BEALDYGO

What is READY... GO? It's a European Project, earmarked sport in prison as a support for the acquisition of transferable skills to help inmates to better prepare their reintegration into society.

READY... GO project needs to think over the 7 direct partners to open on complement experiences from universities, NGOs, sport associations, publics institutions, probation / reintegration services, ...

READY... GO these 2 last years was only the 1st step before growing in expertise and methodology.

Who is behind READY... GO? The behind team READY...GO consists committed and experienced people from seven European countries (Cyprus, Germany, Finland, Spain, France, Latvia, Malta). READY... GO service professional providers have various profiles: they are prison managers, psychologists, education professionals, probation officers, sport instructors and supervisors, prison staffs, social workers and engineer with experience in both the world of prison and other scenes of education.

Who is READY... GO for? This tool was originally designed, then developed and assessed in prison environment and with disadvantaged minors and adults. This young pedagogical instrument can support professionals working with inmates, known also as learners, trying to prepare them for reintegration back into society. This data will be led by the sport instructors in conjunction with social workers, reintegration and probation personnel prison staffs, psychologists, NGOs and offering

What is the origin of READY... GO tool? prison professionals, aware of the power of the sport activities, noticed from previous observations that benefits were no sufficiently explored as education. They joined to create competence-based pack, based on two initial questionnaires to inmates sport instructors in prison. With data obtained from the crossed analysis, partners were confirmed in their idea that inmates and sport instructors were in need of a structured pathway for identification of Cross-Curricular Competences.













education in prisons.



