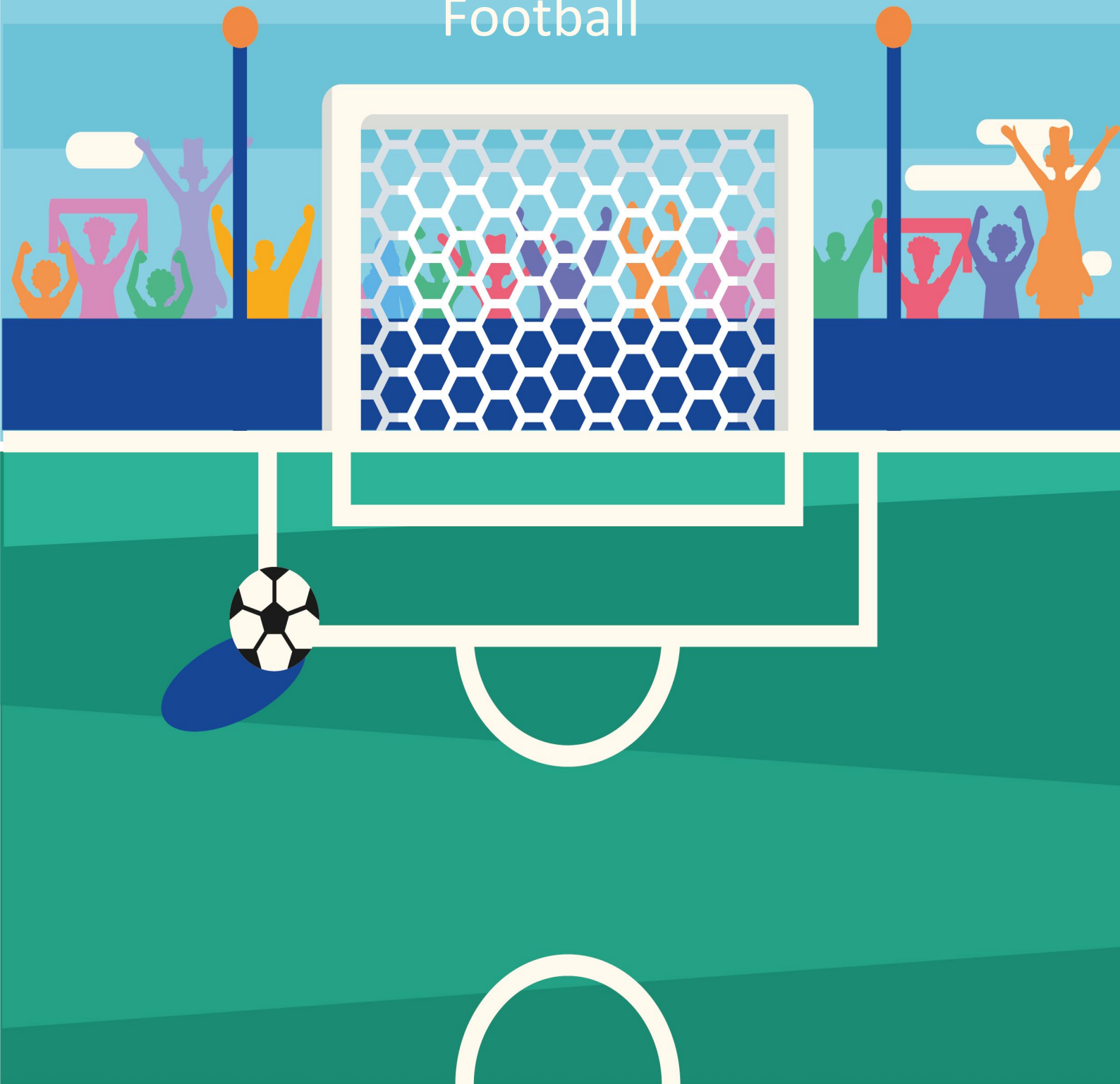


Module 4

Preventing and Tackling Racism in Football





Lesson Plan

Module Title	Preventing and Tackling Racism in Football
Target Group	Coaches and trainers working in grassroots football; Club volunteers, coaches, staff, and players
Learning Outcomes of the Module	<p>Upon delivering this Lesson Plan, your learners should be able to:</p> <ul style="list-style-type: none">- Identify the different modes and formats of racism- Identify how to respond to an incident of racism from different perspectives- List actions that a club can take to address racism at source
Module duration	2.5 to 3 Hours (depending on the length of the role-play scenarios)
Topics	Racism; Causes of Racism; Prevention of Racism;
Preparation	<p>Go through Module 4 of the Curriculum Gather the material required for the training/workshop Prepare a short presentation on the agenda, themes and objectives of the training/workshop Make arrangements for coffee/catering for the participants</p>





The Lesson Plan for F2F Learning					
Nr .	Topics and Sub-topics	Learning Activities	Duration (minutes)	Training Methods (e.g. presentation, group activity etc)	Materials/ Equipment Needed
1	Introducing Racial Bias	<p><u>Introduction</u></p> <ul style="list-style-type: none"> Begin this session by presenting the learning outcomes and objectives for this workshop. Consecutively, introduce the topic of racial bias to the group using PowerPoint (based on the material of Module 4 of the Curriculum) Give participants the opportunity to share with the group their expectations from the workshop and any initial ideas and views they have on the topic and the themes to be covered 	15 minutes	PowerPoint Presentation	Projector and screen or TV Laptop Copy of PowerPoint slides
2	Understanding Racial Bias	<p><u>Exercise - Discuss</u></p> <ul style="list-style-type: none"> On four flipchart sheets, write the words 'White', 'Black', 'Asian' and 'Roma' – one per sheet – and will display these sheets around the training room. Invite participants to use post-it notes to write down words associated with each race, and to reflect on their own bias towards each race. After 10 minutes, call an end to this activity, and together the group will review the words written for each race. Facilitate a discussion during participants are asked to outline how these different biases can impact on how racism is addressed in their club. Note down their Take note of these on a flipchart sheet. 	30 minutes	Group Activity and Discussion	Flipchart sheets and markers Post-it Notes Pens





3	Talking about Racism	<p><u>Presentation</u></p> <ul style="list-style-type: none"> • Present, using a powerpoint, tips and advice for coaches on how to talk to players, staff and volunteers of their club about instances of racism. These tips and advice are available on Module 4 of the TACKLE Curriculum 	15 minutes	PowerPoint Presentation	<p>Projector and screen or TV</p> <p>Laptop</p> <p>Copy of PowerPoint slides</p>
4	Role-play Activity	<p><u>Group Work</u></p> <ul style="list-style-type: none"> • Divide the participants into groups of 3-4 individuals • Each smaller group will address one of the following scenarios: <ul style="list-style-type: none"> ○ Group 1: Racist incident between two players. The coach needs to address this incident with both players. ○ Group 2: Racist incident from a player to a volunteer or coach. The head coach needs to talk about this incident between the player and the coach. ○ Group 3: Incident of racism between a coach and a parent. The head coach will need to discuss this incident with the parent and the coach. ○ Group 4: Racist incident between two players that is reported by a parent. The head coach will need to address this with the parent and victim first. • Taking one of these four scenarios, each team is given 15-20 minutes to write and practice their role play scenario. Then they should present the scenario in front of the larger group so that they can collectively explore ways to address such incidents. • At the end of each roleplay, the whole group can give feedback on the outcomes of the scenario. 	60 minutes to 90 minutes (depending on group size)	<p>Role-play</p> <p>Group activity, with smaller group work</p>	<p>Breakout space for groups</p> <p>Pens and note-taking materials for groups.</p>



5	UEFA 10-Point Plan - Audit	<p><u>Individual Activity</u></p> <ul style="list-style-type: none"> • Give a copy of the UEFA 10-point plan for Tackling Racism in Football to each participant (it can be found in the Additional Resources & Tools section of the Toolkit) • Ask participants to review the charter, and to use it as a checklist to audit how racism is tackled and prevented in their own clubs. • Facilitate a whole-group discussion to identify which key actions each club/coach/volunteer will take away from this workshop to improve how racism is prevented in their club. 	30 minutes	Individual activity with whole-group discussion at the end	Pens and note-taking materials for groups Copy of the UEFA 10-Point Plan (Annex I in Chapter 4 of the IO2 Curriculum) for all participants
<p>Duration of the Module</p>		2.5 to 3 Hours			
<p>Training Material for F2F Learning (list any material a trainer will need to deliver the training)</p>		<ul style="list-style-type: none"> • Laptop • Projector or Screen (if using PowerPoint slides) • Copy of PowerPoint slides (based on Module 4 of IO2 Curriculum) • Whiteboard or Flipchart • Pens and note-taking materials for participants • Space in a training venue for break-out sessions so that groups can brainstorm role-play scenarios • Copies of the UEFA 10-point Plan for Tackling Racism in Football 			



