



Social Inclusion through Sport in the Balkan Region

Empowering Girls and Young Women through Sport and Physical Activity

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Unit 1

ACTIVATION



ACTIVITY	DESCRIPTION	ENVISAGED LEARNING / POINTS FOR DISCUSSION
Find your Twin	Participants are supposed to find their „secret twin“ which is the person with whom they have the most in common	Although someone might be a stranger or seems to be different than you on first sight, you may be surprised, how much you´ve got in common with the other person (so don´t judge before you know each other).
Living Statistics	Players position themselves on a scale from 1-10 in relation to a few key questions	Instructor and participants get a brief overview of how the group is composed
Celebrate like girls / like boys	Participants play a game of small field soccer or other team sport. While playing they are supposed to communicate and celebrate <u>like</u> women, <u>like</u> men, <u>like</u> themselves.	We all do have an idea of what is considered as typical male or typical female behaviour in sport. There is a difference between typical male and typical female behaviour. We all, and younger persons in particular, tend to adapt our own behaviour to what is expected. When we just behave like “ourselves” it feels less stressful and our behaviour is probably more moderate or more in between socially constructed stereotypes.
Run away	Participants play a catching game in which gender stereotypical statements determine who catches and who runs away	We all do have very strong gender related assumptions or stereotypes which immediately trigger our decision as something being male or female.



Empowering Girls and Young Women through Sport and Physical Activity giz

GAME DESCRIPTION - FIND YOUR TWIN

Idea of the game:
Players are supposed to find their second half. This is the person with whom they have the most in common.

Preparation:

- Play with 15-30 persons
- Mark 10 +/- contact points on the ground
- Ask 1 person to play the spotspot and mark them with a bit

How to play:

- Players move freely across the field
- Whenever they find a new contact point they stop on it and wait for a second player to join
- Only 2 players are allowed to use a contact point at the same time
- As soon as two players are together, they exchange as much information about themselves as possible - always trying to find things they have in common (we are both blond, we both have a dog, we both like Beyoncé's songs...)
- But, they must be careful! When the spotspot comes, they better leave the contact point because if he touches them while they are still touching the contact point, they need to run a lap around the playing field before they are allowed to join the action again



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Empowering Girls and Young Women through Sport and Physical Activity giz

GAME DESCRIPTION - LIVING STATISTICS

Idea of the game:
Players position themselves on a scale from 1-10 due to different questions.

Preparation:

- Play with up to 30 persons
- Mark a large scale with cones on the ground

How to play:

- Ask players to position themselves on the scale between the two poles, depending on their individual answers to your questions
- The questions depend on what you as a coach would like to know about the group. Make sure your questions are not embarrassing or exposing participants in front of the group.
- Don't ask more than 5-6 questions



Reflexion / envisaged learning

- After each question describe what you see (e.g. I see, that the group is more or less divided in two halves on this question...)
- Then ask 2-3 individuals to explain why they have positioned themselves where they are. If somebody wants to change their position after a bit, has been discussed they can do so.
- The discussion should always be appreciative and open for different experiences and opinions
- Instructors will get a brief overview of how the group is composed and each participant knows where he/she is positioned compared to others

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Empowering Girls and Young Women through Sport and Physical Activity giz

GAME DESCRIPTION - Celebrate like girls / like boys

Idea of the game:
Participants play a game of small field soccer. While playing they are supposed to communicate and celebrate (1) like girls/boys, (2) like boys/men, (3) like themselves

Preparation:

- Set up one or more small soccer fields
- Play with simple soccer rules

How to play:

- Instruct participants to celebrate their goals and to communicate on the field in a typical female style
- Play for 10min, then instruct the group to switch, and do the same in a typical male style
- End with a few minutes of playing in which all players are just the way they are



Reflexion / envisaged learning

- Ask your players what they have seen and how they felt, collect the information on a flip-chart
- We all do have an idea of what is considered as typical male or typical female behaviour in sport
- There is a difference between typical male and typical female behaviour
- We all, and younger persons in particular, tend to adapt our own behaviour to what is expected
- When we feel behave like "normalised" it feels less stressful and we are probably more moderate or more in between socially constructed prototypes

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Empowering Girls and Young Women through Sport and Physical Activity giz

GAME DESCRIPTION - Run away

Idea of the game:
Participants play a catching game in which gender stereotypical statements determine who catches and who runs away

Preparation:

- Mark a middle line, and a catch zone on both sides of the field
- Group players in pairs and determine the male and female role for each pair
- Determine a male and female catch zone

How to play:

- Players lay down in pairs on the middle line
- The coach shouts a statement which can be considered as typical male or female (e.g. doing the housework, drinking M&M, wearing a hat etc...)
- If players consider the statement as typical female, the "female" player tries to run away and pass the catch zone before the male player can tag. If the statement is considered as typical male, it's the other way round
- If the player that runs away passes the catch zone, they earn a point, if the other player catches them, it's their point
- If players head for opposite directions, they don't score a point



Reflexion / envisaged learning

- We all do have very strong gender related assumptions or stereotypes which consciously trigger our decision as something being male or female
- Which stereotypes "worked"? Which ones didn't?

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For full game descriptions see attachments



Unit 2

INTRODUCTION INTO THE TOPIC



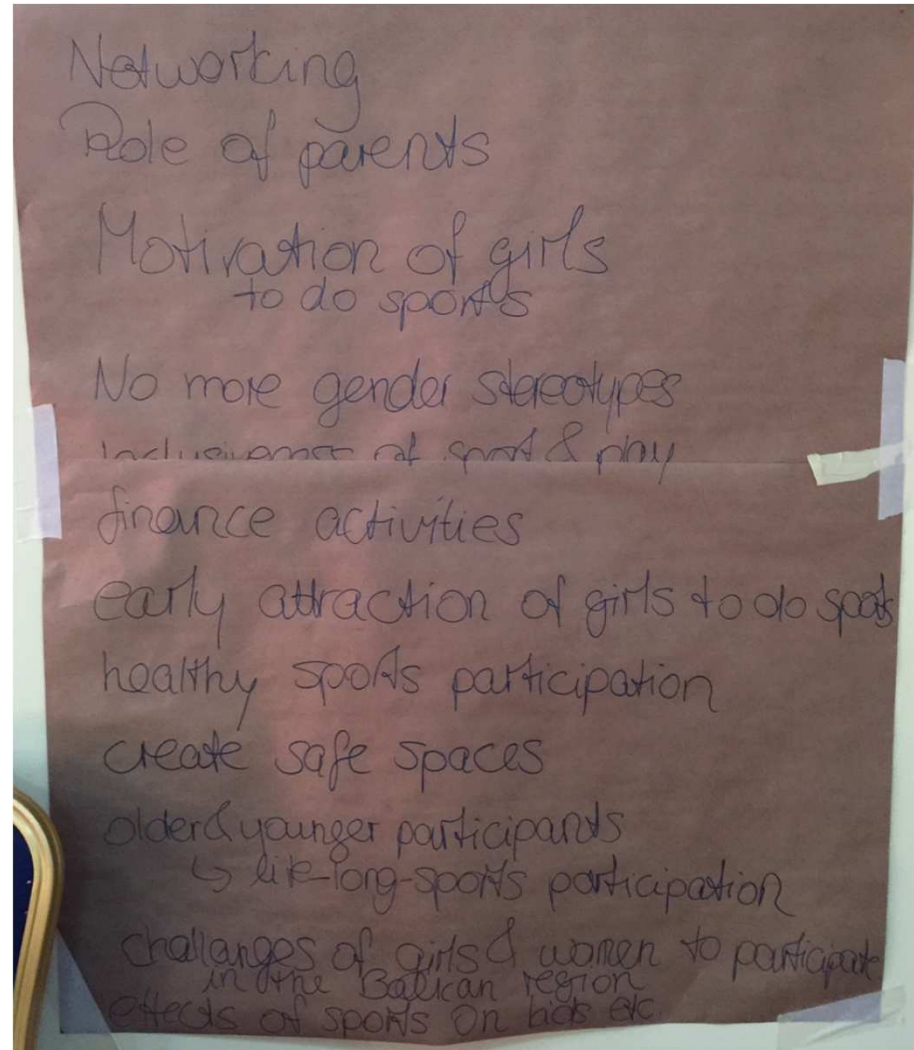
SHORT round of presentations

**Tell us your name, where
you are from and why you
are here in just 15 sec ;-)**





Expectations





Objectives

- Raise our awareness for the specific challenges of women and girls, both in sport and in society
- Improve our understanding of why it is important and beneficial for society as a whole to empower women and girls
- Improve our understanding of how exactly sport and play can be used to empower girls
- Get to know sport based methods and activities which can actually be used in the practical work of schools, sports clubs or NGOs
- Exchange our knowledge and experience, in particular between the sport and social sector.
- (Re-) define our own gender related attitudes and our own role and behaviour as a male or female sports coach for girls



Global women rights

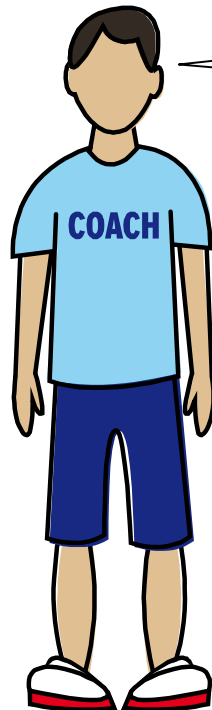


Source: Dr Margaret
Chan, Director-
General, World
Health
Organization, Internat
ional Women's Day,
March 8, 2010

- Thirty years after the adoption of the **Convention on the Elimination of All Forms of Discrimination against Women (CEDAW)**, many girls and women still do not have equal opportunities to realize rights recognized by law.
- In many countries, women are not entitled to own property or inherit land.
- Social exclusion, honor killings, female genital mutilation, trafficking, restricted mobility and early marriage among others, deny the right to health to women and girls and increase illness and death throughout the life-course.
- We will not see sustainable progress unless we fix failures in health systems and society so that girls and women enjoy equal access to health information and services, education, employment and political positions.



Sustainable Development Goals (SDG)



- What are SDGs ?
- What do you know about them?
- How do they relate to sport and play?



[SDG – Intro Video](https://www.youtube.com/watch?v=PZbgIVgQyks)

<https://www.youtube.com/watch?v=PZbgIVgQyks>



Sustainable Development Goals

 SUSTAINABLE DEVELOPMENT GOALS	1 NO POVERTY 	2 ZERO HUNGER 	3 GOOD HEALTH AND WELL-BEING 	4 QUALITY EDUCATION 	5 GENDER EQUALITY 
6 CLEAN WATER AND SANITATION 	7 AFFORDABLE AND CLEAN ENERGY 	8 DECENT WORK AND ECONOMIC GROWTH 	9 INDUSTRY, INNOVATION AND INFRASTRUCTURE 	10 REDUCED INEQUALITIES 	11 SUSTAINABLE CITIES AND COMMUNITIES 
12 RESPONSIBLE CONSUMPTION AND PRODUCTION 	13 CLIMATE ACTION 	14 LIFE BELOW WATER 	15 LIFE ON LAND 	16 PEACE, JUSTICE AND STRONG INSTITUTIONS 	17 PARTNERSHIPS FOR THE GOALS 



Sport and sustainable development

Sport is ... an important enabler of sustainable development. We recognize the growing contribution of sport to the realization of development and peace in its promotion of tolerance and respect and **the contributions it makes to the empowerment of women and of young people**, individuals and communities as well as to health, education and social inclusion objectives (UN 2016)



GIZ 2018



The positive perspective...

- Sport in its most basic form encourages balanced participation and has the capacity to promote gender equality.
- Through sport and physical activity, women and girls can be empowered and benefit from the positive impact that sport has on health and psychosocial conditions.
- Female participation in sport also challenges stereotypes and social roles commonly associated with women.
- Sport can help women and girls demonstrate their talents and achievements to society by emphasizing their skills and abilities.
- This, in turn, improves self-esteem and self-confidence in women participants. Sport also offers opportunities for social interaction and friendship, which can raise awareness of gender roles among male counterparts and convey social and psychological benefits to both individuals and groups (UN 2016).



The critical perspective...



Source:
Bobenrieth,
Maria (2016):
Play It
Forward: The
Untapped
Potential of
Sport to
Accelerate
Global
Progress
towards
Gender Equity

- We are at a point in history where it is possible to find gender-equitable spaces in the world. The Parliament of Rwanda. A classroom in Iceland. Perhaps your local coffee shop.
- Sport, however, is not one of those spaces. It is, arguably, one of the last frontiers of gender equity. It is the place where discrimination against women and male domination are broadly considered reasonable and acceptable [...]
- A girl in Mumbai, India, is still most often not welcome to step up to bat at the local cricket ground.



The „positive within the critical“ perspective ...

- It is precisely this stark gender imbalance that makes sport a prime lever to accelerate extreme changes in gender equity globally. The strategy of using sport to improve gender outcomes is transgressive and unlikely. History shows us, however, that when we make sporting space equitable, what becomes possible for girls and women expands exponentially..

Source: Bobenrieth, Maria (2016): Play It Forward: The Untapped Potential of Sport to Accelerate Global Progress towards Gender Equity



SOCIETY values, culture, structures, resources, realities...



WOMEN RIGHTS

- misconceptions and misinformation
- gender stereotypes
- traditional and religious values
- structural discrimination (e.g. employment market)
- protection of male power structures
- violence against women/girls

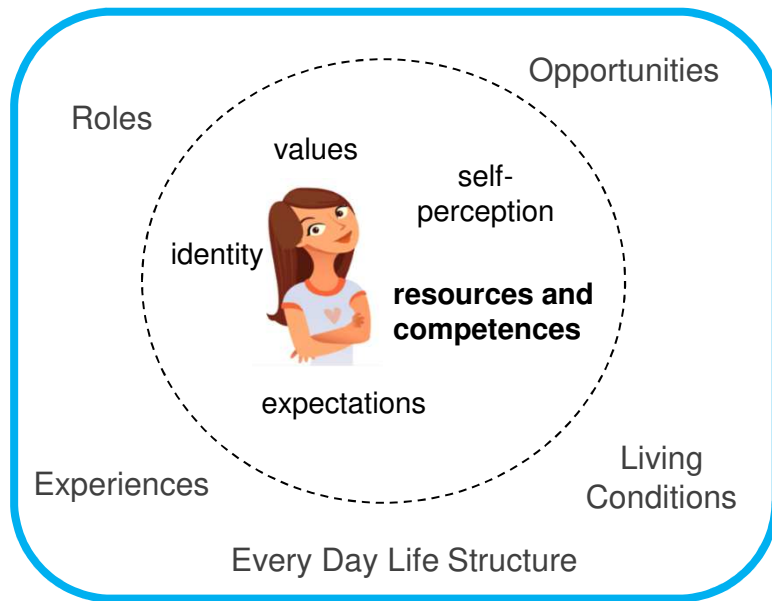
global standard



„cultural diversity“

inacceptable realities

PERSON



(6) Raising Awareness for Gender Issues

(7) Challenging Gender Stereotypes

(3) Promoting Female Leaders and Role Models

(2) Strengthening Girl's Individual Resources and Competences

(1) Creating Equal Participation Opportunities in Sport



(4) Creating Safe Spaces for Women and Girls

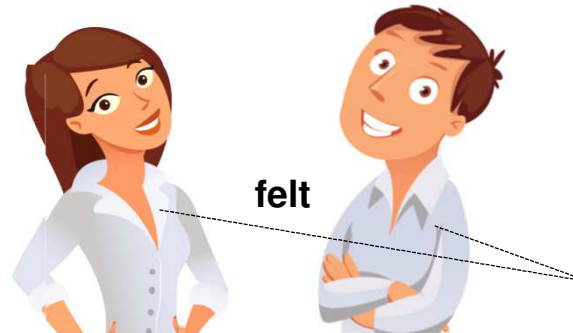
(5) Engaging Boys and Men with Gender issues



GROUPS



Terminology



GENDER IDENTITY refers to person's innate, deeply felt internal and individual experience of gender, which may or may not correlated within one's physiology or sex at birth.

GENDER refers to the attributes given by society and is learned through socialization processes.



SEX refers to a biological pattern of being born female or male
(! traditional binary division does not represent all realities)



Terminology



GENDER EQUALITY Equality between men and women...does not mean that women and men have to become the same, but that their rights, responsibilities and opportunities will not depend on whether they were born male or female.

GENDER EQUITY Gender equity means fairness of treatment for men and women according to their respective needs. This may include equal treatment or treatment that is different but which is considered equivalent in terms of rights, benefits, obligations, and opportunities





1	PROGRAM
1	ACTIVATION
2	INTRODUCTION INTO THE TOPIC
3	GENDER STEREOTYPES
4	PHYSICAL ACTIVITY AND GIRLS´HEALTH
5	LIFE SKILLS DEVELOPMENT THROUGH SPORT
6	ULTIMATE FRISBEE – INTRODUCTION AND METHODOLOGY
7	PRACTICAL PROBLEMS-CREATIVE SOLUTIONS
8	VULNERABILITY, VIOLENCE AND TRAUMA
9	SPORTS PROGRAM DEVELOPMENT FOR GIRLS
10	SPORT AND PLAY TO ENCOURAGE NON-VIOLENT BEHAVIOUR
11	INCLUSIVE PLAY
12	CREATING SAFE SPACES
13	ULTIMATE FRISBEE TOURNAMENT
14	FEMALE ROLE MODELS
15	DEVELOPING GIRL´S LEADERSHIP
16	COACHING TO EMPOWER GIRLS
17	EVALUATION, FEEDBACK, CERTIFICATES



Unit 3

GENDER STEREOTYPES



GENDER STEREOTYPES





GENDER STEREOTYPES

- Prejudices and stereotypes
- Discrimination
- Gender
- Identifying my own stereotypes
- Consequences of gender stereotypes – Roleplay
- How do gender stereotypes appear in sports?
- Sports chances to tackle gender stereotypes





GENDER STEREOTYPES

Outcome:

- awareness
- input to think about – enlarged perspectives
- some theoretical basics
- personal relationship to the topic
- self-awareness
- understanding the practical consequences – how do gender stereotypes appear in sport and how sport can be used to tackle gender stereotypes?





Prejudices

- are assessments that are often not based on own experiences
- filter our experiences
- might just be a form of differentiation
- are often (wrongly) equated with assessment or stereotype
- are created in our mind





Stereotypes

- mean that something is typical for....
- address social groups or single persons as members of these groups
- are prejudicing in a simplifying, unfair and emotional manner
- attribute or deny specific characteristics and behaviours to a specific group of persons
- are more than just prejudices, because they generalize a prejudice
- are harder to disperse than prejudice
- are hiding the true personality and qualities of a person
- are often negative, but there are also positive examples

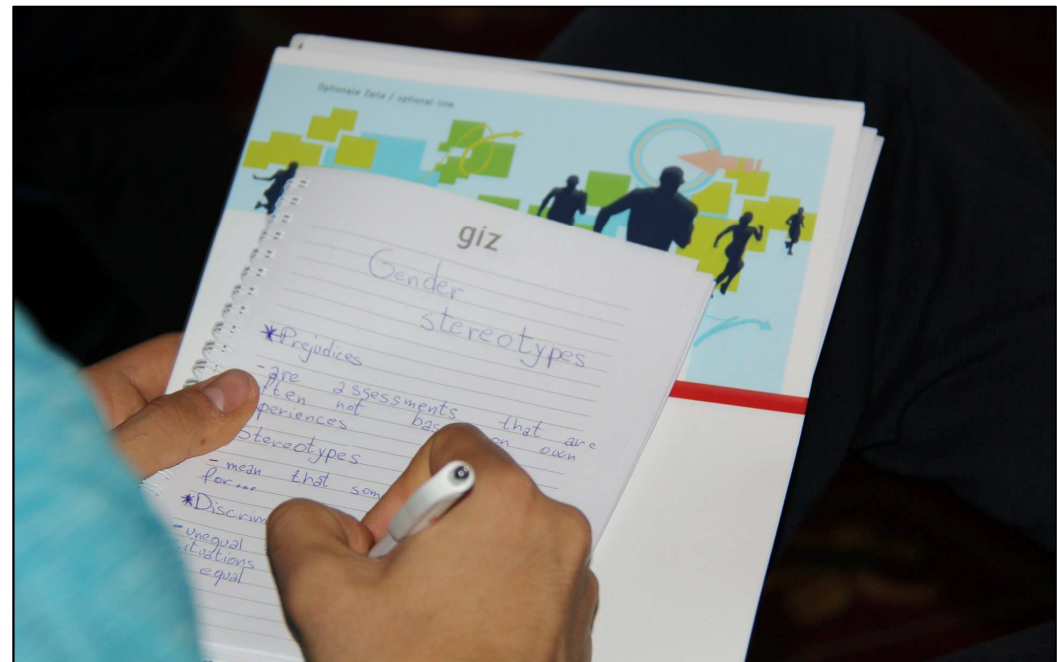


Discrimination

- unequal treatment in comparable situations
- or equal treatment despite different conditions or requirements

Forms of Discrimination:

- social discrimination
- individual discrimination
- structural discrimination
- institutional discrimination
- symbolic discrimination
- linguistic discrimination





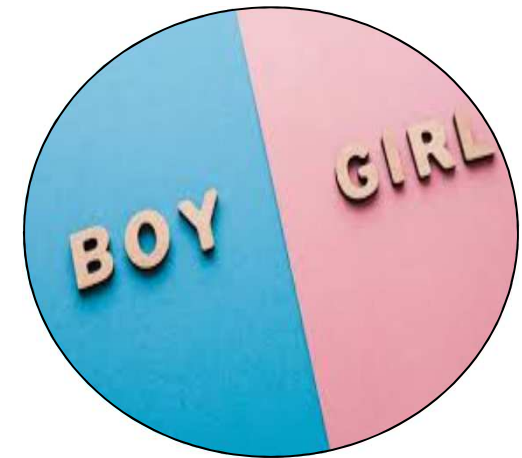
4 layers of diversity model created by Gardenswartz and Rowe





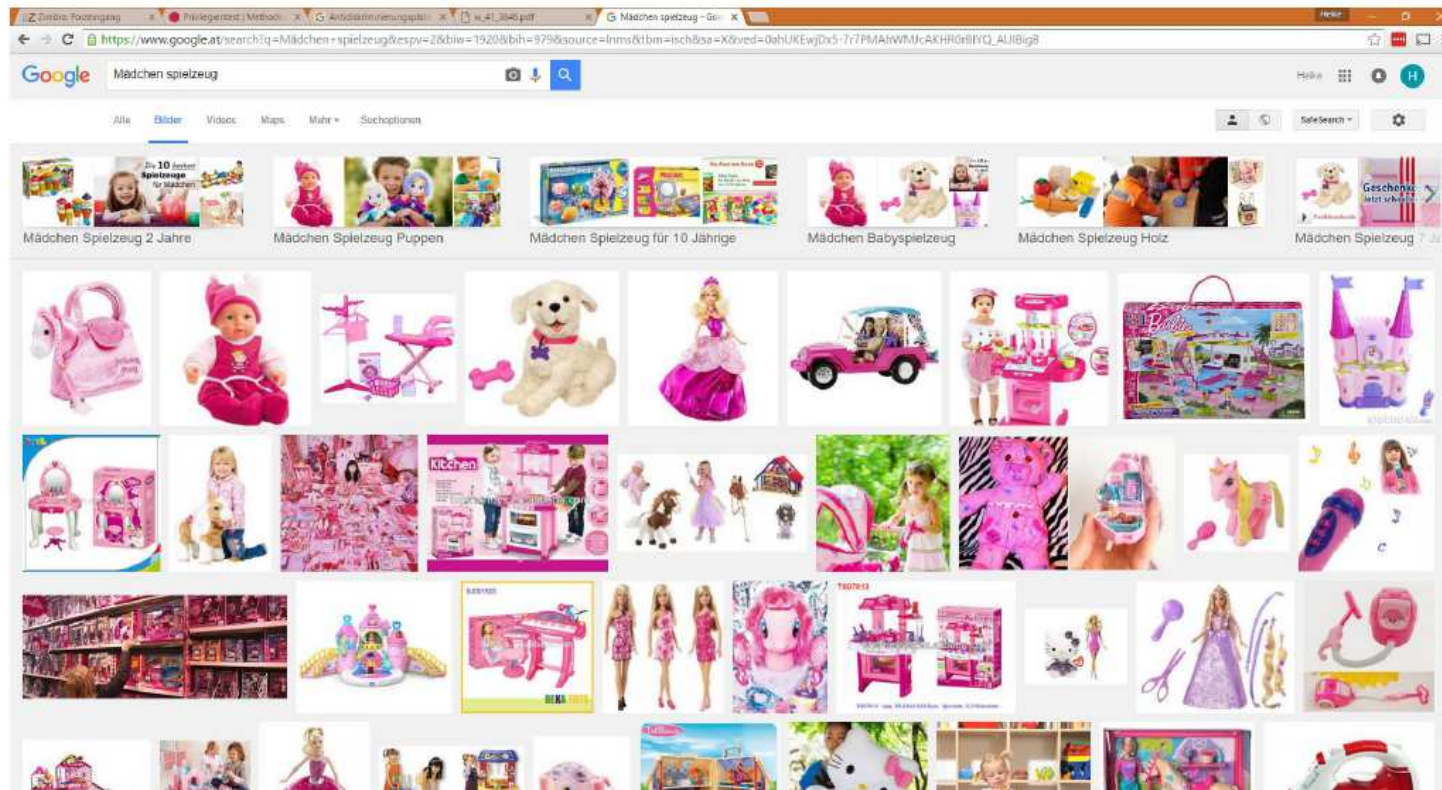
Gender

- refers to the behaviours, activities and attributes given or constructed by society
- is learned through role models
- is based on the assumption that we all fit into a binary classification system
- expects us to become the man or women we are supposed to be through socialisation
- **sex** refers to the biological pattern of being born female or male
- **doing-gender** means human behaviour that symbolizes sex-related expectations (how to speak, how to dress)



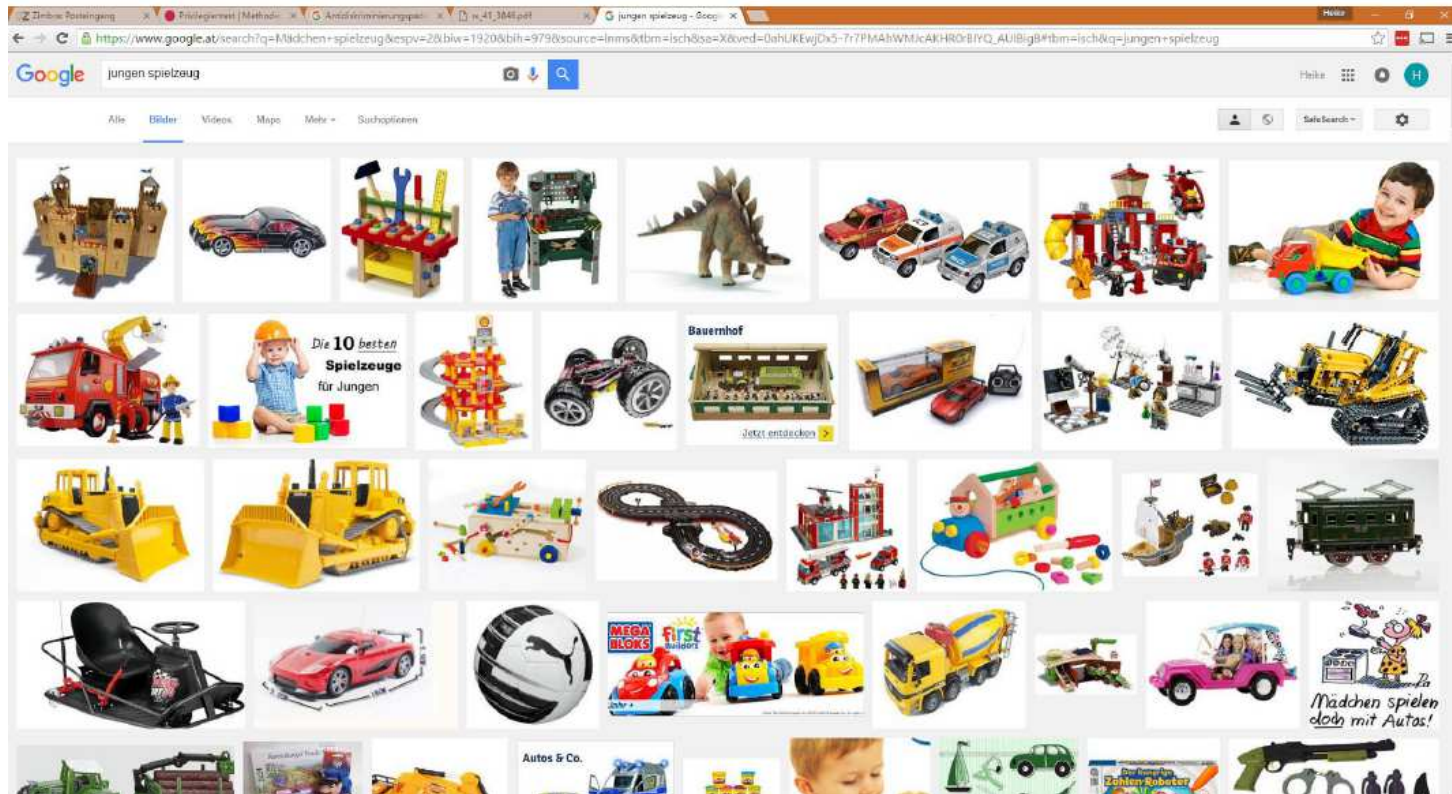


Girl's toys



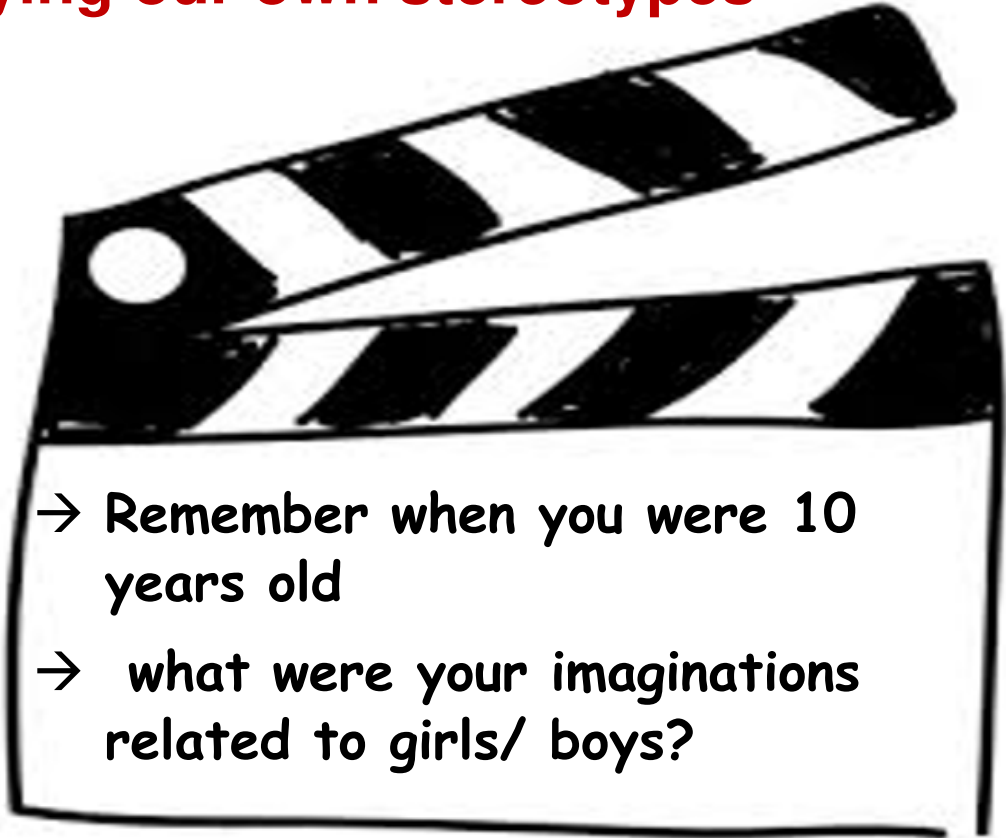


Boys toys





Identifying our own stereotypes

- 
- Remember when you were 10 years old
 - what were your imaginations related to girls/ boys?



GENDER COMPETENCE



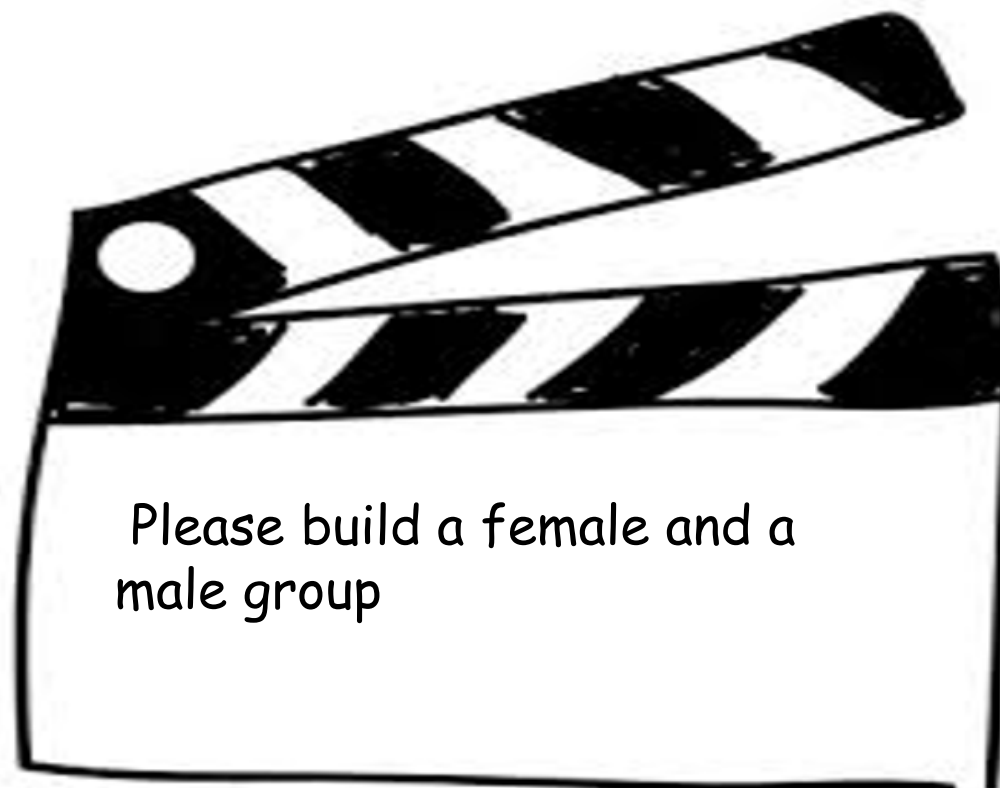


GENDER COMPETENCE AS A SPORTS COACH

- Do I know how gender roles are constructed and how I contribute to the their construction?
- Am I aware of my own stereotypes, prejudices, values and norms and do I reflect them?
- How can I reduce my own discriminative behaviours?
- How can I develop an appreciative attitude within the team and ensure that the concept of diversity is actually lived in my team?
- Am I open to reflect my own gender related behaviour and attitudes as part of supervision meetings or discussion with colleagues?
- How transparent do we work in our organisation when it comes to decision making, participation and communication?
- Do we have a code of conduct in our team or our organisation?



How do gender stereotypes appear in sports? What are the consequences of gender stereotypes?





Sport's potential to tackle gender stereotypes – self-assessment and discussion



**THANK
YOU 😊**



Unit 4

PHYSICAL ACTIVITY AND GIRLS' HEALTH



Overview

WHO concept of health

Relevance of Sport and PA for girl's/women's health

PA guidelines

PA activity participation – are there gender differences?

Causes for lack of female participation in the region



Definition of health - relevance of physical activity (PA)

Health is a state of complete **physical, mental and social well-being** and not merely the absence of disease or infirmity

<http://www.who.int/about/mission/en/>



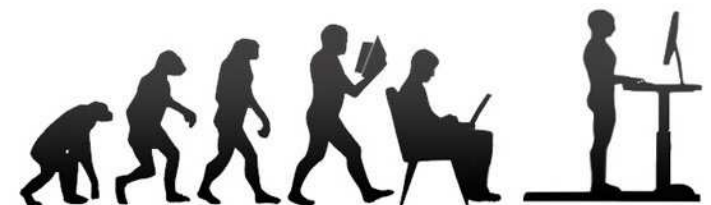
All forms of physical activity can **provide health benefits** if undertaken regularly and of sufficient duration and intensity

WHO. Global recommendations on physical activity for health. Geneva: World Health Organization; 2010 (http://www.who.int/dietphysicalactivity/factsheet_recommendations/en/)



General concepts

- What is PA?
 - Any form of body movement produced by skeletal muscles which results in energy expenditure.
- What is sedentary lifestyle?
 - A type of lifestyle with little or no physical activity.





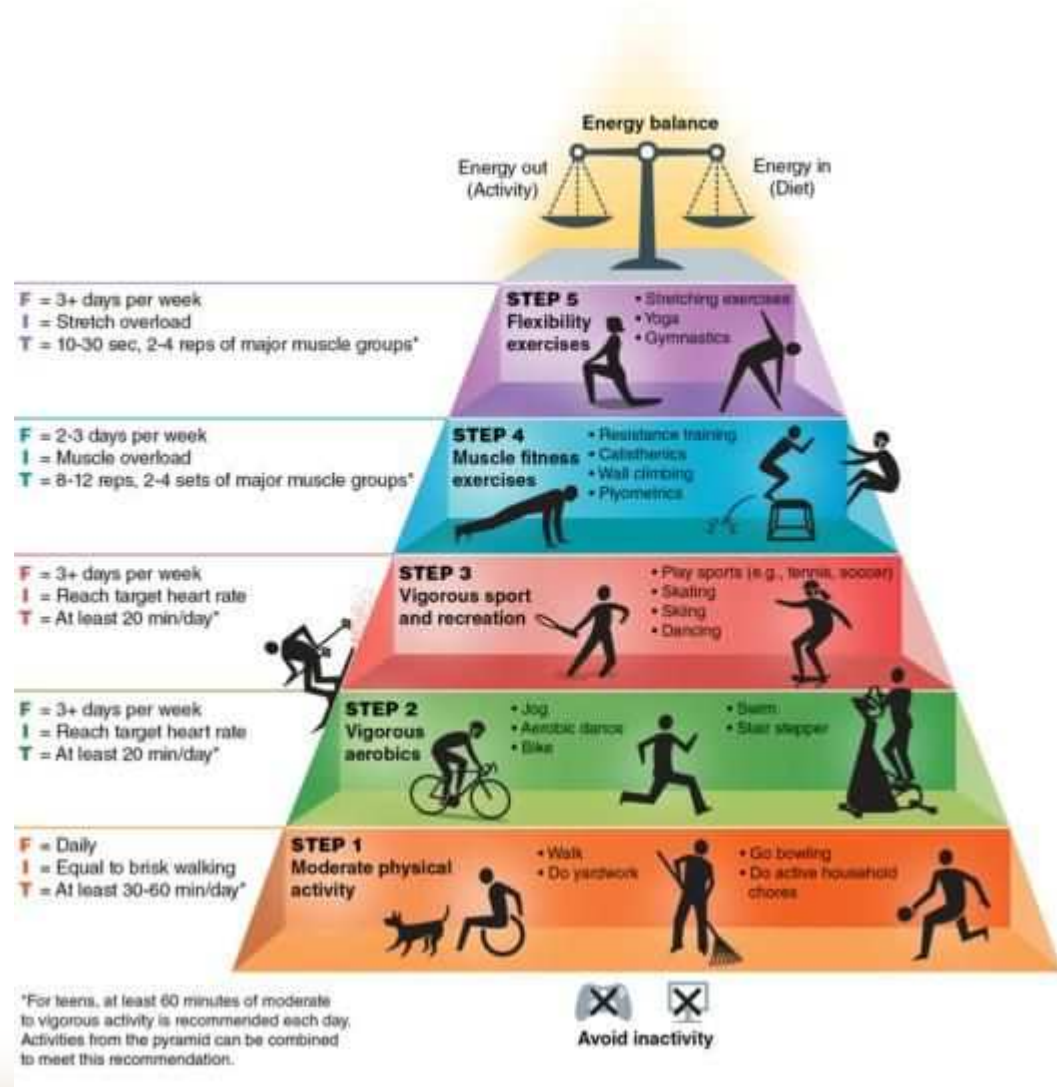
When start doing PA?

- Development of health- and skill-related components of physical fitness early in life are of critical importance for sustainable physical fitness and health outcomes later on.

Brooke et al.. Physical activity maintenance in the transition to adolescence: a longitudinal study of the roles of sport and lifestyle activities in British youth. PLoS One. 2014



PA guidelines





Wrapped PA guidelines

- Children:
 - At least 60 minutes/day
 - For weight loss purposes, at least 90 minutes/day
 - 3 times/week resistance training
 - Moderate to vigorous intensity
- Adults:
 - 75 minutes of vigorous or 150 of moderate intensity PA/week
 - 2-3 times/week resistance training

WHO. Global recommendations on physical activity for health. Geneva: World Health Organization; 2010
(http://www.who.int/dietphysicalactivity/factsheet_recommendations/en/)



Remarks regardless age or gender

- More is better and provides additional health benefits
- Something is better than nothing
- Start small and increase gradually



PA levels and age-groups

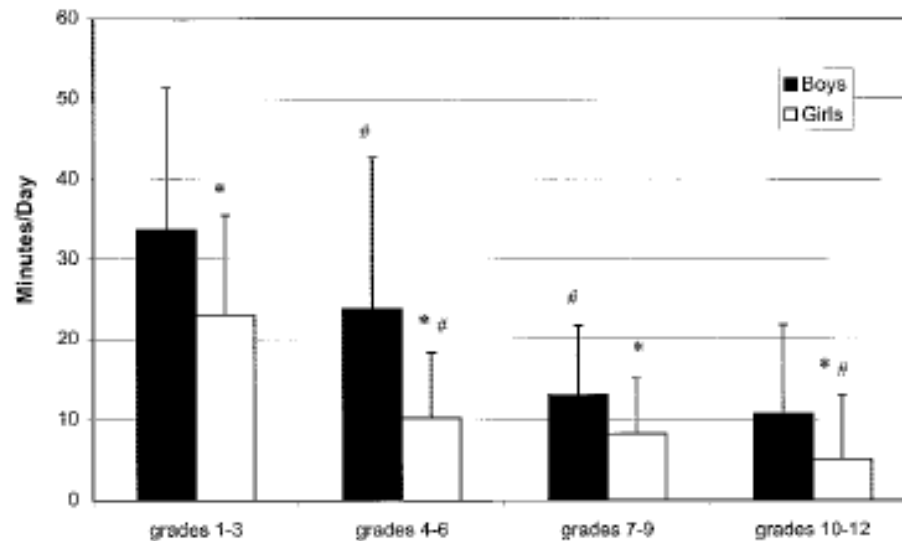


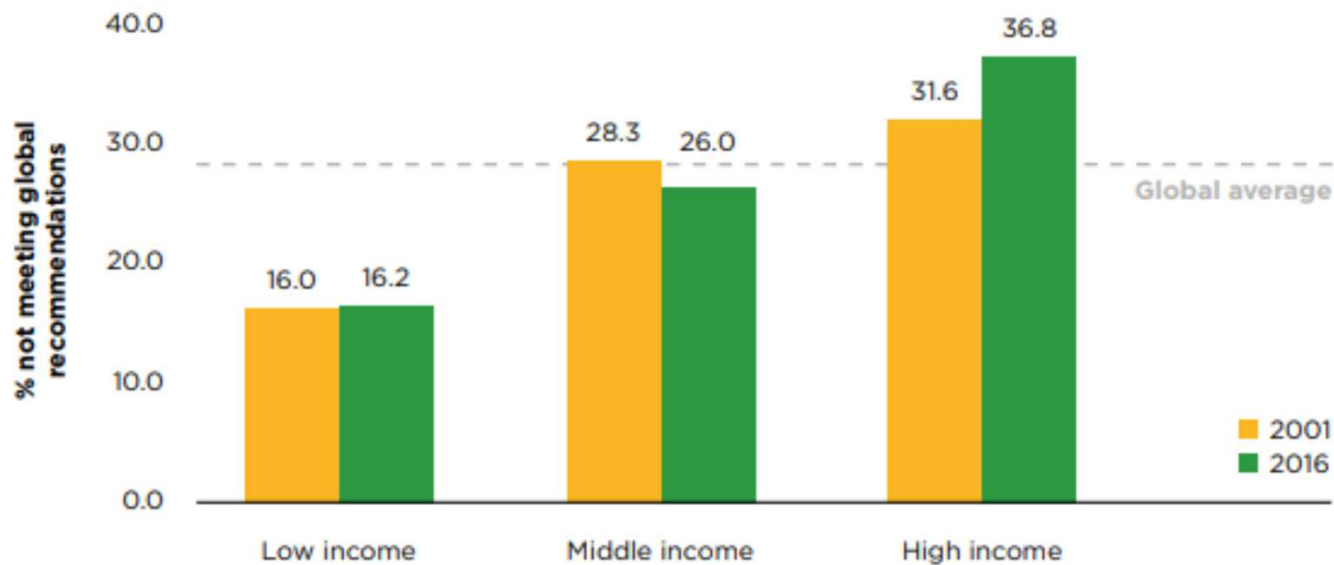
FIGURE 2—Nontransformed means \pm SD for daily VPA by gender and grade level; * significant gender difference within grade group, $P < 0.05$; # denotes significantly different from previous grade group within gender, $P < 0.05$.

Stewart et al (2002). Age and gender differences in objectively measured physical activity in youth. *Medicine & Science in Sport and Exercise*.



Socio-economic influence on PA participation

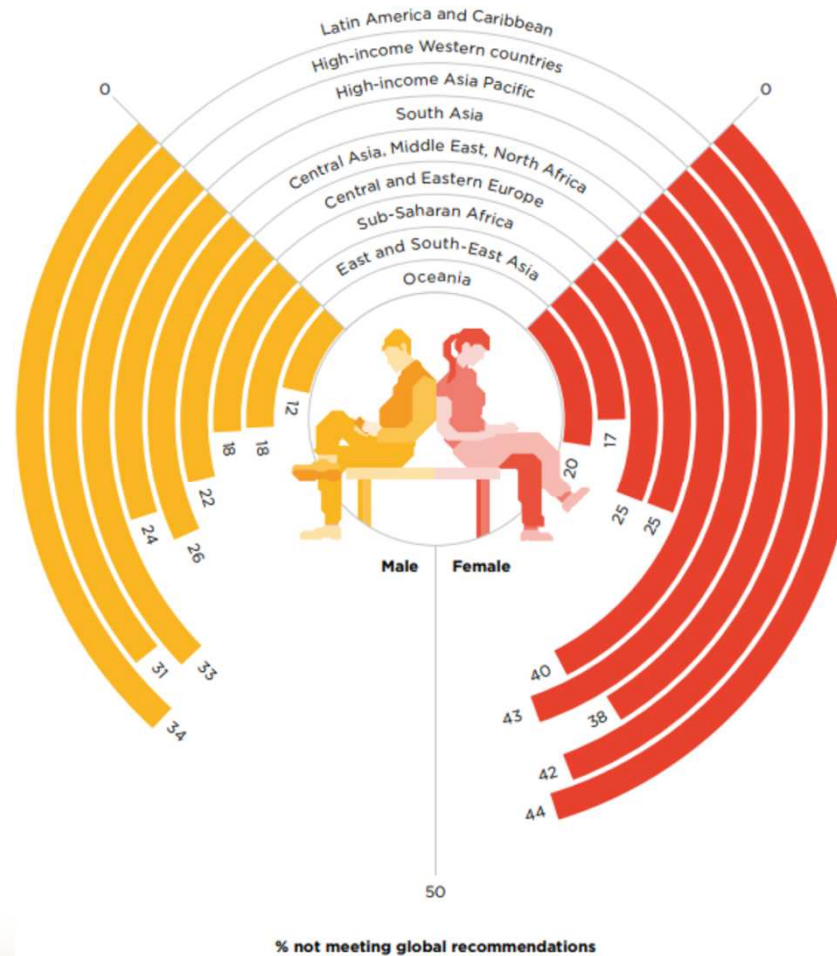
FIGURE 1. Levels of physical inactivity in 2001 and 2016 by World Bank Income Group



Source: Guthold et al., Lancet Global Health, 2016 (6).



Gender differences in PA participation



Worldwide, females are less active than males –especially in moderate to vigorous PA levels



Causes of physical inactivity

Girls and women are **less active** than others because they have **less access** to appropriate places and programmes to support them

- Sport clubs
- Time
- Income
- Perceived social norms
- Parental and school support
- Perceived risks
- Religion
- Body image (appearance)



Causes for female lack of participation

Gender differences in physical activity in older children and adolescents: the central role of organized sport

Runar Vilhjalmsson*, Gudrun Kristjansdottir

Faculty of Nursing, University of Iceland, Eiríksgötu 34, Eirbergi, IS-101 Reykjavik, Iceland

Abstract

Previous studies have generally had limited success in accounting for gender differences in leisure time physical activity. Based on a representative national survey of 3270 Icelandic 6th, 8th and 10th grade students, the study found that girls' lower enrollment in organized sport clubs fully accounts for gender differences in frequency of overall physical activity, and largely accounts for gender differences in frequency of strenuous activity, and weekly hours of overall and strenuous activity (enrollment hypothesis). Furthermore, girls' higher sport club withdrawal rate accounted for a small but significant part of the gender difference in weekly hours of overall activity and frequency of strenuous activity (withdrawal hypothesis). No evidence was found to suggest that different activity levels of boys and girls enrolled in the clubs affected gender differences in levels of overall or strenuous physical activity (activity differential hypothesis). Other independent variables, i.e., perceived importance of sport achievement, sport and exercise related instruction, physical education experiences, and social modeling, did not significantly affect observed gender differences beyond the sport club variables. The meaning of the results, and their implications for gender disparities, health promotion, and future research are discussed. © 2002 Elsevier Science Ltd. All rights reserved.



PA & women's health

Regular PA can improve women's health and help prevent many of the diseases and conditions that are major causes of death and disability for women around the world.

- Cardiovascular diseases account for one-third of deaths among women around the world and half of all deaths in women over 50 years old in developing countries
- Diabetes affects more than 70 million women in the world and its prevalence is projected to double by 2025.
- Osteoporosis is a disease in which bones become fragile and more likely to break and is most prevalent in post-menopausal women.
- Breast cancer is the mostly commonly diagnosed cancer in women.



PA & women's mental health

Regular PA can improve women's health and help prevent many of the diseases and conditions that are major causes of death and disability for women around the world.

- Reduced stress levels
- Reduced depression levels (worldwide almost double the levels reported in men)
- Reduced anxiety levels
- Self-esteem
- Self-confidence
- Social integration



Appropriate PA for women

- Although in principle women should be encouraged to increase their participation in physical activity, it is important not to overlook the fact that often in rural and in low income urban areas women may be already physically exhausted by other forms of day-long “occupational” physical activities
- Women in these areas may need a better balanced set of support actions such as adequate nutrition, income generation initiatives, advice on physical activities most relevant to their specific conditions and adapted leisure pursuits.



Contribution of PA involvement on other SDGs

- Empowerment among women and girls (SDG 5)
- Healthy weight (SDG 2)
- Air quality (SDG 11)
- Fossil fuel consumption (SDG 12)
- Life skills (SDG 8)
- Academic achievement (SDG 4)
- Inequalities (SDG 10) etc.





Unit 5

LIFE SKILLS

DEVELOPMENT THROUGH

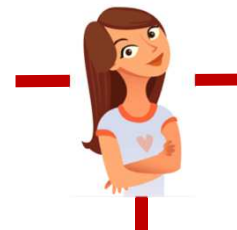
SPORT



What are Life Skills?

"Life skills" are defined as **psycho-social abilities** for adaptive and positive behaviour that enable individuals **to deal effectively with the demands and challenges of everyday life**. They are loosely grouped into three broad categories of skills: **cognitive skills** for analyzing and using information, **personal skills** for developing personal agency and managing oneself, and **inter-personal skills** for communicating and interacting effectively with others" (Source: UNICEF)

*I can analyze and
use information...*

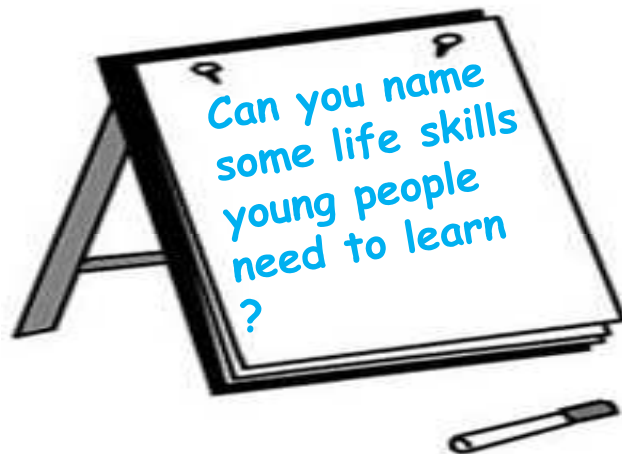


*I can act independently
and manage myself...*

*I can communicate and
act with other people...*



What are Life Skills?



Strategic Thinking, Planning, Problem Solving and Decision Making, Effective Communication, Friendship, Solidarity and Sense of Belonging, Mutual Respect, Tolerance, Fair Play and Conflict Resolution, Reliability, Trust and Responsibility, Teamwork, Cooperation and Collaboration, Self-Awareness, Self-Confidence and Self-Efficacy, Goal, Orientation, Perseverance and Determination, Focus and Concentration and Diligence, Emotional Stability, Coping with Stress and Pressure...



Sport as a „learning environment“....



- Funnier than theory
- Social field
- Crosses social class
- Diverse groups
- Same starting position
- Attractive for all ages
- I can test my competences
- Motivation + Interest
- Physical Activity makes us learn better



Sport as a „learning environment“



Sport it is meaningful and enjoyable for many people

→ If we like something and if something is important to us we usually achieve better learning results

Sport requires similar skills and competences as „real life“

→ We can transfer the things we learn in sport to other areas in life. If we've learned for example that hard work leads to success in sport, we'll be confident, that hard work in school will also lead to success

Sports are usually easy to learn but hard to master

→ In sport we quickly can see our improvements and celebrate small victories but no matter how long we play it stays challenging and we know we can further develop

Sport is a protected space, a world of its own.

→ After all it's „just“ sport and play. We are allowed to make mistakes without severe consequences and learn from our strenghts and weaknesses.



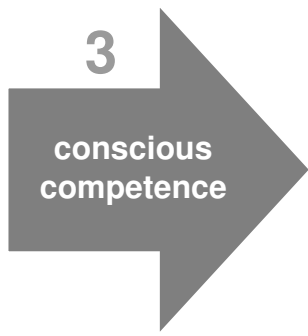
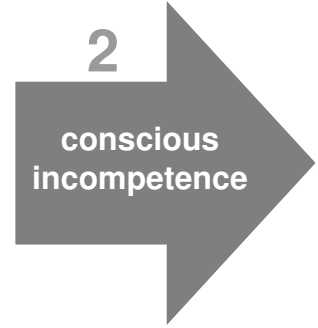
4 Stages of Learning a Skill

We don't know, that we are missing a skill

We know, that we are missing a skill and we become motivated to learn it

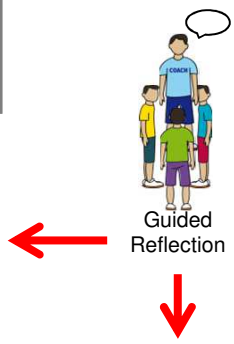
We've learned a skill, but we still need to focus and concentrate on it when we try to apply it

We've learned a skill and trained it for so long, that we just apply it without thinking whenever we need it



structured and targeted, but artificial and simplified learning processes

LIFE SKILL Activities can help us to become aware of a specific skill or skills need and teach us the basics.



unstructured and unpredictable, but complex and „realistic“ learning processes



REGULAR SPORTS PARTICIPATION can then help us to apply that skill in more complex situations, train it over and over again until it is firmly anchored in our subconscious





Planning for Life Skills Activities – Case Study



- You work with a group of girls (a basketball-team, a youth center group or school class);
- Some girls always dominate the communication and discussions in the group;
- Recently two of them have also started to talk the other girls into some risky / unsocial behaviours (i.e. daring games, stealing small things at a local shop, smoking);
- Some girls on the other hand are very quite and never speak up in the group;
- The more reasonable girls don't oppose wrong or risky group behaviour. They don't feel comfortable with it but follow the "leaders" anyway.



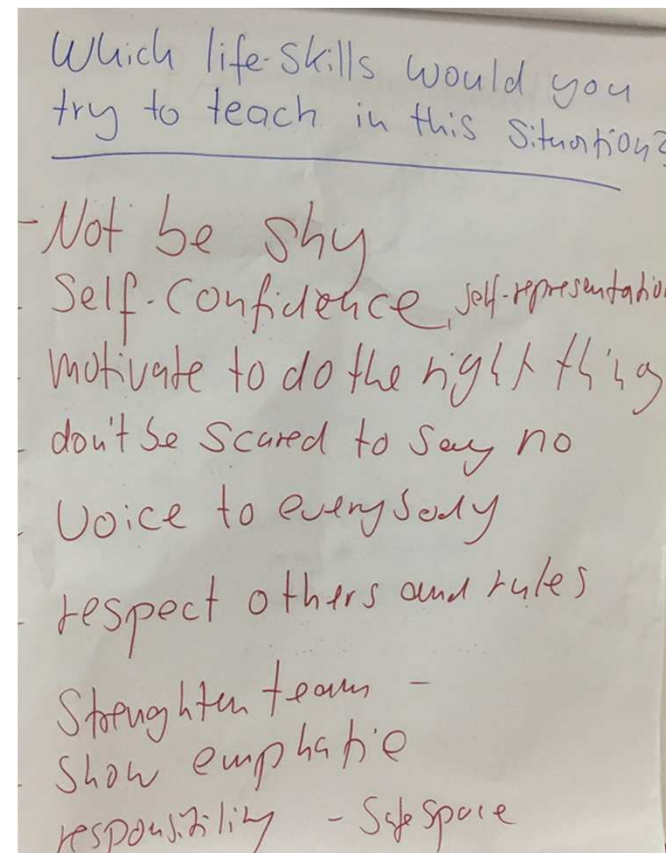
Planning for Life Skills Activities – Case Study

(1) Which Life Skills would you try to develop with that group?

e.g. communication skills (listening to others, speaking up in a group); critical thinking; independent decision making; ...

(2) Which process would you follow?

make „negative“ behaviour visible → reflect with the group → show better alternatives → train „positive“ behaviour...





ACTIVITY	DESCRIPTION	ENVISAGED LEARNING / POINTS FOR DISCUSSION
String together	Let the group discuss a topic → Only one person speaks at the same time → If somebody speaks, they catch a role of string → when another person takes over, they last speaker holds on to the string and passes the role to the next speaker and so on.	Make dominant conversation visible, ask participants if they are aware they dominate the discussion, if they think its ok, do the same with does that do not participate.
Mirror	Build pairs of two → Ask one player to move, make faces, gestures etc. and the other to mirror the other person as exact as possible → Than change roles. Ask one person to give a speech to the group about something → Ask another person to be the mirror. Encourage participants to play the "mirror" if someone from the group is communicating to aggressive, too uninspiring etc.	Make body language and individual behaviour visible to the sender of a message. Make the receivers aware of how they are influenced by non-verbal communication and help them to step back and analyse another person´s way of communication. Provide a methodology to influence a groups internal way of communication.
Who´s that?	Ask participants to freely run across the field. → After a few seconds shout "Go to sleep". → All players close their eyes and crouch down on the ground. → Put a blanket over one of the players. → And ask all others to wake up again. → Who´s the first player to say who´s under the blanket?	Be mindful and attentive. Pay attention to the people around you. Don´t just focus on you and your friends in the group.
Count to 10	Ask up to 10 Players to stand in a circle facing each other. → Tell them to count to ten as a group. → Only one person may speak at the same time. → They may only say numbers. → No one may say two numbers in a row. → All players are expected to communicate. → They may not just go around the circle one after the other. → If two speak at the same time the need to start with 1 again. → Can they go further then 10?	Observe others before you communicate. Be patient when you communicate. Only if everyone is involved it´s a real conversation. Dare to speak...



Unit 6

ULTIMATE FRISBEE – INTRODUCTION AND METHODOLOGY



Idea of the Game

Ultimate frisbee is an end zone game. It is played on a rectangular pitch, with end zones marked at each end.

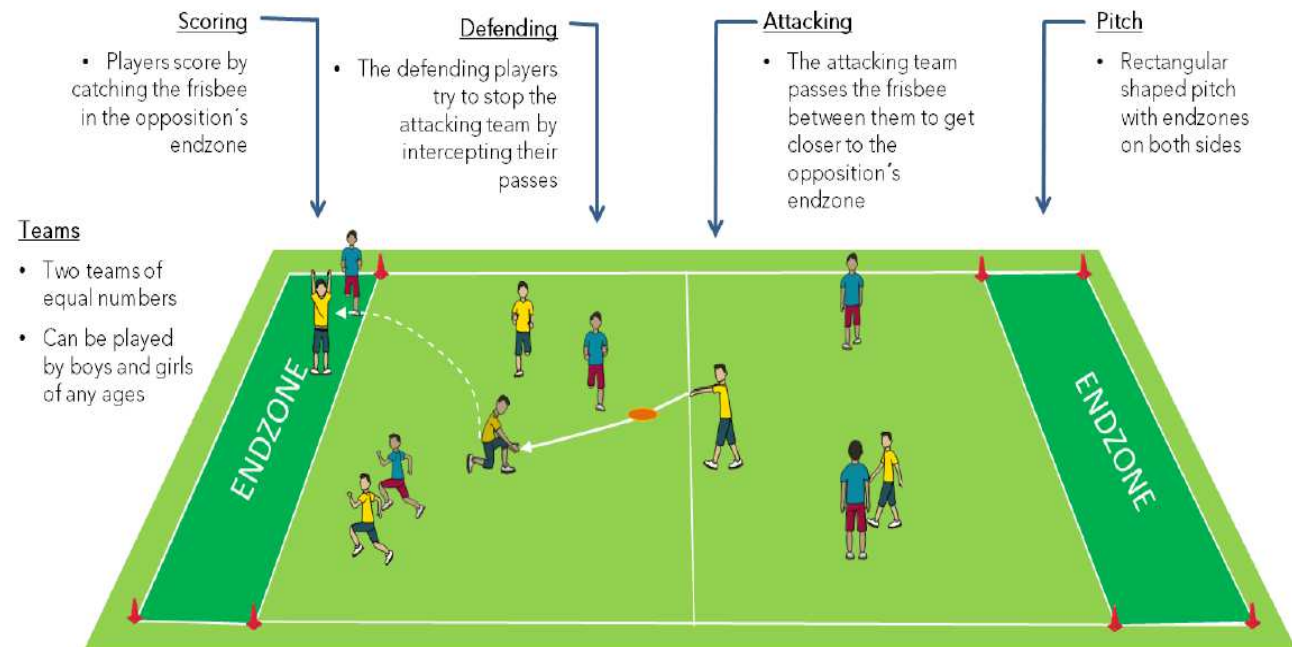
The attacking team passes the frisbee between them to get closer to the opposition end zone.

Once in possession of the frisbee, participants cannot move, which means that their teammates must move to create passing options for them.

Points are scored by catching the frisbee in the opposition's end zone.

The defending team attempts to stop this from happening by intercepting the attacking team's passes.

QUICK GUIDE





Rules of the Game (basic)

- 7 vs 7 (+ substitutes)
- no physical contact
- no running with disc, pivoting only
- max. 3 steps after catching the disc
- game starts with both teams in their field and the defensive team throwing the disc into the offense team's field
- a goal can be scored by catching the disc in the other team's endzone
- disc possession does not change if
 - (a) the offense player catches the disc
 - (b) the defensive player touches the disc before it hits the ground
- disc possession changes when
 - (a) a pass falls to the ground
 - (b) the offense player can't catch the disc and touches last before it hits the ground
 - (c) the defensive player catches the disc
 - (d) the disc is out of bounds
- game resumes after the defensive player has checked the disc
- only one defending player can block an attacking player
- if the defending player counts to 10 before the disc is played, possession changes



Complete Ultimate Frisbee rules can be found here:

<http://wfdf.org/sports/ultimate>



Ultimate Frisbee





Pros and Cons of Frisbee as a Team sport to empower women and girls in the region

PROs

- Not yet earmarked as typical male or female (i.e. doesn't challenge gender stereotypes)
- Non-Contact Team sport
- Can be played as a mixed-gender game
- Almost all participants start as beginners
- Only minimal infrastructure requirements
- Will become an Olympic Sport
- Self-regulated (Spirit of the Game)

CONs

- Not yet earmarked as typical male or female (i.e. doesn't challenge gender stereotypes)
- No competition structure
- No role models
- No sports tradition in the region
- Lack of experienced coaches

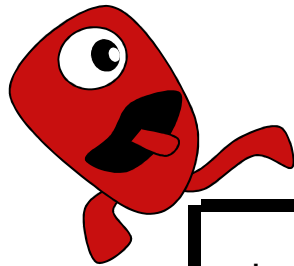
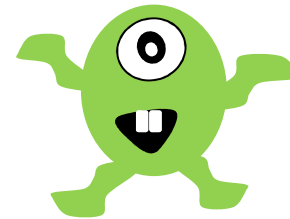


Unit 7

PRACTICAL PROBLEMS- CREATIVE SOLUTIONS



Methodology



In our **3rd step**, we'll come back to our list of problems, but look at it with a solution oriented mind → *"Sports Program Development for Girls"*

In a **2nd step**, we'll try to refocus our thinking on alternative and creative solutions → *"Forum Theater Activity"*.

In our **1st step**: We'll take a problem centered approach → *"A day in Keida's Life"*



A typical day in Keida's life

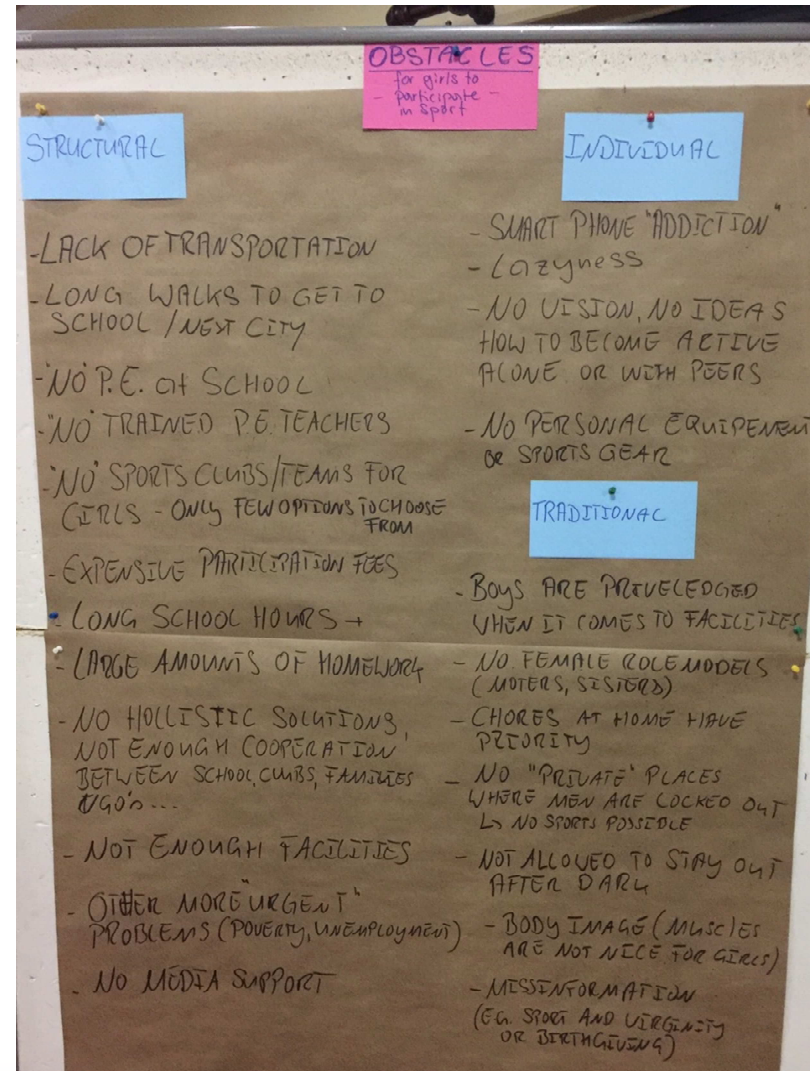
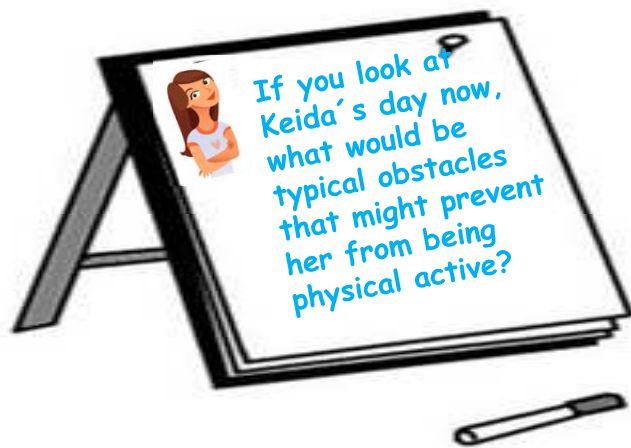


- In Groups of 3-4 describe a “normal” day for a girl from your organisation’s target group
- Make sure that day includes 1-2 hours of physical activity
- When does she get up, what does she have to do, where does she need to go, when and how does she come home, when does she go to bed etc...

don't take more than 5-10 min for this exercise



A typical day in Keida's life





FORUM THEATRE

- is a specific method of analysing a conflict-situation by presenting it as a short theatre piece
- however, no single or definite result or solution is presented
- the actors present their version of the conflict, before the other participants take over from their, improvise with the story to suggest and explore different solutions
- usually actors don't speak, just act
- the audience supports the actors with their competences and is always involved as co-directors or co-actors
- the audience can get involved by giving instructions to the actors or they can even go a step further and become part of the action by replacing one of the actors in the scene



FORUM THEATRE

- We will have 3 rounds
- We need 6 actors
- 1st round: demonstrate the story
- 2nd round: Anyone from the audience can say „STOP“ to express own ideas, alternative action or solutions.
- When the audience calls for a stop – the actors freeze as a picture
- 3rd round: best practice example



FORUM THEATRE

- 6 actors: 10 minutes to cast the roles and set the story you want to tell
- If needed the actors can get some advices how to fill their roles

Timeline:

- 1st run: 5 min. to act – short advice
- 2nd run: 10 min.
- 3rd run: 7 min.



FORUM THEATRE...

- usually is a good method to demonstrate “action-reaction mechanisms” in social situations.
- The method shows how minor changes and creative approaches can lead to a large impact in a social situation
- allows social learning while acting
- presents problems and makes solutions visible
- if you can't change a situation change your own attitude towards it
- is holistic
- is based on the assumption that as you can't change another person, you should consider to change your own (typical) behaviours in order to trigger another reaction.



Unit 8

VULNERABILITY, VIOLENCE AND TRAUMA



VULNERABILITY, VIOLENCE AND TRAUMA

Sessions content:

- Violence
- Trauma and traumatic experiences
- Trauma formation
- Trauma sequelae
- Identifying own small-t-traumata
- rehabilitation and mitigation of traumatic experiences
- reducing vulnerability through sports







VIOLENCE

WHO:

“violence is the intentional use of physical force or power, threatened or actual, against oneself, another person, or against a group or community, which either results in or has a high likelihood of resulting in injury, death, psychological harm, mal-development, or deprivation ...”





Violence appears in many different forms:

- physical violence
- psychic violence (social violence, stalking)
- sexual violence
- economic violence
- mobbing
- traditional based violence





Violence appears in many different forms:

- physical harm to persons
- damaging goods
- abuse of power of authority
- humiliation
- enforcement of own interests and self-assertion





- the forms and extent of violent behaviour derive from the genetic disposition and socialization of the violent person as well as from the environmental conditions that can either activate or inhibit the potential for violence.
- in society violence is normed and therefor, depending on the situation it can be expected, tolerated, rejected or outlawed
- the higher a person's social status and level of education, the more subtle the forms of violent behaviour usually tend to become
- Victims' and perpetrators' feelings of shame and guilt also increase with higher education levels



VULNERABILITY, VIOLENCE AND TRAUMA

- **Domestic abuse** concerns mostly women of every age, every culture and every education level, and society background as well as their children.
- **Aggression** is an innate quality of strength and energy that aims to defend one's life and physical and mental integrity and protect one's own interests. This property must be directed in positive ways.
- **Violence**, by comparison, is a learned behavior. It is aggression that is lived out in a specific, negative and destructive form
- Being a direct victim of violence or witnessing the act of force causes huge **traumata**.



Violence against women and girls





Violence against women and girls

The main cause for women becoming a victim of personal or structural violence is their degradation and the consecutive deprivation of rights

- The victims of violence are often emotionally paralyzed and forced to go over their capacities to suffer
- They often don't act or speak up because
 - they are afraid that no one believes them
 - they are afraid of being made responsible for the act of violence
 - they are afraid of triggering even more violence
- Women often try to find "alternative" explanations to reinterpret experienced violence: *"he wasn't always like that", "he has stress", "I wanted the situation to become like it was earlier", "he was drunk"*



Violence against women and girls

- Women often don't talk about violence experiences because of traditional role-models or because they are ashamed
- In such critical situations you should not ask, why she didn't do anything or try to get help – the guilt must stay where it belongs – with the offender
- **Being a victim is a reality, but it is also a role that can be left behind.**



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DEUTSCHE ZUSAMMENARBEIT



Implemented by

giz Deutsche Gesellschaft
für Internationale
Zusammenarbeit (GIZ) GmbH

"TRAUMATA ARE ...
... DEEP MENTAL WOUNDS
... VERY SEVERE SHOCKS
... UPSETTING EXPERIENCES

THEY WERE FOUNDED IN SITUATIONS,
WHEN YOUR BODY
YOUR MIND
AND YOUR SOUL

WERE NO LONGER IN ORDER
TO MANAGE AN
OVERWHELMING + DRASTIC
EXTREMELY UPSETTING
HOPELESS EXPERIENCE "



WHAT IS A TRAUMATIC EVENT?

OUT OF A 100% POPULATION, 70% SUFFER FROM PTSD AFTER A TRAUMATIC EVENT



WITNESSING
DEATH OR
INJURY



PHYSICAL
ASSAULT



COMBAT



SEXUAL
ASSAULT



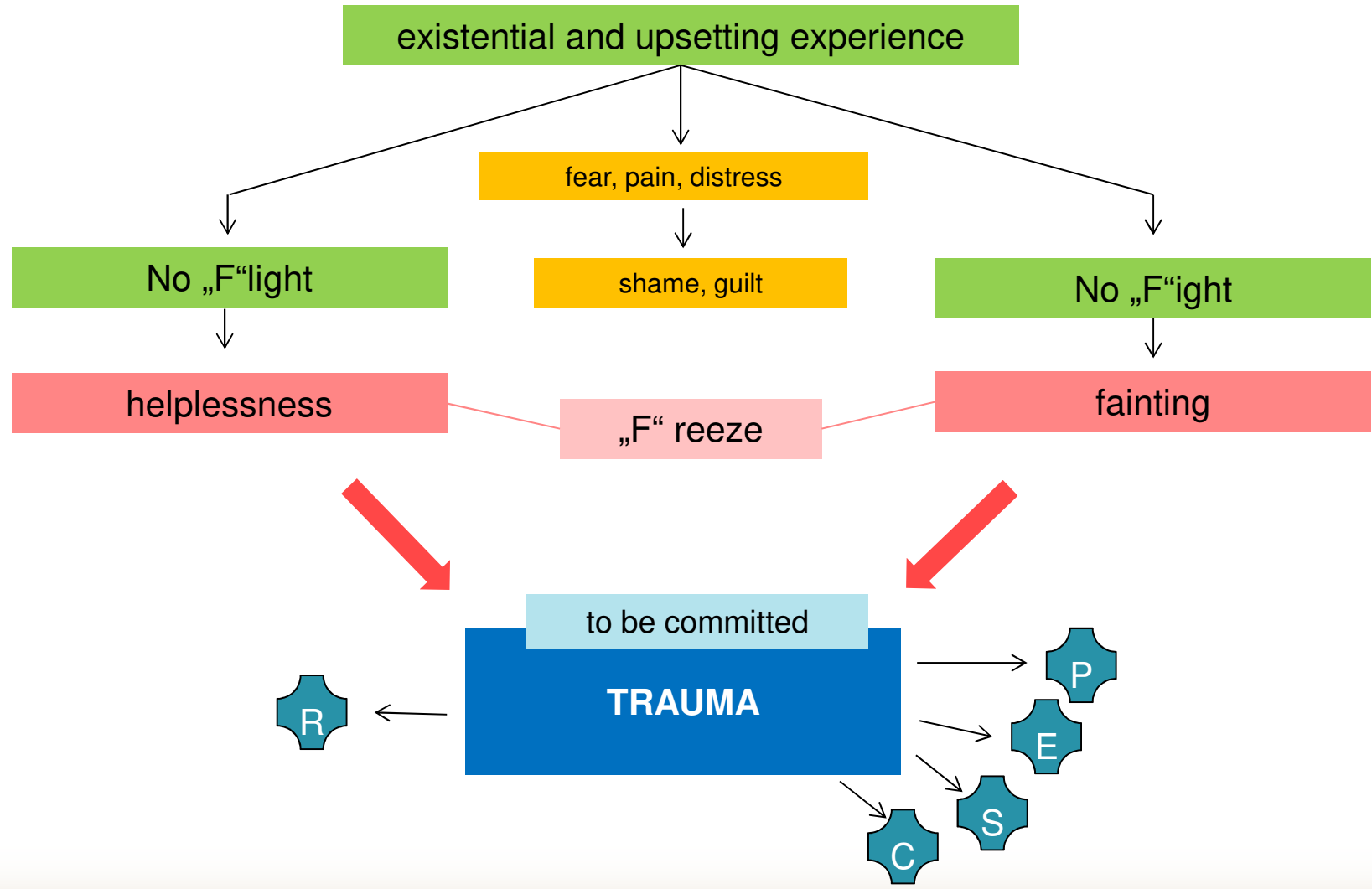
ACCIDENTS



NATURAL
DISASTER



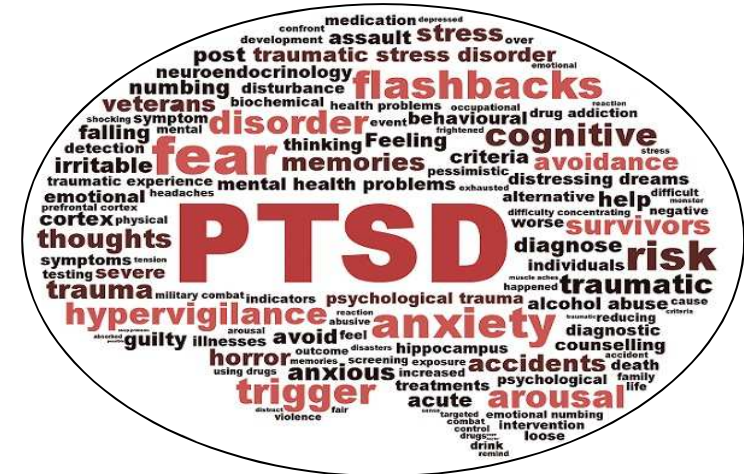
CHILD
SEXUAL
ABUSE





Trauma sequelae

- irritability
- sudden, dramatic mood changes
- anxiety and nervousness
- anger
- denial
- depression
- flashbacks or repeated memories of the event
- difficulty concentrating
- altered sleeping or insomnia
- changes in appetite
- intense fear that the traumatic event will recur, particularly around anniversaries of the event (or when going back to the scene of the original event)
- withdrawal and isolation from day-to-day activities
- physical symptoms of stress, such as headaches and nausea
- worsening of an existing medical condition





Trauma sequelae

- 70% suffer from a PTSD after a traumatic experience!
- PTSD “effects on their social, cognitive and emotional development
- Can grow into personal disorders, chronic disease, learning disorders, complex trauma disorders (depersonalisation, derealisation, flash-backs, fear, constraints, depression, personality disorders...”
- **The more, the longer and the closer** the traumatic experience, **the more severe** are the consequences.

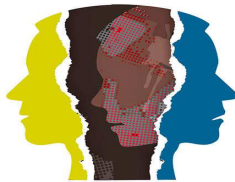


Trauma sequelae

The mind
replays, what
the heart can't
delete.



„It is **NOT** in my past,
it is there **EVERYDAY!**“



HealthyPlace.com

The body constantly activates survival strategies (fight or flight) which are **NOW** no longer adequate but were when the traumatic experience took place.



Why do some persons develop symptoms and others don't ?

Less symptoms...

- the shorter the traumatic influence
- the more vital the organic and psychical constitution
- the better the individual living conditions
- The more empathic and attentive friends and family are



Personal + Social Resources = Resilience!



Why do some develop symptoms and others don't

- Resilience is the dynamic skill to manage stress and strains as well as traumata in a way which maintains your psychic integrity!
- Successful coping = resilience
- Resilience is that ineffable quality that allows some people to be knocked down by life and come back stronger than ever.





Why Is Resilience Important?





Mitigation of and rehabilitation from traumatic experiences

To mitigate trauma and rehabilitate from it, we

- need to create a **sanctuary** for our body and soul!
- we need **safety and shelter**
- we need **violence free zones** (safe spaces)
- we must find back into the **here and now!**



How sport can help girls to increase resilience and reduce vulnerability

Through sports it is possible

- to learn coping with stress (e.g. by participating in competition)
- to adopt new roles and identities (e.g. athlete instead of victim)
- to learn how to win and celebrate
- to learn how to lose, try again and come back!
- to develop resilience by successfully facing obstacles and failure



How sport can help girls to increase resilience and reduce vulnerability

Sport can produce **role models** and **healing pictures** of...

- confidence
- sharing
- responsibility
- safety
- dignity
- self-worth and self-esteem
- silence and peace

... which can be transferred to everyday life!



How sport can help girls to increase resilience and reduce vulnerability

- sport makes girls aware and in control of their bodies
- sport gets girls out of the home
- sport gathers a captive and motivated audience
- sport builds trust and social support through the team
- sport teaches girls to ask for help
- self-esteem and self-efficacy translates
- girls participation in sports unsettles gender order
- sport encourages boundary settings
- sport builds courage
- sport gives girls a proud place in community
- learn to win, lose and compete
- empower
- challenge gender norms
- self-esteem, courage and self-efficacy
- ability increases
- if an individual girl believes and recognizes her possibilities and rights, she will not only improve her own life
- strong and healthy women athletes through media can be role-models.





What you as a sports coach should and should not do

What you should do:

- develop an understanding for typical PTSD symptoms
- enlarge and strengthen personal resources of your athletes
- Help your athletes to find their individual sources of power
- Support athletes in developing resilience
- Help your athletes to spend quality time by fully engaging in sport and play
- Be aware that sport might trigger traumatic body-memories

What you should **NOT** do:

- Do not try to work on traumatic experiences or traumata
- Do not try to undertake any therapeutic interventions
- Instead: Help an athlete with presumed PTSD to find a specialist and get qualified help



Unit 9

SPORT AND PLAY TO ENCOURAGE NON- VIOLENT BEHAVIOUR



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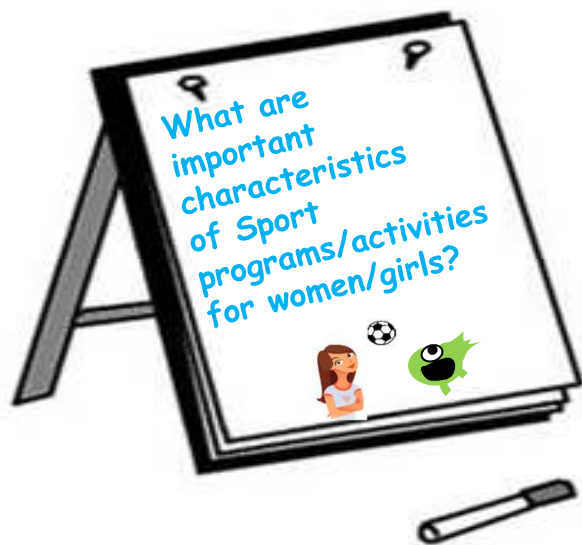
Unit 10

SPORTS PROGRAM

DEVELOPMENT FOR GIRLS

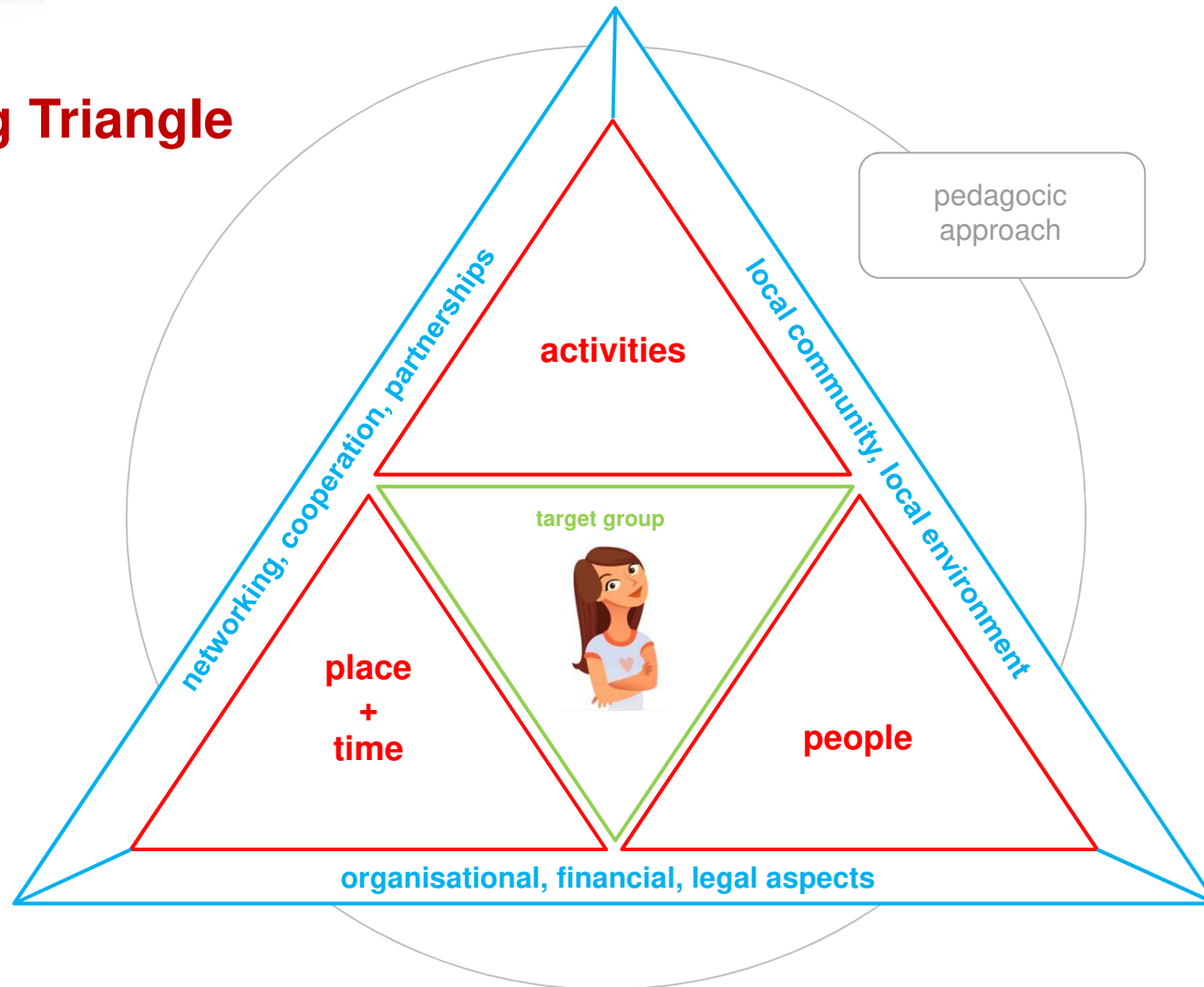


Sports Program Development for Girls





Planning Triangle





Sports Program Development for Girls





Unit 11

CREATING SAFE SPACES



CREATING SAFE SPACES

Session content:

- What are safe spaces?
- Role play (to illustrate safety, connections and social alliances)
- Importance of safe spaces in sport
- Why a code of conduct?
- Developing your own code of conduct example

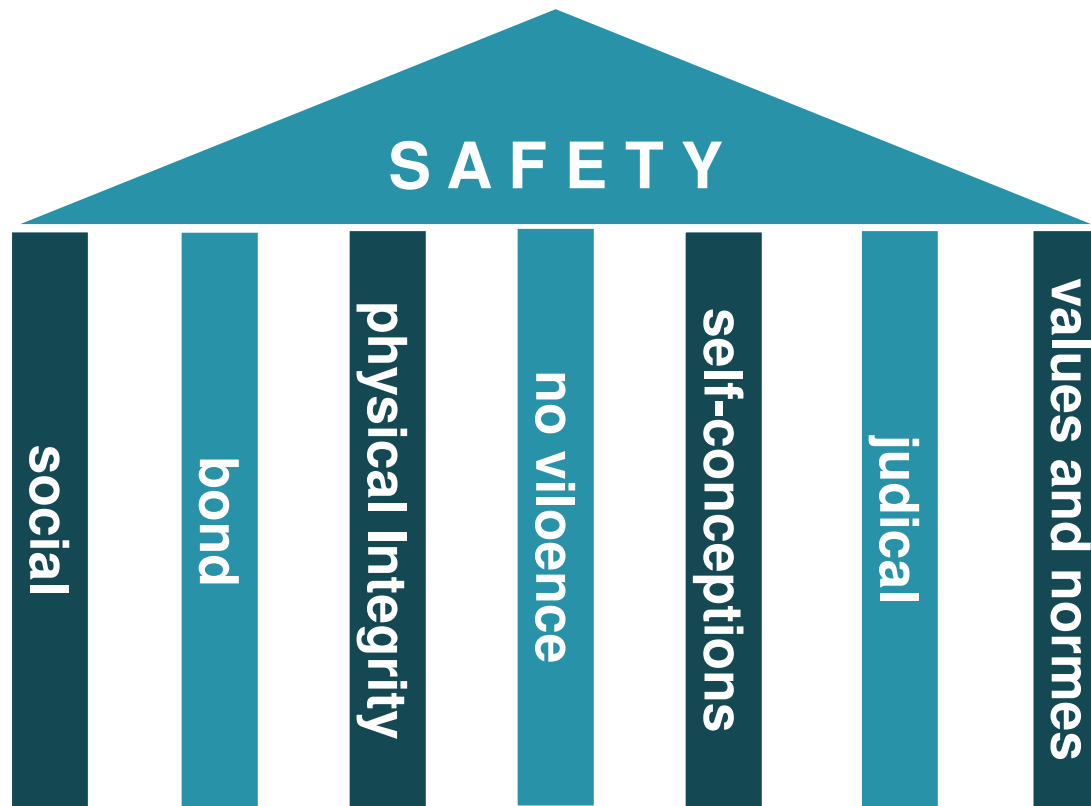


What are safe spaces?

- A safe space is an environment in which women and girls feel psychically and emotionally secure
- In a safe space there are no physical dangers, like sexual abuse or preventable athletic injuries
- A safe space is a place where girls feel comfortable and free to open up and express themselves. It's a place where they feel that they can share their deepest concerns and ask sensitive questions
- In a safe space girls find a non-threatening and non-competitive atmosphere
- It is important, that a safe space is also accepted by the girl's families and social environment



The 7 pillars of Safety





Role Play – system placing



What are safe spaces?



- door closed
- Calm coach
- good energy
- constructive / positive communication
- find the good in the bad
- CARE for each other
- give support
- Courage
- empathy
- team-spirit
- Same positions to talk together
- respect
- confidence
- don't start a discussion without having everyone in the room
- don't talk about people who are not there



Safe spaces in sport

- Involve female trainers and coaches for emotional and physical safety
- communicate with families and environment and involve them
- choose the right time (e.g. before it gets dark)
- have a child protection policy in place
- create and obey to a code of conduct
- have clear and transparent framework for your activities
- ensure that there is safe transportation to and from the place
- consider teaching the girls basic self-defence skills?
- Consider to prefer indoors over outdoors?



Safe spaces in sport

- allow and encourage free and open communication
- discuss what it means being inside or outside for the group?
- let the girls co-design their room if possible
- keep the rooms integrity – close doors and windows
- only allow audience when it was discussed with the group
- always have an adult woman in the room if a male coach is teaching
- make sure there are safe locker rooms to change clothes



Code of Conduct

What is it?

A set of rules that is designed to guide our behaviour during day-to-day interaction within a social group or organisation (e.g. a team, a sports club, youth center or a school)

Why do we need it?

It helps us to clarify our mutual expectations, to distinguish between accepted and unaccepted behaviour, to protect those that are vulnerable from being hurt and those that are powerful from hurting others and it can support us in getting the best possible experience out of our engagement as a player, coach or youth leader.

How should it look like?

There is no fixed format, but it should be clear, simple, understandable and meaningful for all that are concerned by it.

Who should develop it?

It can be developed by the organisation (the school, the club, the youth center) or by the individuals that are concerned. Also if it is the organisation that develops the code, all groups should be involved in its development (e.g. students and teachers develop a code for their school together)

What else is important?

Everyone concerned by a code of conduct must be aware of it and actually commit to it. If a code of conduct exists it must be binding for all and also the consequences of not obeying to it must be clear.



Code of Conduct





Code of Conduct

CODE OF CONDUCT
- COACHES -

- * Debriefing and analyzing the last match or the day before.
- * Evaluating the needs of different target groups in the teams.
- * Improving and solving needs or problems. Set objectives.
- * Open to new ideas, advices and critics. inside the group.
- * Being always on time and correct
- * Good strategy planning/planific
- * Effective methods
- * Never Skip the Discipline.
- * Team Spirit, Support, Motivation.
- * Give equal opportunities.
- * Understand and work on weak (anticipate) points.

CODE OF CONDUCT
- YOUTH PLAYERS -

1. Respect the time frame (don't be late)
2. Mutual respect is essential
3. Wear proper gear, please!
4. Please, don't forget to clean after yourselves
5. Take care of the equipment as it's yours

CODE OF CONDUCT
- PLAYER'S PARENTS -

- * THE KIDS OF THE OTHER TEAM ARE ALSO KIDS
- * THE COACH IS THE COACH - THE PARENTS ARE THE PARENTS
- * DON'T FORGET, YOU ARE ROLE MODELS AND YOUR KIDS ARE THE TO BE PARENTS
- * PARTICIPATION IS MORE IMPORTANT THAN WINNING
- * FAIR PLAY IN AND OFF THE PITCH

CODE OF CONDUCT
- TEAM (Players, Coaches...) :

1. Respect everybody
2. Sport is not just a physical activity, it's a LIFESTYLE
3. Respect the dresscode
4. Strict prohibition of using psychotropic substances
5. If you are on time, you're 10 minutes LATE!
6. YOU are responsible for training space and equipment!



Unit 12

INCLUSIVE PLAY



Inclusive Play (e.g. in mixed gender groups)

- Please describe the situation on the two pictures
- Based on your experience, what is the more typical situation when you play a teamsport with a mixed gender group





The challenge

Playing a competitive and physical team sport like football, basketball or handball in a heterogeneous sport group (e.g. mixed gender, different ages, different playing experience) some players usually dominate the action (in mixed gender groups it's not always but very often the boys). The other players are less included, less active and therefore often frustrated with the game etc.

How can we make these games more inclusive for everyone, without taking away the fun for those players that like to be ambitious and competitive?



Potential Solutions

1. We could introduce a personal handicap system
2. We could try to shift the focus of the game a little bit away from just „shooting goals and winning“ to other objectives and add a few additional aspects to the game (playing fair, having fun, acting as a team etc.)





Solution 1: Personal Handicap Systems



- Ask players to evaluate if they are rather missing out, participating equally or dominating the game?
- Then let players make a suggestion for a rule that – depending on their self-assessment makes it easier or more difficult for them to play
- For example a player can suggest
 - *“I should only use my left foot”*
 - *“I should not be allowed to score goals, just pass”*
 - *“I should be allowed to stop the ball with my hands”*

The aim is to guide the group towards a concept that is inclusive (all are involved) but still challenging and fun for everyone.



Solution 2 Changing the Focus:

The football3 example

(developed by streetfootballworld)



For more information go to::

<https://www.streetfootballworld.org/football3/#modal-23>





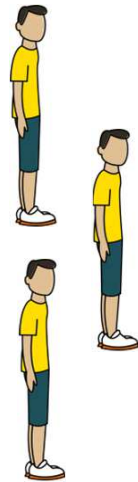
Unit 13

ULTIMATE FRISBEE

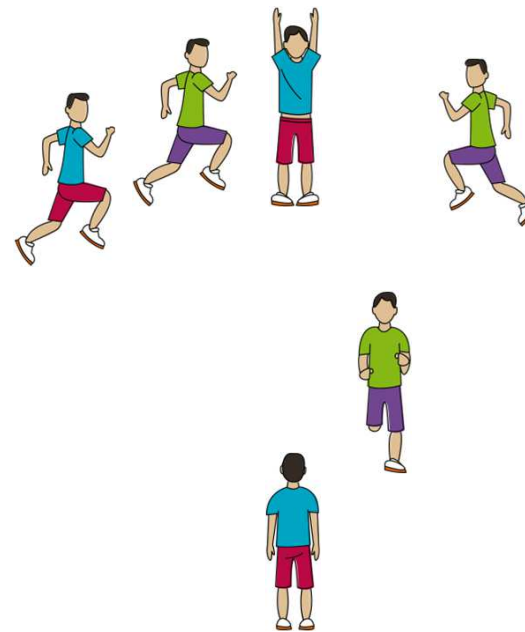
TOURNAMENT



Team A observes



Team B plays against Team C





Implemented by

Observation Guidelines

Empowering Girls and Young Women through Sport and Physical Activity giz

D: Observation Guidelines

Game Observed: Team Observed: Player Observed:

TEAM

	1	2	3	4	5
1 Do all players fully participate in the game?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2 Does your team show high motivation and a good spirit?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3 Do players communicate with each other?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4 Is communication between players positive and supportive?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

PLAYER

	1	2	3	4	5
1 Does your player fully engage with the game?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2 Does your player act as a team player or does he/she play rather selfish?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3 Does your player show good throwing and catching skills or does he/she need to improve on s.th.?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Constructive / appreciative Feedback



Observation



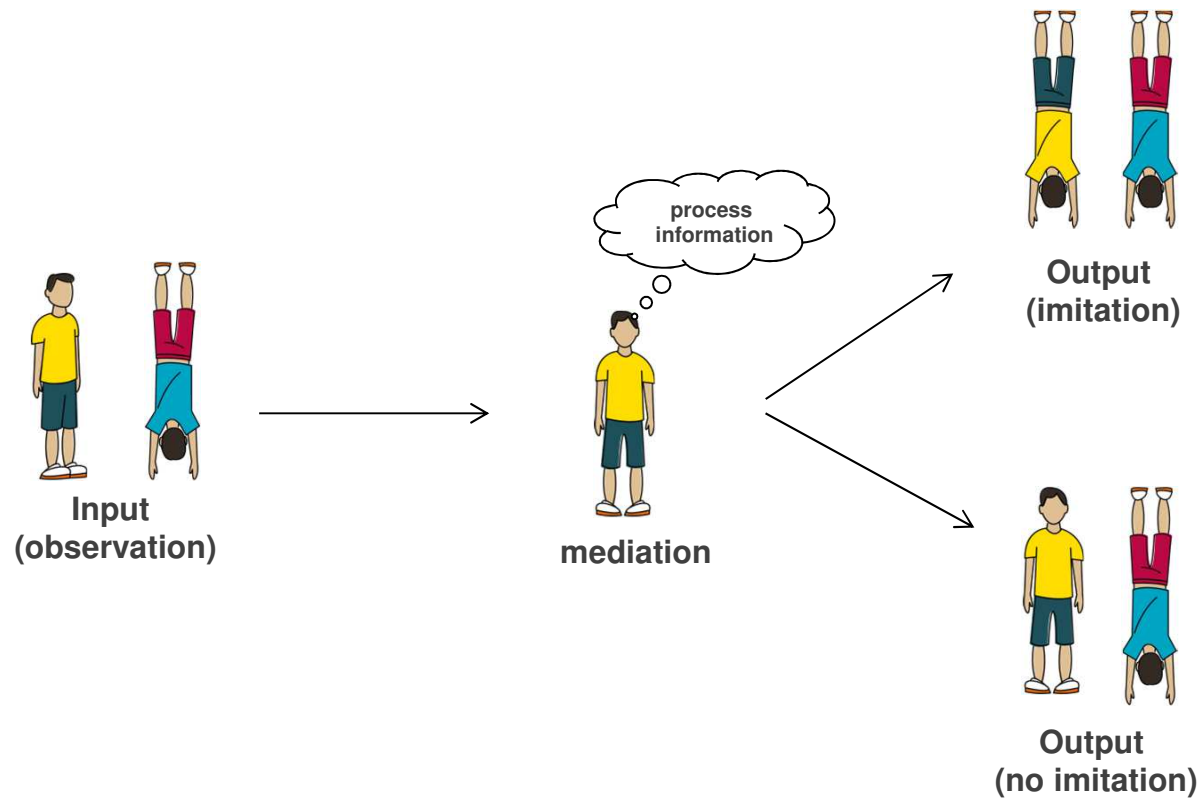


Unit 14

FEMALE ROLE MODELS



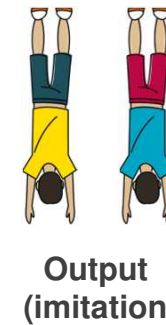
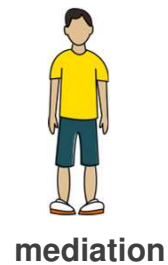
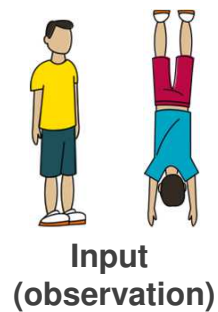
Learning from Role Models





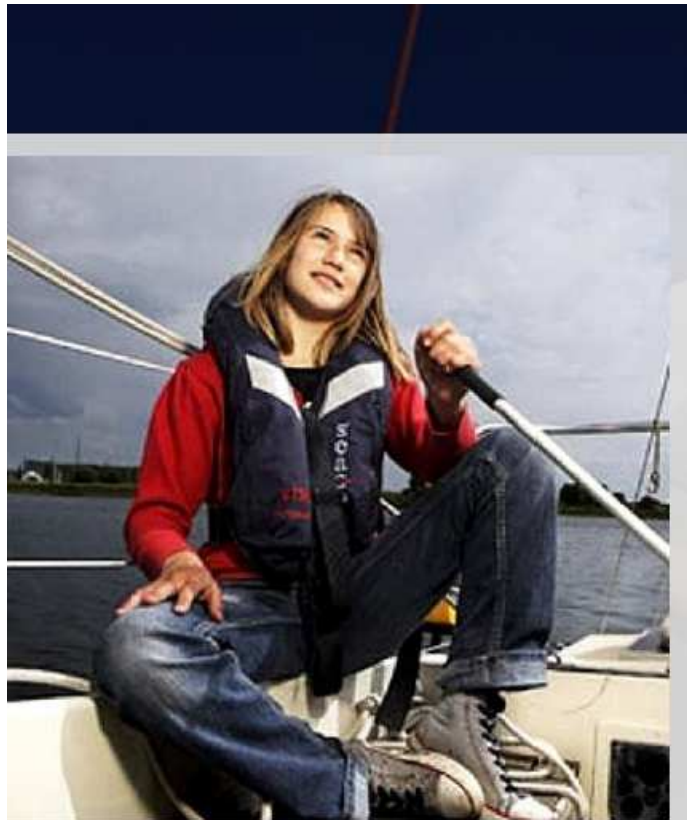
Learning from Role Models

1. Attention must be given to the model and the model's behaviour
2. A cognitive representation of what we observe must be built
3. The reproduction of the potential behaviour must (at least partially) be possible
4. There must be a motivation to immitade the behaviour



*Great handstand
yellow! Bravo!*





Laura Dekker

*The youngest person ever to sail
around the world solo*

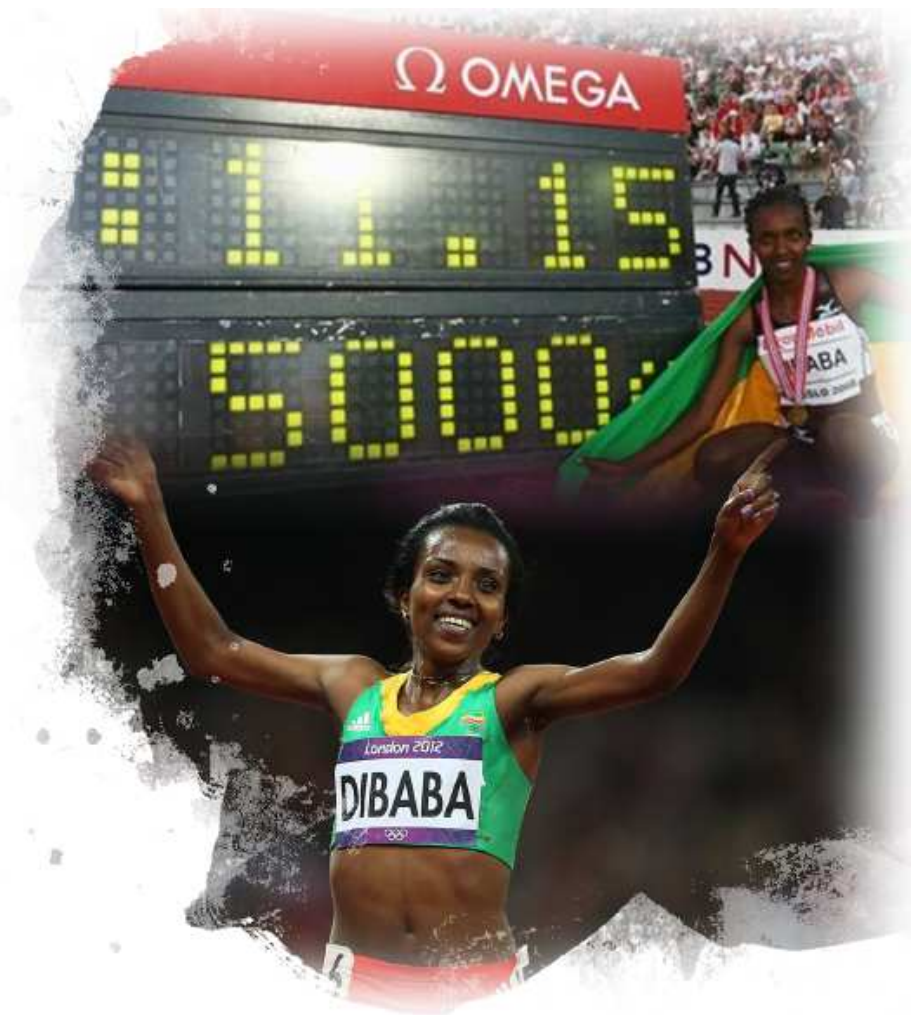
- Started her journey at the age of 14 in 2010
- Finished her journey at the age of 16 in 2012



Tirunesh Dibaba

*Women's 5000m world record
holder*

- Broke the 5000m world record with a time of 14:11.15 in Oslo in 2008.
- Won 6 Olympic medals (3 gold and 3 bronze)
- 5 time world champion
- 2017 Chicago Marathon winner



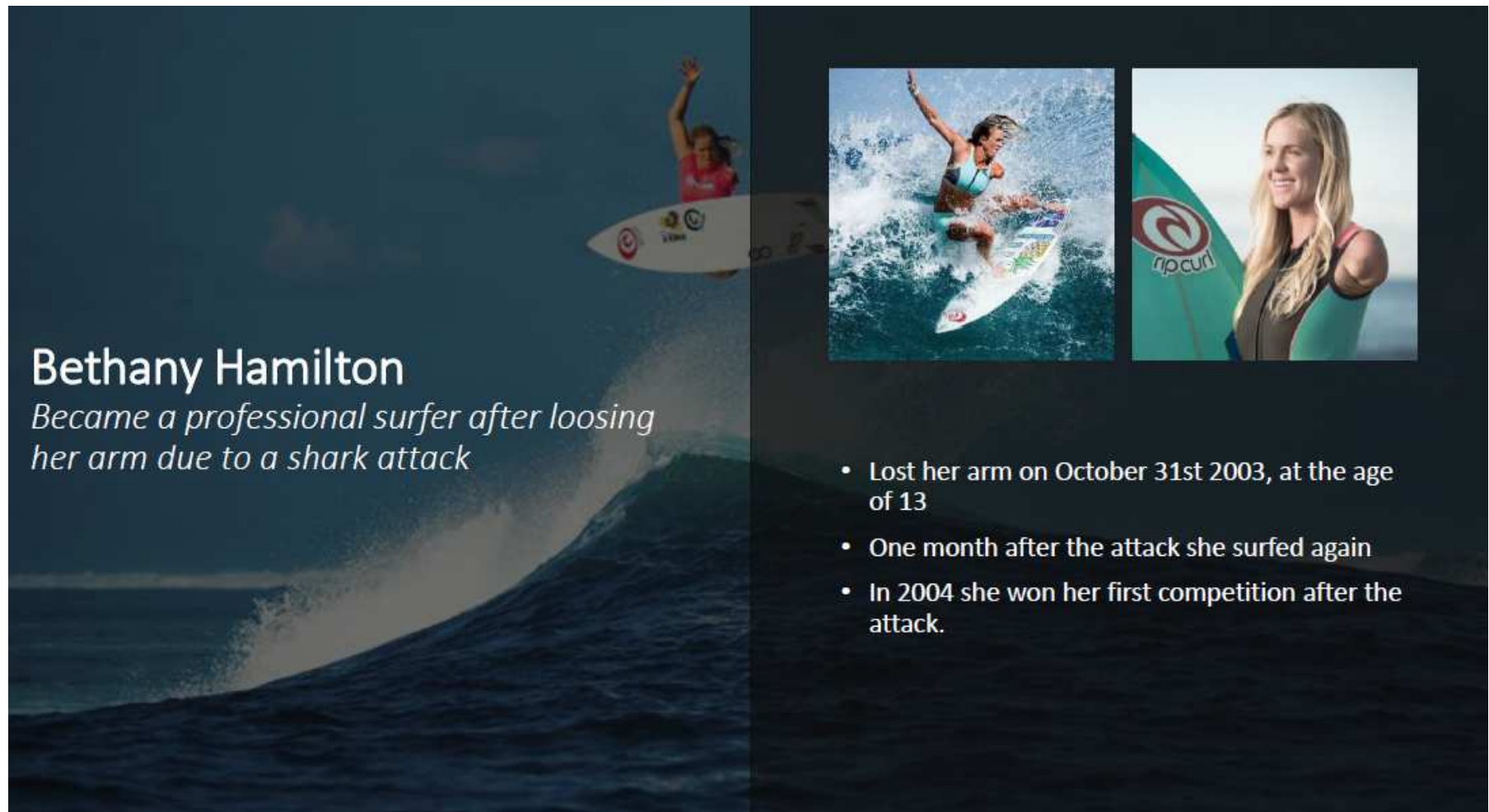


Jamie Chadwick

record breaking racing driver



- The first ever female and youngest winner of the British GT Championship (2015)
- The youngest winner of a 24-hour race (2015)
- The first woman to win a race in Formula 3, one of F1's most prestigious feeder series (2018)





Bethany Hamilton

Became a professional surfer after losing her arm due to a shark attack



- Lost her arm on October 31st 2003, at the age of 13
- One month after the attack she surfed again
- In 2004 she won her first competition after the attack.



Mikaela Shiffrin

Setting a new standard in alpine skiing

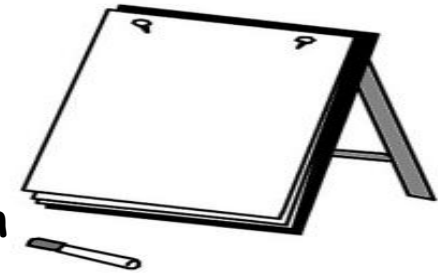
- Won her first World Cup at the age of 17
- Has won 43 World Cups, 3 world championships and 3 Olympic medals (2 gold) at the age of 23.
- Won a slalom World Cup by a margin of 3.07 seconds, the largest margin in history.





Discussion

Are these women suitable role models for the girls in your sport groups?



What could a girl learn from them?

Who else are important role models for girls? Why?

How can you as a coach support the girls in learning from role models?

Are you as coach also a role model for the girls you are coaching? If yes, how should that influence your own behaviour?

Can a male coach be a role model for girls too?



Unit 15

DEVELOPING GIRL'S LEADERSHIP



What is Leadership?

experience, education, mentorship



learned, practised, and refined



LEADERSHIP

- skills
- behaviours
- attitudes

Leadership reflects the ability of a girl or young woman to exercise her rights and drive change (Source: WomenWin)



How girls leadership develops during adolescence



PREPARE

A girl discovers and develops her skills and talents, and becomes aware of her leadership potential. She accumulates knowledge and information. She finds the confidence to set challenging goals for herself and strives to live by her values. This includes being proud of where she came from as well as where she's going.



PRACTISE

A girl connects and interacts with others, which means she learns to expand and strengthen her leadership potential and skills. Through interaction she learns how to team up, solve conflicts, and have healthy relationships. It's in this stage that her leadership abilities and confidence further develop and solidify.



PLAY

A girl takes action and influences and motivates others by applying her skills. She creates change by doing and giving back to her community. Girls can play at different levels, demonstrating leadership in their own lives, giving back to the community, or making an international impact, or all three.

Source: Women Win Theory of Change



Leadership Competences

I AM SELF-CONFIDENT

- Identify strengths and celebrate successes
- Take risks Take risks and step up to challenges
- Fail forward



I USE VOICE

- Develop and express own opinions and thoughts
- Speak in public
- Communicate to move others (storytelling, using social media, pitching an idea)

I HAVE VISION

- See the possibility for change
- Set goals
- Inspire and motivate others to action

I TAKE ACTION

- Make decisions
- Solve problems
- Create and seize opportunities

Source: Women Win Theory of Change



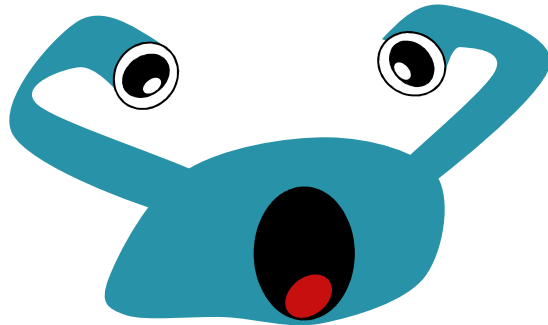
Unit 16

COACHING TO EMPOWER GIRLS



german cooperation

DEUTSCHE ZUSAMMENARBEIT



Implemented by

giz Deutsche Gesellschaft für Internationale Zusammenarbeit (GIZ) GmbH

Knowing how to use sport as a tool for inclusion

Do I understand how Sport can be used to include and empower girls?

Understanding the target group

Am I aware of the specific needs and specific challenges of women and girls in my community ?

Self-Awareness

Am I aware of my own genderstereotypes? Do I need to change my own attitudes or behaviour in any way?

Working together

Who could help me in my organisation or my community to provide (better) sport opportunities for girls?

Learning Needs?

Do I feel sufficiently competent to train and empower girls through sport? Where do I think I still need to learn more?



Being a role model

Do I know how I can be a role model for the girls I coach? Do I think I am able to live up to that role?





Unit 17

EVALUATION, FEEDBACK, CERTIFICATES



Feedback

- 1) How comfortable did you feel during the 4 days?
- 2) How applicable is the workshop content to your day-to-day work? Why & in which way?
- 3) Which methods do you consider as helpful & interesting?
- 4) What was missing? What could have been done differently?



