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Come & Play 4.0
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Education through Sport: Case Studies



COME^{4.0}
PLAY

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Defining Education through Sport

1 *What is it?*

Education through sport is the use of physical activity to enhance learning and promote development.

2 *Why use it?*

Sport provides a fun and engaging way to teach important values and life skills.

3 *Who benefits?*

Education through sport is beneficial for children of all ages, backgrounds, and abilities.

4 *How is it done?*

Through carefully designed programs that use sports as a teaching tool and incorporate lesson plans.

Case Study 1: Grassroot Soccer



Overview and Background

Grassroot Soccer is an HIV prevention program that uses soccer as a means of educating young people in sub-Saharan Africa.



Results and Impact on Participants

The program has reached over 2 million young people, and independent research has shown that it is effective in reducing risky behavior related to HIV and helping participants build life skills.



Key factors of success

Effective training of coaches, an emphasis on building trust with the community, and creative use of soccer drills and games to impart important messages.

Case Study 2: Skateistan

Results and Impact on Participants

Over 2,700 students have been enrolled, and the programs have been shown to improve school attendance and performance, teach leadership and problem-solving skills, and promote gender equity and social inclusion.

1

Overview and Background

Skateistan is an organization that teaches skateboarding to girls and boys in Afghanistan, Cambodia, and South Africa, giving them access to education and life skills training.

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3

Key factors of success

Outreach to marginalized communities, flexible and adaptive programs that respond to the needs of the students, and a focus on building strong relationships with participants and their families.

Case Study 3: Jr. NBA

Overview and Background

Jr. NBA is a basketball program that seeks to promote positive youth development and grow the game of basketball around the world.

Results and Impact on Participants

The program has engaged over 35 million young people in 75 countries since its launch in 2015, promoting the values of teamwork, respect, determination, and community.

Key factors of success

Partnering with local basketball federations, impactful community service projects, and a focus on developing coaches and officials to ensure sustainable growth.

Conclusion and Key Takeaways

Impact:

The use of sports as an educational tool has the potential to make a significant impact on the lives of young people.

Balance:

Careful program design is necessary to balance the sports component with educational content.

Diversity:

Using a variety of sports and activities can help cater to different interests and abilities among participants.