



SPORT at the
SERVICE OF
HUMANITY
FOUNDATION

DIGITAL DIALOGUE

~

Calling on Global Providers of Sport, Values, and
Education to Join Forces



SPORT at the
SERVICE OF
HUMANITY

JOY

SPORT, ABOVE ALL,
IS ABOUT ENJOYMENT

THE INITIATIVE



PONTIFICAL COUNCIL FOR CULTURE



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The Vatican PCC and Sport for Humanity have prepared the following engagement document, with Save the Dream's assistance, for the purpose of creating a Global Digital Coalition (GDC). Providers of these services are invited to participate in the project:

- Youth sport
- Related educational opportunities
- Recreation
- Free time
- Values-based initiatives



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Through the establishment of GDC, Sport for Humanity and its partners aim to make full use of the multitude of structures and resources available within Catholic clergy, parishes, schools, parks, community centers, convents, shelters, orphanages, hospitals, and others, as a distribution channel of knowledge and tools which support the practice of sport and the exposure to its educational and societal values.

GDC will efficiently share ideas and strategies, scholarly research and network resources, success stories and impact metrics, fundraising tools and examples, and of course, kindred brotherhood and sisterhood.

From its early stages, the coalition also seeks the involvement of representatives of all faiths and beliefs, in order to promote an inter-faith approach, and make available the developed model beyond the Catholic and outreach communities.





SPORT AS THE
VEHICLE OF
CHANGE

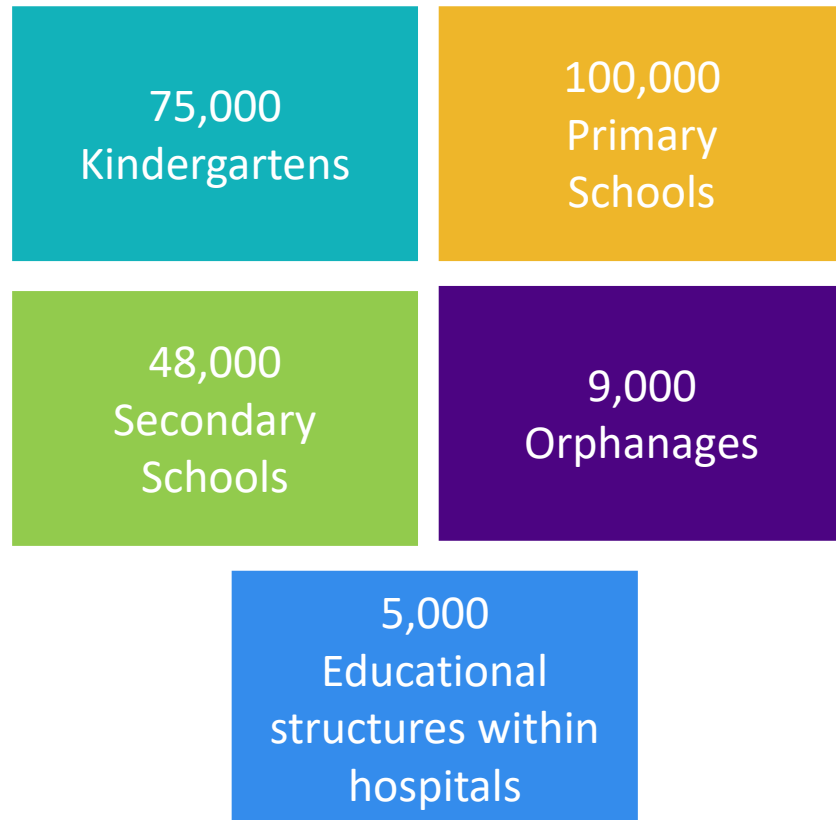
RESPECT

USE SPORT TO BUILD
TRUST AND
UNDERSTANDING

OUTREACH CAPACITY

Currently, there are an estimated **1.33 billion** Catholics in the world with an annual growth rate of **15 million**

62 Million children are enrolled in Catholic educational centers, distributed as follows:



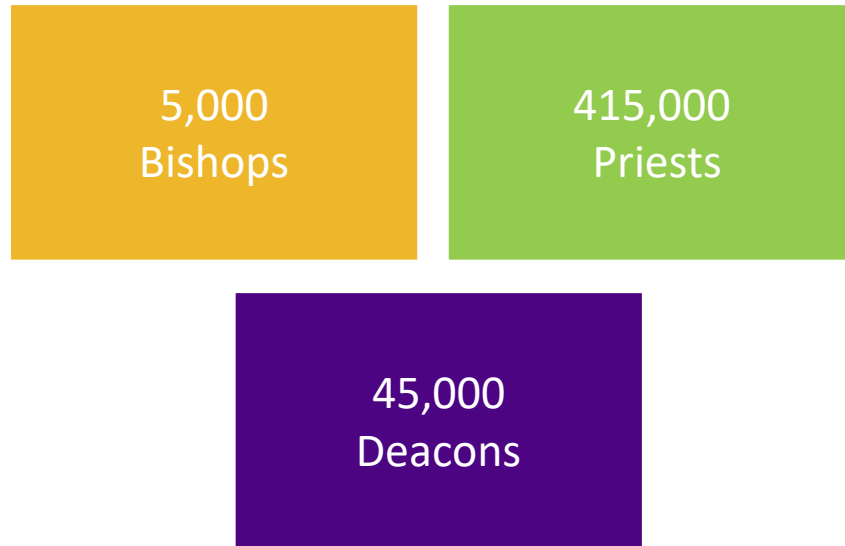
22,000 Parishes under the umbrella of:



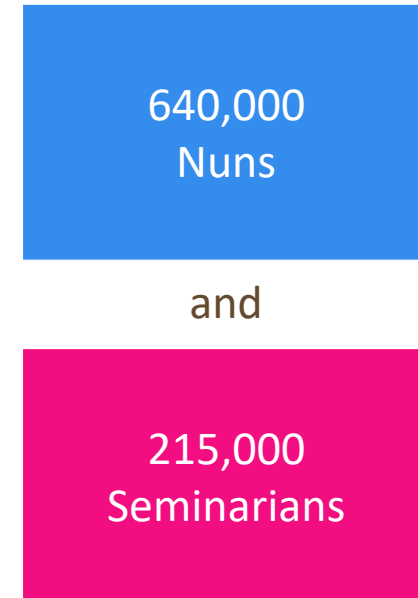
and



465,000 Clergy
comprised of:



3 Million in the Laity, including
Ministers, Lay Ministers and Missionaries





SPORT AT THE
SERVICE OF
HUMANITY

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THE VISION

Taking account of the presence of playing grounds and sport facilities within centers administered by Catholic organizations across nations, the aim is to develop digital tools and training capacities to support the provision of sport activities and the promotion of related values for the benefit of the millions of youth and children attending such places.

Catholic communities will be better enabled to utilize sport, safely, in the way Pope Francis encourages, moving from vision to full implementation.

While doing so, the project also aims at making available the best developed tools for use by leaders and communities from other faiths and beliefs, also in view of promoting inter-faith dialogue through sport.





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USE THE POWER OF
SPORT TO HELP OTHERS

CURRENT STATUS

Parishes and other religious centers or religiously-inspired schools often use sport activities as a tool for youth engagement and to promote and demonstrate healthy life-style choices.

While certain parishes might have a long-standing experience in this field, in many instances the way sport is embraced heavily depends on the individual initiative of a parish or the person responsible for a given facility, who must often rely on his/her own personal knowledge of the topic.

There is therefore a need, but also an opportunity, to provide those who are already aware of the power of sport with better tools to continue their work, and to raise awareness within those who have not yet discovered or leveraged the power of sport on its capacity to inspire children and youth.





SCOPE

Taking advantage of the traditional relation and co-existence between parishes and playing grounds, the project will begin with the Catholic community, and grow to multi-faith. To this end, representatives from other religions and faiths will be involved from the early stages of the process.

Tools will initially be developed in English and later translated into other languages, to eventually ensure wide distribution. The project will be global, and envisage regional initiatives based on geographic, cultural, structural, and linguistic considerations.





SPORT at the
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HUMANITY

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SPORT HAS THE POWER
TO HELP US MAKE
THE MOST OF OURSELVES

PROCESS

COALITION BUILDING

- Form support around GDC (INGOs, IOs/ROs, Universities, Sports Bodies, Businesses, Philanthropists) to support and fine tune the building process.
- Form a Youth Leaders' group to provide advise from a youth/users' perspective.
- Form a roundtable discussion group to represent local & grassroots stakeholders (parishes, schools, etc.) and other faith-based groups to discuss tactical usages.
- Convene a global group of visible Sport Ambassadors; influential athletes and former sports starts to lend credibility and visibility to the project and tools.
- Create an aggregated roundtable to integrate reps of all stakeholders' groups.



APPLIED RESEARCH

- Mapping process, contributed to by all the relevant stakeholders and led by outside experts.
- Mapping and review of existing on-line and open educational opportunities for sport providers, coaches, volunteers and educators working at the grass-roots level.
- Mapping of existing on-line and open educational opportunities directly available to youth as self-learning tools.
- Collection of good practices within Catholic and other youth-focused organizations regarding the management of sport-based community projects and related eco-systems.
- Needs assessment within such organizations and the larger community.



PLATFORM & TOOLS DEVELOPMENT

- Set up a proprietary platform/portal/app to support the GDC with existing vehicles (such as Facebook).
- Creation of a network of Focal Points within the Catholic communities and an International Mentors' Group.
- Creations of KMS (Knowledge Management System) to share collected information and connect the Network (the project will avoid creating new tools but rather create a system of shared resources made available by partners).
- Production of multi-language videos to share stories and experiences.
- Create a platform of Sport Volunteers based on a developed Code of Conduct.
- Integration of an existing Sport Integrity Hotline, to ensure safe management of youth and sport across the network.
- Create a collection of best practice templates for scaling capacity, self-sustainability, and local resources – both funding and volunteer recruitment.



ENGAGEMENT & USAGE OF TOOLS

- Implement flagship projects at regional or sub-regional level to test the approach and implement possible corrective measures.
- Inform all potential global stakeholders of the program, through all available channels (Vatican, Sport Ambassadors, Partners, etc.).
- Convene on-line virtual regional and sub-regional workshops to inform stakeholders on the technical use of the platform and tools.
- Engage stakeholders in direct dialogue through the platform to facilitate exchange of experiences and share stories on-line to inspire others and grow the usage of tools.



PARTNERSHIPS OPPORTUNITIES

GDC will be managed by the SSH Foundation, under the patronage of the Vatican PCC, who provide guidance on the values and faith components, and will facilitate the clergy outreach for opt-in participants.

As Founding Partner, Save the Dream continually provides support in partnership development, program strategy, and content development.

Organizations interested in contributing to GDC can partner in line with the following:

- **Global Patrons:** benefactors proving funding resources and/or major in-kind contributions
- **Institutional Partners:** i.e., United Nations affiliates to ensure alignment with international policy framework on sport and SDGs, provide network contacts as needed
- **Technology Partners:** companies providing the necessary digital infrastructure and tools for the GDC
- **Communication Partners:** media networks helping GDC with awareness activities and public mobilization
- **Supporters:** organizations from sport, education and development willing and able to share tools, materials, knowledge and network contacts as needed



LIVE LIKE YOU PLAY !

