



ActiveGames4Change

Sport and physical activity learning environment for citizenship, emotional, social and e-competencies training

Working with young people in conflict with the law

Developing young people's social-emotional competencies through physical activity and active games to support inclusion, education and employability pathways

ActiveGames4Change will support young offenders (in custody and under community supervision) in the acquisition and usage of key competencies to facilitate inclusion, education and employability, by developing an innovative framework of learning environments and materials.

This project focuses the importance of incorporating sport and physical activity in correctional environments, in an effort to promote the physical, mental health and well-being of young offenders, as well as to strengthen their rehabilitation process.



