<u>1TEMPLATE FOR REPORTING ON RECENT INITIATIVES ON SPORT FOR DEVELOPMENT AND PEACE</u>

Youth and Sport Task Force UNESCO, Timor-Leste

Provide a summary of the initiative, including a brief overview, proposed/actual outcomes and an assessment of any lessons learned and the way forward.

Objective(s):	Please indicate which, if any, of the following fell among the main objectives of the initiative:		
	Ensuring that no one is left behind	• Eradicating poverty and promoting prosperity in a changing world	
	 Transformation towards sustainable and resilient societies 	 Empowering people and ensuring inclusiveness and equality 	
	Conflict prevention/peace building	 Strengthened global framework on sport for development and peace 	
Implementation mechanisms:	What are the means/processes of implementation of the initiative?		
	Around the world, youth are using sport to promote sustainable development and peace in their communities. These grassroots initiatives are animated by the enthusiasm and energy of local youth activists, who design and deliver sport- based activities on very limited financial resources, often relying on the work of volunteers. And yet, these initiatives demonstrate the incredible power of sport to transmit and nurture positive values among all girls and boys, to educate them of the need to protect our planet, and to strengthen the foundations for peace. Such grassroots initiatives have proven to be particularly effective in reaching out to the most marginalized communities, and to capture the attention of young people who may be considered particularly vulnerable due to various socio-economic, security or political factors. Despite the significant variation in the nature and aims of these initiatives, they all fight under the same banner - to leave no one behind - which represents the central principle of the 2030 Agenda.		
	In 2017, UNESCO established the Youth and Sport Task Force as a collective creative, passionate and innovative young leaders across Asia and the Pacific who use sport as a tool for positive social change in their communities. These young leaders and activists are using sport to make a difference: to empower young women and girls, to promote tolerance, to counter extremism, to reach out to the vulnerable and marginalized, to educate about the environment, to promote the values of respect, empathy, and fairness – the list goes on! In other words, the Task Force and its Youth Members are using sport to contribute to the achievement of the SDGs. Ultimately, they are using sport as a universal force for good.		
	the strategic direction of the Task Force. UNESCO supports the	es, determine their own priorities and collectively, decide on he Task Force by providing opportunities for the members to ner and with regional and global opportunities for growth and	

	capacity building. Crucially, UNESCO works with the Task Force to deliver Sport and the SDGs Funshops around the world, with financial support from international sports organizations and national partners.	
	What are the main deliverables/activities involved?	
	The Funshop on Sport and the SDGs is a key enabling platform for the Task Force members and a broader community of youth activists using sport for positive social transformations. The Funshop is designed to combine the fun spirit of sport with the intensive learning environment of a workshop. Through structured exchanges that draw on their own experiences, as well as capacity-building modules delivered by experienced facilitators, the youth gain a deeper understanding of the role that sport can play in achieving specific SDG targets.	
	What is the time frame of implementation?	
	2017 Manila Funshop on Sport and SDGs:	
	Organizers: UNESCO and Youth and Sport Task Force	
	Host and Sponsor: Sports Commission	
	Geographical Scope: ASEAN + Timor Leste	
	Number of Youth Leaders/Sport Activists: 23	
	Number of Youth Leaders/Sport Activists from Timor-Leste: 2 (Silvina Mendonca and Rui De Jesus)	
	2019 Seoul Funshop on Sport and SDGs:	
	Organizers: UNESCO and Youth and Sport Task Force	
	Host and Sponsor: Lee Seung-Yuop Baseball Foundation	
	Geographical Scope: Asia and the Pacific (28 countries represented)	
	Number of Youth Leaders/Sport Activists: 70	
	Number of Youth Leaders/Sport Activists from Timor-Leste: 2 (Kerry Pither Cristalina Galhos and Cesario da Silva)	
	2020 Funshops are in planning phase	
Target Audience(s):	Who are the beneficiaries of the proposed/implemented initiative?	
	The Youth are the direct beneficiaries of the Task Force and the associated Funshops, as these initiatives are truly "by youth, with youth, for youth." The Youth and Sport Task Force selects the youth participants, determines the agenda, and leads the delivery of the Funshop.	
Partners/Funding:	Who are the main organizations/entities involved in the initiative and what are their roles in development and/or implementation?	

	UNESCO in partnership with the Host Country or Organization and multiple other partners – Asian Development Bank,	
	Right to Play (International Sports NGO), ASEAN secretariat, etc.	
	What are the main sources of funding of the initiative?	
	Funds raised from different donors (in 2017 the government of the Philippines, in 2019 Lee Seung Yuop Foundation, for	
	2020, fundraising efforts are underway).	
SDG Alignment:	To what SDG goal/target/indicator is this initiative targeted?	
	The initiative targets the entire set of 17 SDG. However, the main focus is on SDGs 4, 5, 10 and 13 and 16. <i>Please indicate any other national or internationally agreed goals/commitments to which this initiative is aligned.</i>	
Alignment with global	How does this initiative align with/contribute to the objectives of the Kazan Action Plan *, WHO Global Action Plan on	
frameworks:	Physical Activity or other related internationally agreed frameworks on sport and/or physical activity?	
	To help governments connect the 2030 Agenda with the international and national policies, UNESCO developed the	
	Kazan Action Plan (KAP), in consultation with over one-hundred experts and practitioners from governments, the UN	
	system, sports organizations, NGOs and academia. UNESCO uses such tools as the Kazan Action Plan to help policy-	
	makers harmonize national sport and physical education policies with their sustainable development goals and	
	commitments. This initiative is directly linked with the implementation of Kazan Action Plan, with a focus on Youth	
	participation and empowerment.	
Alignment with United Nations	Which of the four thematic areas of the UN Action Plan on Sport for Development and Peace is this initiative designed to	
Action Plan on SDP:	align?	
	4. Evidence of impact and follow-up	
	To which action area(s) of the Plan is this initiative designed to contribute?	
	a) support the provision and dissemination of research, monitoring and evaluation, and measurement tools with regard to sport as a tool for development and peace	
	(b) encourage platforms and networks for the delivery and sharing of evidence on sport for development and peace	
	policies and programmes that encourage academic, empirical and practical research leading to enhanced action and sport's contribution to development and peace	
	(c) support consensus among relevant stakeholders on common standards and methods for the evidence base	
	concerning sport for development and peace	
Outcomes:	What are the expected/actual outcomes of the initiative?	
	The expected and actual outcomes of the initiative are to:	
	(1) enhance the capacities of the Task Force Members to analyse the impact of their respective sports-based initiatives,	
	(2) identify their successful elements and to promote them internationally as evidencebased good practices to mobilize	
	the youth towards the SDGs;	
	(3) expand the Task Force membership to capture the initiatives from more countries from Asia-Pacific; and	
	(4) develop a special focus on safeguarding youth and children involved in sport.	
Mechanism for monitoring and	What are the mechanisms for monitoring and evaluating the implementation, outcomes and impact of the initiative?	
evaluating implementation:	The Youth and Sport Task Force are in charge of M&E of the project through the established framework.	

	What are the specific monitoring and evaluation tools involved? Under development
Challenges/Lessons learned	What have been/were the main challenges to implementation?
	Lack of funding
	Reaching out to and identifying the youth who live and operate in geographically remote areas with little or no online
	activity.
	What lessons learned have been/can be utilized in the planning of future initiatives?
	To mobilize optimal number of partners that can support UNESCO in the implementation of the various aspects of the
	project

*Please in replying use the <u>definition of sport of the Kazan Action Plan of 2017</u> : " [...] Noting that, for present purposes and unless specified otherwise, the term "sport" is used as a generic term, comprising sport for all, physical play, recreation, dance, organized, casual, competitive, traditional and indigenous sports and games in their diverse forms;2.Highlighting that sport for all, including traditional sport and games, is a fundamental field of intervention for governments to achieve the full potential of physical activity for personal and social development; 3.Recognizingthat the United Nations' 2030 Agenda / Sustainable Development Goals form the overarching policy consensus on development priorities, goals and targets that guide international and national policy design, implementation and monitoring;4.Stressing that the preamble of the 2030 Agenda acknowledges sport as an important enabler of sustainable development and peace; [...]"