

PRESS RELEASE

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INCLUDE project launches to promote inclusion and tackle discrimination in youth sports across Europe

A new project funded by the European Commission under the Erasmus+ Programme has been launched to **promote inclusion and diversity in youth sports** and **tackle discrimination in the field**. The **INCLUDE** project is a comprehensive program that involves research, direct action, and the development of learning resources to educate and support coaches, executives, and staff of sport academies working with young athletes (12-18 years old).

The project aims to elevate youth academies' officials, coaches and support staff's knowledge and understanding of the issues of diversity, integration, human rights, and bullying, as well as the forms of violence. The project will present sport professionals, coaches and stakeholders in the field of youth sport with tactics and approaches to identify and address misdemeanant behaviors and incidents of discrimination and violence by or towards their young athletes. It will also raise awareness on discrimination in sport and its adverse effects on children as well as the need for action to promote social inclusion, diversity, and equal opportunities in the field.

The **INCLUDE** project will work towards combating violence and tackling racism, discrimination, and intolerance in sport and to promote integrity and values in sport by helping improve good governance in sport and promoting the positive values of sport.

The project's specific objectives are to study, analyse, and document the needs, challenges as well as effective approaches and practices observed 'on the ground' in regard to inclusion and tackling discrimination in the implementing countries and across the EU. It will also

strengthen the cooperation between institutions and organisations active in the field of sport and support the sharing of good practices in combatting violence and tackling discrimination.

The **INCLUDE** project offers learners an interactive learning experience through the use of innovative and engaging approaches and tools, including gamified features.

The project partners are CARDET (Cyprus), Institute of Development “N. Charalambous” (Cyprus), European Network of Sport Education (Austria), CESIE (Italy), The Rural Hub (Ireland), KMOP – Social Action & Innovation Centre (Greece).

For more information, please visit the project website at <https://include-project.com/>.

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

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