



## ENHANCING THE PROTECTION OF NATURAL LANDSCAPES THROUGH EDUCATION IN AND THROUGH SPORT WITH SPECIAL FOCUS ON RESPONSIBLE BEHAVIOR



Research

Protected areas survey

Desktop research environment education



#### Toolkit

hands -on information and best practice inspiration for practitionners









































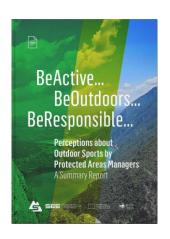


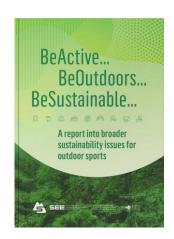


## **VAD SKA PROJEKTET LEVERERA?**

- Rapporterhttps://www.see-project.eu/reports
- Statistik
  https://www.see-project.eu/infographics#
- Verktygslåda









## **AVGRÄNSNINGAR**



- ✓ Focuses on how outdoor sports training organisations educate their leaders and instructors on issues of sustainability and the natural environment.
- ✓ Not about teaching participants about how the natural environment affects us whereby the focus is safety (e.g. avalanche risk, floods in rivers etc.) Rather it is focused on how our activities affect the environment.





## **OUTDOOR SPORTS**

- that are normally carried out with a (strong) **relation to nature** and landscape and the core aim is **dealing with natural elements** rather than with an object
- Include activities that have their roots in natural places but use artificial structures designed to replicate the natural environment.
- where the natural setting is perceived by users, as at most, only minimally modified by human beings\*
- that are perceived as (at least minimally) physically demanding
- that are based on man or natural element power and are not motorized during the sport itself
- that may use some form of tool (for example a surf board, bicycle, skis etc) or just involve the human body

\* does not have to be wild, just perceived as natural

#### **OLIKA DEFINITIONER**



## **SUSTAINABILITY**

The notion that the activity or consumption of resources in the present does not compromise the ability of future generations to also participate.

## **ENVIRONMENT**

relates to the local natural setting, protected areas that are highly used for activities and the global issues facing our natural environment and the planet as a whole.

### **EDUCATION**

We are focusing on processes to increase knowledge and affect behaviour change in relation to:

- 1. Awareness of and connectedness to the natural system and ecology in which the participant is operating
- 2. The sensitivities associated with that landscape, environment or habitat
- 3. The negative impact that their activities may have
- 4. How to minimise or mitigate these impacts in the context of the activity
- 5. The carbon impact of travel for events or to access other environments
- 6. The resource impact of consumption and deterioration of goods to support outdoor sports participation
- 7. The potential to create ambassadors and a wider positive social movement







ACHIEVING HIGHER-PERFORMING PRACTICES AND A MORE INCLUSIVE CULTURE IN THE OUTDOOR SPORTS SECTOR

# BEYOND HORIZONS



A joint venture for inclusion designed by ENOS members



#### **BEYOND HORIZONS**



A JOINT EUROPEAN VENTURE FOR INCLUSION IN THE OUTDOOR SPORTS SECTOR

#### ACHIEVING HIGHER-PERFORMING PRACTICES AND A MORE INCLUSIVE CULTURE IN THE OUTDOOR SPORTS SECTOR

A European Erasmus+ Youth project to share and promote good practices on the topic of inclusion and outdoor sports for young people facing, or being at risk of marginalization: school dropouts, young people living in priority education or isolated rural areas, mental or physical disabilities, ethnic minorities, migrants, non binary..



#### Toolkit

hands on information and best practice inspiration for practitionners



#### Youth exchange programme

For young people at risk of marginalization

#### **Our Partners**

ENOS NGO at European level France (lead partner)
International Sport and Culture Association ISCA Denmark
Royal Institute of Technology Sweden
Base Camp Kvarnen Finland
En Passant Par la Montagne France
Nord-Troms friluftråd Finnmark friluftsråd Norway
Sport Ireland Ireland
Cykelfrämjandet Sweden
County Administrative Board Väster Norrland Sweden
Protect Our Winters Europe Austria











INCLUSION



