



COMMUNITY ORGANIZER



CROSS CULTURES LEADERSHIP EDUCATION

CROSS CULTURES

Cross Cultures (CCPA) is a political independent and non-profit organization existing to develop, participating in as well as implementing projects cutting across cultural lines having the main objective to stimulate civic activities, trust and cooperation among otherwise antagonistic population groups. Thereby promoting peaceful coexistence, active citizenship, grassroots democracy and social improvement.

Particularly, Cross Cultures has specialized to use our Open Fun Football School initiative as catalysator to bring people to have fun and interact together while promoting:

- Peace and reconciliation
- Social integration and respect for diversity
- Gender equality
- Youth empowerment and resilience

From 1998-2020, Cross Cultures has mobilised over 80,000 volunteers and trained more than 45,000 leaders and coaches to organize Open Fun Football Schools and other social Sport for Change programs to more than 1.6 million direct beneficiaries in 23 countries throughout the world.



*Anders Levinsen
Founder & CEO
Cross Cultures
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Cross Cultures
House of Sport, Broendby Stadium 20
2605 Broendby
Denmark
www.ccpa.eu and www.ccpaclubhouse.eu

THE CROSS CULTURES LEADERSHIP EDUCATION

The goal of Cross Cultures Leadership Education is to encourage social and civic engagement, a sense of responsibility and thereby enhanced employability.

At Cross Cultures Leadership Education, the participants will be endorsed “Community Organizer”, and the participants have acquired vocational clarification and skills enhancing their employability, alternatively prepare them for

- (a) Further vocational training,
- (b) Social entrepreneurship and / or
- (c) Further education as football coaches within the framework of the National Football Association and/or Ministry of Youth and Sport.





THE EDUCATION ENCOMPASSES THREE STEPS:

Step 1: Basic level – Open Fun Football School Coach (60 hours/15 credits).

At the basic level, the participants are trained in the specific child-centred and community-based Open Fun Football School approach in theory and practise.

The participants will gain the capacity to independently organize Open Fun Football Schools as a tool to encourage social and civic activities that promote trust and cooperation between otherwise antagonistic population groups.

The Basic level encompasses:

Three-days at seminar (theory)

+ five-days practice with the children

+ one-day evaluation and perspectivation.

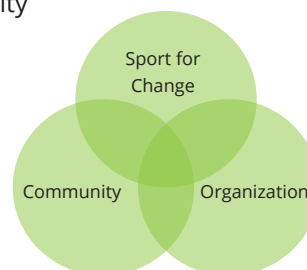
Step 2: Advanced level – Sport for Change (120 hours/20 credits)

At the advanced level, participants will work in theory and practice with their experiences from step 1 with enhanced focus on the topics

(a) Sport-for-All

(b) Organization

(c) Community





Step 3: Own project – Community Organizer (120 hours/25 credits)

Based on the learning from step 1 and step 2, the participants must design, plan, organize, execute and evaluate their own project to meet a special need in their community.

The own project will

- Address a special need in the community
- Encompass a synopsis with oral feedback/forward
- Build on and include the intersection between
 - (a) Sport-for-All
 - (b) Community
 - (c) Organization



The Own Project will be evaluated by a teacher/instructor representing Cross Cultures together with an external censor from a relevant university.

The participants in the Cross Cultures Leadership Education will receive a Certificate after step 1 and step 2.

The participants receive a Cross Cultures Leadership Diploma after succeeding their final Synopsis.

The Leadership Education is based on Cross Cultures essential community-based and participatory bottom-up methodology and integrate Cross Cultures dialogue-based action-learning methods.

LEVEL 1 - BASIC LEVEL

OPEN FUN FOOTBALL SCHOOL COACH

(60 hours/15 credits)



NARRATIVE:

The purpose of using the Open Fun Football School program as starting point (basic level) for Cross Cultures Leadership Education is that the Open Fun Football School initiative is an efficient tool to gain access to and mobilize local communities and voluntary leaders and coaches around an activity of common interest.

The pedagogical and didactical starting point of the Open Fun Football School program is always *"children, their welfare and future"*. Thus, at the Open Fun Football Schools we don't play "classic football" with the performance sport as the educational model (i.e. skill development, power and competitiveness). Inspired by the existential concept of "Qualities of

Sports"¹, Cross Cultures and our partners have developed our own child-centred and community based fun football approach as framework for **"the social qualities of the sport"**.

In this way, the Open Fun Football School program is not about winning, score or results. Rather, we use fun football and our specific learning-method (*head-heart-action*) which provides a holistic approach motivation by turning knowledge, passion and desire into tools for action and change; as well as a learning tool for exploring and developing a set of common values and guidelines

¹ Boje, Claus & Eichberg, Henning (2013). Qualities of Sports. Article in Idrætsspsykologien mellem krop og kultur. DGI



LEARNING OBJECTIVES

The Education (Step 1) must provide the participants knowledge and understanding, skills and competences of how to use fun football and the best interests of the child as mean to bring people together across cultural and societal divides with the purpose to improve civic activities, trust and cooperation between otherwise antagonistic population groups.

KNOWLEDGE AND UNDERSTANDING

- How to use the Open Fun Football School initiative as a catalysator to bring people together across cultural and societal barriers
- How to create learning through joyful games, movement and collaboration

- How grassroots football can constitute an open platform in the local community, where people of different backgrounds can meet and commit to an activity of common interest: *children, their welfare and future.*

SKILLS

Participants must be able to:

- Apply and convey Cross Cultures unique learning approach in theory and practise: Head (cognition) – heart (emotions) – action (abilities)
- Apply and convey a holistic approach to motivation by turning knowledge, passion and desire into tools for action and change.



COMPETENCES

Participants must independently be able to:

- Mobilise, organise and manage a network of voluntary Open Fun Football School leaders and coaches
- Facilitate an open, friendly, creative and participatory environment around the Open Fun Football School activities
- Mobilise and actively engage a cross sectorial network of local community stakeholders in the Open Fun football School activities
- Evaluate and improve own and others' learning

EDUCATIONAL MATERIALS

- Cross Cultures Manual: "Be active. Be Active – Open Fun Football Schools philosophy and fundamentals".
- Cross Cultures Manual: Open Fun Football Schools – Fun Football Drills.
- Cross Cultures Manual: Children safeguarding in football.
- Web-page: Cross Cultures Virtual Clubhouse: www.ccpaclubhouse.



LEVEL 2 - ADVANCED LEVEL

SPORT FOR CHANGE – COMMUNITY ORGANIZER

(120 hours/20 credits)

NARRATIVE

The objective of the advanced level is to provide the participants learning opportunities, social and civic engagement, a sense of responsibility and enhanced employability. The workshops will provide a broad foundation of skills needed to succeed in the civil society sector, including, but not limited to Sport for Change and the fundamentals of the Open Fun Football School project, sport event management, project-based collaboration and how to work in networks with other like-minded individuals or groups to lead the broader community toward positive change. The advanced level is organized as an action-learning process in three modules around the main topics:

- (a) Sport-for-All
- (b) Organization
- (c) Community



KNOWLEDGE AND UNDERSTANDING

At the advanced level (Step 2), the participants work in theory and practice to understand the role and function of the organized grassroots sport sector as an open, sustainable and democratic structure in local communities.

SKILLS

Apply and convey skills in amongst other

- Project and sport event management
- Project-based collaboration, and
- How to work in networks with other like-minded individuals or groups to lead the broader community toward positive change.

COMPETENCES

The participants have gained theoretical and practical experience and competences in communicating and operationalizing their ideas and visions for society.

EDUCATIONAL MATERIAL

- Cross Cultures Manual: Strategic Planning
- Cross Cultures Manual: Fundraising
- Cross Cultures Manual: Club Formation
- Web-page:
Cross Cultures Virtual Clubhouse:
www.ccpaclubhouse.eu
- Other Materials/Scientific articles



LEVEL 3

OWN PROJECT – COMMUNITY ORGANIZER (120 hours/25 credits)



NARRATIVE

The objective of Step 3 is to develop and implement their own individual project to address a particular need in the community. Based on the curriculum of Basic (Step 1) and Advanced levels (Step 2), participants are tasked to design and implement their own

project to meet a special need in their community from the inception to the reporting phase, combining the learning objectives. The hands-on experience of this level contributes to the participant's personal development, and stimulates their active civic participation and employability.



CROSS CULTURES PROJECT ASSOCIATION



KNOWLEDGE AND UNDERSTANDING

At the project level (Step 3) the participants must have knowledge about

- Change theory
- Network theory
- Phases of a project cycle from the interception to the reporting phase

SKILLS

Demonstrating strategic planning and use of project management tools, amongst other:

- Strategic analysis:
 - (a) where do we come from?
 - (b) in what direction do we go?
 - And (c) what are we doing to achieve our goals?
- Fundraising

- Advocating and public information
- Monitoring, Evaluation and Learning tools

COMPETENCES

Independently design, initiate and implement their own project to meet a special need in their community. Community mobilisation and network building.

EDUCATIONAL MATERIAL

- Cross Cultures manual: Strategic Planning
- Cross Cultures manual: Fundraising
- Web-page: Cross Cultures Virtual Clubhouse: www.ccpaclubhouse.eu
- Other Materials/Scientific articles





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