources are therefore presented in a more concise manner, or refer directly to guides and manuals used during the project.

The primary objective of this section is to demonstrate the wealth of preparatory work required to address these topics with audiences who have specific needs.

Each theme presented below links to a web link where you will find detailed resources.

Please note that depending on the language version of the guide, some resources may differ.

Happy reading and happy exploring!

CLICK HERE >

Access to thematic resources



HUMAN RIGHTS

**FRENCH
VERSION**



INCLUSION

**FRENCH
VERSION**



THE EUROPEAN UNION AND CITIZENSHIP

**FRENCH
VERSION**



SUSTAINABLE DEVELOPMENT

**FRENCH
VERSION**



PROJECT METHODOLOGY

**FRENCH
VERSION**



COMMUNICATION

**FRENCH
VERSION**



EVENTS

**FRENCH
VERSION**

The European meeting in France



SUMMARY

Our very first European meeting took place in the midst of the excitement of the Paris 2024 Olympic and Paralympic Games — and what an experience!

For about ten intense days, the participants fully experienced the AGISEC spirit, putting all the themes of the project into practice through inclusive activities prepared a few weeks earlier.

They discovered and tested adapted sports such as wheelchair basketball, goalball, boccia, archery and even boxing!

A highlight of the trip: watching the Brazil-Nigeria women's Olympic football match live! A huge thank you to the Nouvelle-Aquitaine Regional Council for these unforgettable tickets.

Between workshops, the young people explored Bordeaux, exchanged ideas about their cultures during intercultural evenings and created memorable experiences.

To conclude this wonderful adventure, they co-created their own AGISEC project ideas, which they will continue to develop each in their own country.

The European meeting in France



ACTIVITY

In keeping with our educational approach based on active participation, the young people took matters into their own hands and led a series of activities that were both fun and enriching:

- Icebreaker games to get to know each other, build relationships and establish a real group dynamic.
- Inclusive sporting activities, where everyone could experience what it's like to be a person with a disability
- A vibrant intercultural evening, where each country presented its culture through games, dances, songs and gourmet tastings.
- Exchanges of practices and reflections, via debates and discussions around the major themes of the project.
- The young people also co-developed their AGISEC projects, using a common framework but with local adaptations for each country. Four great ideas emerged from this collaboration:
 - Debates on discrimination in sport (related to disability, origin, sex or gender).
 - A video report on the theme of Sport and disability.
 - Inclusive mini-Olympics open to all.
 - A healthy and balanced meal, based on seasonal produce.

These projects will be further developed in each country before being presented in Italy the following year.

To ensure everyone progressed together, daily assessments allowed for adjustments to the content and teaching methods, according to the needs and desires of each individual.

The European meeting in France



RESULTS

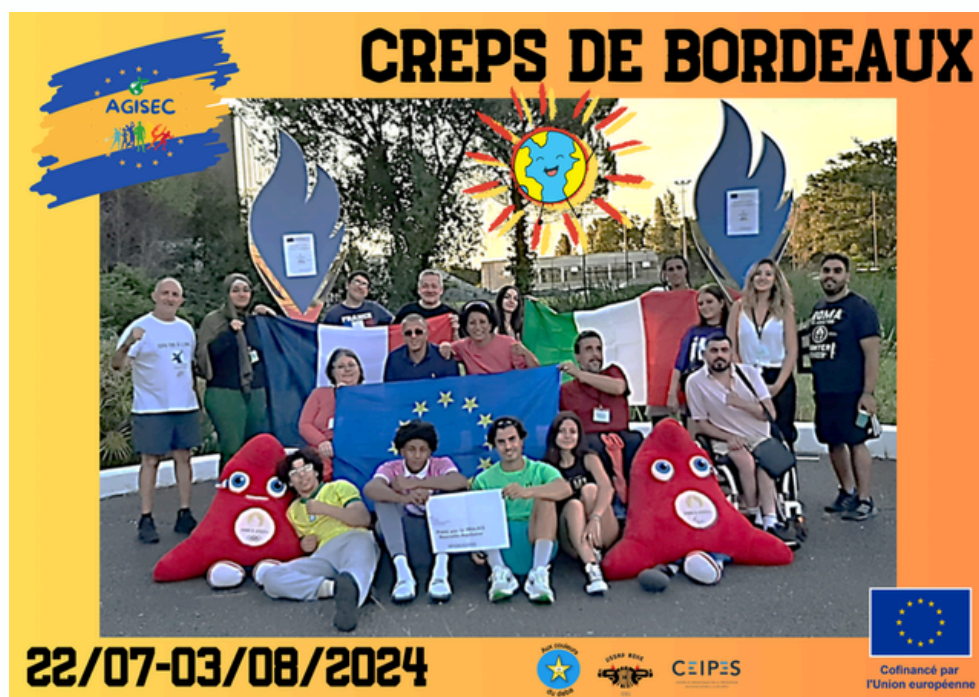
This first European adventure was a real discovery for many French and Italian participants. Diversity, inclusion and mutual support were at the heart of the trip, allowing everyone to flourish, share, learn and above all grow together.

Despite the language barrier, everyone found their own way to communicate: through translations, smartphone applications, but above all through solidarity among peers.

And as the exchanges progressed, everyone enriched their vocabulary — between French words, Italian expressions and shared laughter, language quickly became a playground!

The atmosphere of the Olympic and Paralympic Games instilled incredible energy in the group: a perfect blend of national fervor and European spirit.

Together, they proved that Europe is also built on the sports field, in joy and diversity!



The European meeting in France



PROGRAMME

Co-funded by the European Union

"AGISEC"
Agir pour un sport inclusif et écologique

European meeting Program

Tuesday 07/23

- * Opening of the meeting
- * Escape game to discover Bordeaux
- * Game on prejudices and discriminations

Wednesday 07/24

- * Sport activities against discriminations
- * Sports practices in disable situation
- * Team building activities

Thursday 07/25

- * "Euro-culture" game to discover European Union
- * Workshop to learn to create video for social media
- * Meeting in the stadium to see female football match Nigeria-Brazil

Friday 07/26

- * Archery
- * Sport activities in disable situation
- * Olympic games opening ceremony

PARIS 2024

Erasmus+
Enriching lives, opening minds.

The European meeting in France



PROGRAMME

Co-funded by the European Union

"AGISEC"
Agir pour un sport inclusif et écologique

European meeting Program

Saturday 07/27

- * Free day to discover the region : Arcachon basin, Lacanau ocean, Sarlat and Perigord, Saint-Emilion...

Sunday 07/28

- * Workshops to exchange practices and experiences between participants
- * Italian intercultural evening

Monday 07/29

- * Understanding and acting for the Sustainable Development Goals
- * Nature orienteering course at the Bourgaillh eco-site

Tuesday 07/30

- * Building AGISEC projects
- * Sport and inclusion with USSAP Boxing

relax

17 SDG

INTEGRITY
EQUALITY
INCLUSIVITY

The European meeting in France



PROGRAMME

"AGISEC"
Agir pour un sport inclusif et écologique

European meeting Program

Wednesday 07/31

- Building AGISEC projects
- Sports practices in disable situation
- DIGNITYLAND Game

Thursday 08/01

- Building AGISEC projects
- French intercultural evening

Friday 08/02

- Building AGISEC projects
- Sports practices in disable situation

Saturday 08/03

- Assessment / evaluation of the meeting
- Shopping in Bordeaux
- Farewell party

PARIS 2024

The European meeting in Italy



SUMMARY

The Learning, Teaching, and Training Activity (LTTA) in Palermo marked the second international meeting of the AGISEC project. Following the experience in Bordeaux, participants reunited to further develop their local projects. Throughout the week, they had the opportunity to exchange ideas, explore cultural differences, and delve into key themes such as inclusion, sustainability, and European citizenship. The main objective was to translate the reflections that originated in France into concrete actions through creativity, teamwork, and intercultural collaboration.



ACTIVITY

CEIPES ETS, in collaboration with all partners and participants, designed a dynamic program of non-formal education activities combining play, dialogue, and thematic exploration. Each day was dedicated to a specific theme – from inclusive and eco-friendly sport to digital communication and European citizenship – allowing participants to learn, interact, and reflect in an open and joyful atmosphere. The activities encouraged knowledge sharing and personal expression, thus creating strong bonds between young people from diverse backgrounds.

The European meeting in Italy



RESULTS

The LTTA contributed to the personal and professional development of the participants, who gained new knowledge about inclusion, sustainability, and project design. Intercultural exchanges enriched everyone's perspectives, inspiring new ideas and reinforcing the values of cooperation and active citizenship. At the same time, the discussions highlighted current challenges in the field of social inclusion, while also emphasizing Palermo's role as an open, welcoming, and dynamic city—an ideal setting for learning, sharing, and working together for change.



The European meeting in Italy



PROGRAMME

→ **LTTA IN PALERMO** → **APRIL 2025**

EUROPEAN MEETING PROGRAM

| | | |
|--|------------------------------|---|
| MON 7 APRIL | WELCOME TO PALERMO | Welcome meeting and CEIPES kit delivery Guided tour through the streets of Palermo Chill debrief and free evening |
| INCLUSIVE & GREEN SPORT | | TUE 8 APRIL |
| Fun icebreakers and sustainability game Escape room challenge at CEIPES Learn, play, and act for an eco-inclusive future! | | |
| WED 9 APRIL | DIGITAL COMMUNICATION | Talk & share about social media and visibility Create your own digital storytelling project French intercultural evening – let's connect! |
| PROJECT POWER | | THU 10 APRIL |
| Group work on your project ideas Afternoon outdoor activity – surprise location! Italian intercultural night with food & fun | | |
| FRI 11 APRIL | EUROPEAN CITIZENSHIP | Workshop on Europe and civic values Group reflection and teamwork at CEIPES Visit the Museum of Illusions – pure magic! |
| FAREWELL DAY | | SAT 12 APRIL |
| Final evaluation and group reflections Feedback and celebration together Closing dinner – memories, smiles, and good vibes | | |

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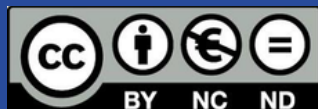
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NUMÉRO DU PROJET: 101132985



**AGIR POUR
UN SPORT
INCLUSIF ET
ECOLOGIQUE**



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CEIPES

