



## Competences Children and Youth gain in Sport for Violence Prevention contribute to SDG 16 Peace, Justice and Strong Institutions

(Please note: As the following competence framework solely addresses competences in relation to violence prevention, only the targets and indicators connected to Peace and Justice are listed. Targets and indicators related to Strong Institutions will be addressed in a separate framework yet to be developed.)

In relation to SDG 16 Sport for Violence Prevention can create the following benefits:

- o Promoting peaceful and inclusive societies
- o Preventing conflicts, reducing tension
- o Establishing platforms for dialogue
- o Generating respect and understanding
- $\circ$   $\;$  Addressing abuse, violence, and exploitation in sport  $\;$

Sport activities, offered in a pedagogically valuable way, impart and strengthen competences children and youth need in their daily lives. The competence framework is not to be understood as complete and not all competences are automatically gained by all participants. However, the framework is a useful presentation of competences that may and could be gained by beneficiaries taking part in S4D activities with the focus on violence prevention & peace.

The following table connects competences children and youth gain in sport for violence prevention with selected SDG 16 targets and indicators. They were selected by GIZ based on their concepts and experiences.

S4D related SDG 16 Targets	SDG 16 Indica- tors	Competences Sport for Development helps children and youth to…	
		Self-	Self-confidence and Trust
Target 16.1	Indicator 16.1.1:	Competence	develop a positive self-perception based on their sport and social competences, not on their
			violent behaviour.
Significantly re-	Number of vic-		be confident and trust their own power, abilities, qualities, and judgement, not based on vio-
duce all forms of	tims of intentional		lent actions.
violence and	homicide per		speak about violent incidents that they suffer(ed) from and/or that they perform(ed).
related death	100,000 popula-		identify negative actors in their communities and to communicate their feelings about them to
rates every-	tion, by sex and		individuals they identify as trustworthy.





where	age		Motivation
			engage in finding non-violent solutions for their own problems.
			deal with their feelings and desires through non-violent communication and actions.
	Indicator 16.1.2:		set goals that promote a peaceful environment and be motivated to reach these goals.
			Responsibility
	Conflict-related		take responsibility for their own actions in critical violent situations (i.e. not responding violently
	deaths per		or defusing the situation).
	100,000 popula-		Critical Ability, Conflict Ability
	tion, by sex, age		think before acting: either action that is or might be threatening.
	and cause		absorb points of criticism and manage them in a non-violent way.
			learn about their role in conflict situations.
			Resilience
	Indicator 16.1.3:		recover from, or adjust to, misfortune, life change, difficulties and/or tough situations without
			reacting violently.
	Proportion of		overcome emotions that impede the process of learning; they are able to learn from bad ex-
	population sub-		periences and move on.
	jected to physi-		understand the psychological and social consequences of severe violence (trauma).
	cal, psychological		Goal Orientation
	or sexual vio-		resist distractions and keep track of their own personal goals.
	lence in the pre-		remind themselves that achieving and reaching one's goal in the end is greater than the mo-
	vious 12 months		mentary situation of violence.
			think beyond a traumatic violent moment and place their mindset on reaching farther than a
			given point in time.
	Indicator 16.1.4:		Adaptability
			alter their responses and reactions to changed circumstances and environment in a non-
	Proportion of		violent way, as well as adjust themselves to different/new conditions in a peaceful way.
	population that		realize that similar to violent situations they experience on the sport field, they are able to re-
	feel safe walking		flect about the violent situations they experience in their homes, schools and communities.
	alone around the		Creativity
	area they live		open their minds and create innovative solutions to solve one's own issues in a peaceful way,
			through peaceful actions.
			remind themselves that most violence occurs if people do not find ways to solve conflicts in a
			constructive manner, hence they know ways how to do so.
Target 16.2	Indicator 16.2.1:	Social Com-	Change of Perspective and Empathy
Ū		petence	put themselves in the position of others and understand that a different position is not one to
End abuse, ex-	Proportion of		violently fight against.
ploitation, traf-	children aged 1-		reflect how violent behaviour might affect others.
ficking and all	17 years who		put themselves in different roles, of victims and perpetrators.
5	,		



forms of violence	experienced any		rear act athers, aven if they are appendix
against and tar			respect others, even if they are opponents.
against and tor-	physical punish-		Respect, Fair Play and Tolerance
ture of children	ment and/or psy-		take others seriously and try to appreciate them impartially regardless of age, sex, family
	chological ag-		backgrounds and origin.
	gression by care-		be and stay polite in violent situations, or situations that run the risk of becoming violent, and
	givers in the past		act with regard.
	month		be and stay tolerant and respect divers people in difficult surroundings. <b>Solidarity</b>
			avoid conflict by creating a sense and environment of support after having suffered from a
	Indicator 16.2.2:		violent incident.
			help each other, even when others are more competent in some things than oneself. They are
	Number of vic-		able to use the diversity of competences collectively instead of being violent against each other.
	tims of human		intervene in conflict situations.
	trafficking per		Communication
	100,000 popula-		interact with other members of their community who they did not know and who they would
	ploitation		
	Indicator 16.2.3:		
	-		
		Mathada	
	age to	•	
		competence	
	Indicator 16.3.1		
Target 16.3			
Jet let	Proportion of		
Promote the rule	victims of vio-		
of law at the na-			
tional and inter-	vious 12 months		
national levels	who reported		define a problem, analyse it and develop peaceful strategies in order to resolve it, in the long
of law at the na- tional and inter-	<ul> <li>100,000 population, by sex, age and form of exploitation</li> <li>Indicator 16.2.3:</li> <li>Proportion of young women and men aged 18?29 years who experienced sexual violence by age 18</li> <li>Indicator 16.3.1:</li> <li>Proportion of victims of violence in the previous 12 months</li> </ul>	Methodo- logical Compe- tence, Strategic Competence	Communication interact with other members of their community who they did not know and who they would not have spoken to before communicate verbally and not by using violence to express themselves learn about their own roles as a "sender" or "receiver" in violent situations, as well as the b haviours and the reactions (i.e. verbally and physically) associated with each role in terms of communication. Cooperation enjoy physical activities that make them feel included, like they themselves matter to other and where they find new friends, coaches and teachers enjoy being in a place where they can cooperate and feel secure. Critical Thinking identify people in their environment who are good and not good for them, and take necess actions to enhance or decrease these relationships take a position in a discourse or discussion in conflict situations or where violence is prese critically reflect their own role, as role models, and how their own behaviour can contribute violence/non-violence. Decision-Making reflect on making good decisions versus bad decisions, regarding violent or illegal actions forecast the different decision options and their outcomes to determine the best option for forecast the different decision versus bad decisions, regarding violent or illegal actions forecast the different decision sersus bad decisions, regarding violent or illegal actions forecast the different decision options and their outcomes to determine the best option for particular situation, instead of choosing the violent option/reaction immediately. Problem-Solving detect, analyse and correct errors, while retaining control of their own feelings and actions.





and analyza	the air viation in attack		
and ensure	their victimization		term.
equal access to	to competent		not only be physically fit, but also mentally fit; thus, be capable of developing strategies in
justice for all	authorities or		managing challenging problems.
	other officially	Professional	Related to specific types sport / to sport <sup>1</sup>
	recognized con-	Competence	- Development of general motor competences (speed, endurance, strength, coordination,
	flict resolution	/Expertise	flexibility)
	mechanisms		<ul> <li>Development of basic technical competences (sport-specific): Children and youth are</li> </ul>
			able to
			<ul> <li> dribble, pass, shoot, throw, catch etc.</li> </ul>
	Indicator 16.3.2:		<ul> <li> use different sensory and motor techniques in various ways.</li> </ul>
			- Development of basic tactical competences
	Unsentenced		<ul> <li> explain the structures and strategies of a game.</li> </ul>
	detainees as a		<ul> <li> act in a planned and target-oriented manner with clever choice of available</li> </ul>
	proportion of		means and possibilities by the individual, a group or a team.
	overall prison		<ul> <li> know in specific game situations which action leads to success ("game intelli-</li> </ul>
	population		gence").
	population		<ul> <li> act in a creative way and choose various solutions ("game creativity").</li> </ul>
			<ul> <li> comprehend communicative and cooperative behaviour of individual team</li> </ul>
			members.
Tanan 40 D			Related to Violence Prevention: Children and youth are able to
Target 16.B	Indicator 16.B.1:		understand the importance of physical activity and sport for their own well-being and healthy
			development, especially in terms of nonviolent behaviour.
Promote and	Proportion of		critically reflect on their underlying cultural and normative assumptions, and practices, regard-
enforce non-	population report-		ing violence.
discriminatory	ing having per-		know how to reduce a possible or potential acts of aggression in a coordinated way.
laws and policies	sonally felt dis-		know how to reduce their feeling of fear and improve their relationships with other youth, as
for sustainable	criminated		well as towards their surrounding environment.
development	against or har-		accept existing rules in sporting activities/behaviour.
	assed in the pre-		feel affiliated to others on their sport team or involved in their physical activities.
	vious 12 months		know about different types of violence and abuse (physical, sexual, emotional, psychologi-
	on the basis of a		cal, spiritual/religious, cultural, verbal, financial, neglect) and know how to evaluate their own
	ground of dis-		situation and their environment.
	crimination pro-		
	hibited under		
	international hu-		
	man rights law		
	inal righto law		

<sup>&</sup>lt;sup>1</sup> Baur, J., Bös, K., Conzelmann, A. & Singer, R. (2009). *Handbuch motorische Entwicklung.* Schorndorf.