Theory of Change – Playmaker Program*

INPUT	ACTIVITIES	OUTPUT (peer leaders)	OUTPUT (participants)	OUTCOMES
Peer leader education		Personal experiences	Interaction	Short-term outcomes
The Playmaker can plan, and act, based on knowledge about the structure of the programme The Playmaker can work within GAME's framework Plan & implement inclusive street sport activities The Playmaker can structure a practice in a suitable way The Playmaker can convey drills and instruct practices that promote life skills The Playmaker can reflect on her or his own coaching style Pedagogical approach based in street sport and street culture The Playmaker knows about the significance of her or his own behaviour, conduct and attitude The Playmaker is mindful of children's diverse backgrounds and bases for participation The Playmaker understands and acts in accordance with GAME's culture and history	GAME practice characteristics Peer leadership and role modelling Structure and differentiation Inclusive and street wise pedagogical approach "Life skills" promotion Peer leader engagement Peer leaders are part of GAME and participate in GAME activities Local participation (activities, support, group meetings)	Experience with organising and leading activities Broadening one's horizon Understanding and experience with pedagogical tools and conflict management Social experiences Being part of a diverse and positive community Group work in a voluntary setting Contact with and knowledge of local stakeholders Recognition and being trusted and relied on	Interaction with a peer leader who is an older role model Social environment Being part of a community based on inclusive and positive values Being part of a diverse community Experiences Recognition and appreciation Experiences of having fun and succeeding Experiences with PA participation	Body awareness Handling stress and emotions Physical activity self-efficacy Motivation for physical activity participation Mental wellbeing Social relations Social competences Sports participation Long-term outcomes Increased physical activity and reduced sedentary behaviour Increased physical, mental and social wellbeing Feeling part of a societal community
Support and collaboration		Understanding their sport and the potentials of sports participation		0,
Local awareness of GAME's activities Support from GAME office Collaboration with local stakeholders Local organisational support		Increased awareness of how you can contribute to your local community and the everyday lives of children and youth		

^{*}note: blue relates to volunteer 'Playmaker' youth; green relates to participant children