Gathering of CAMPO Platform Requirements

Organizing meetings, interviews and online surveys with students, teachers and coaches to identify desired features and usability needs.

PLAY, LEARN, LEAD – SURVEY FOR TEACHERS AND COACHES

This questionnaire has been designed to assess the extent to which you believe sport can support the development of digital and soft skills for teenagers and teachers/coaches. Please fill out the questionnaire honestly; your answers will help us design an effective educational platform as part of an Erasmus+ project.

Estimated completion time: 10 minutes.

Email address

_____

1. **Respondent profile:**
   - ☐ Coach
   - ☐ Primary School Teacher
   - ☐ Secondary school teacher
   - ☐ Upper secondary school teacher (high school)
   - ☐ Educator / tutor

2. **Number of years of training experience**
   - ☐ Less than 5 years old
   - ☐ 5–15 years
   - ☐ More than 15 years

3. **How would you assess your level of digital skills?**
   - ☐ I do not have any digital skills
   - ☐ Core Skills
   - ☐ Intermediate Skills
   - ☐ Expert

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4. **How interesting do you find the idea of a multilingual digital platform that uses football to support learning, develop soft skills and foster inclusion and participation:**
   - ☐ Not interesting at all
   - ☐ Uninteresting
   - ☐ Quite interesting
   - ☐ Very interesting
   - ☐ Extremely interesting

5. **How could a platform like "Campo" concretely support you in your work?**
   - ☐ Support educational and sports activities
   - ☐ Have ready-to-use materials
   - ☐ Integrating digital and sport
   - ☐ Monitor the progress of the children
   - ☐ Working better on inclusion and soft skills

6. **How useful would a digital platform be to help you track student and athletes progress (reports, digital portfolios, etc.)?**
   - ☐ Not helpful
   - ☐ Helpful
   - ☐ Very helpful

7. **What kind of content and utilities would you find interesting?**
   - ☐ Training modules for teachers and coaches
   - ☐ Student/athletes Forms
   - ☐ Personalized student profiles and progress tracking
   - ☐ Forums / thematic discussion groups
   - ☐ Digital competitions
   - ☐ Inclusion Resources (Activities for Students with Special Educational Needs – SEN)

8. **What kind of content would you prefer to find in teacher modules?**
   - ☐ How-to guides/lesson plans
   - ☐ How-to videos
   - ☐ Competency Scoresheets
   - ☐ Case studies / practical examples
   - ☐ Digital assessment tools (quiz type)

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9. **How useful do you find a platform that allows you to share experiences, tell good practices, compare yourself with other European teachers and coaches?**
   - ☐ Not at all useful
   - ☐ Not very useful
   - ☐ Quite helpful
   - ☐ Very helpful
   - ☐ Fundamental

10. **How would you like to share or consult experiences and best practices?**
   - ☐ Short videos
   - ☐ Tales / stories of real experiences
   - ☐ Practical activities described step-by-step
   - ☐ Forum or discussion space
   - ☐ Comments and feedback
   - ☐ Downloadable materials
   - ☐ Examples from other European countries

11. **In your experience, what interests the main target group (students/athletes 14–18 years old) the most?**
   - ☐ Improve as a footballer/athlete
   - ☐ Understanding how to work better as a team
   - ☐ Feeling more confident
   - ☐ Be heard and play a role in the group
   - ☐ Dealing with stress, mistakes and defeats
   - ☐ Using digital tools in a practical way
   - ☐ Challenges, games and competitions
   - ☐ Videos and short content
   - ☐ Useful activities for the future (study/work)

12. **What skills do you consider priorities to be developed through the "Campo" platform?**
   - ☐ Leadership
   - ☐ Teamwork and cooperation
   - ☐ Resiliency
   - ☐ Effective communication
   - ☐ Inclusion and respect for differences
   - ☐ Autonomy and responsibility
   - ☐ Digital skills
   - ☐ Problem solving
   - ☐ Critical thinking
   - ☐ Emotional and mental well-being

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13. Which AREAS do you consider essential for the "Campo" platform?

- ☐ Sport and Football
- ☐ Soft Skills and Personal Development
- ☐ Inclusion, values and citizenship
- ☐ Digital and STEAM
- ☐ Physical and emotional well-being

14. For each area, which THEMES should be developed as learning units or lessons in the platform?

Sport and Football

- ☐ Football as a school of life
- ☐ Rules, fair play and respect
- ☐ Team roles and responsibilities
- ☐ Leadership in campo
- ☐ Win, lose and improve
- ☐ Error and Loss Management

Soft Skills and Personal Development

- ☐ Positive leadership
- ☐ Teamwork and cooperation
- ☐ Effective communication
- ☐ Managing emotions
- ☐ Self-esteem and motivation
- ☐ Conflict management
- ☐ Problem solving

Inclusion, values and citizenship

- ☐ Inclusion and diversity
- ☐ Gender equality in sport
- ☐ Disability and inclusive sport
- ☐ Interculturality
- ☐ Respect for the rules and others
- ☐ Active citizenship and social responsibility

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Digital and STEAM

- ☐ Conscious use of digital
- ☐ Online learning and autonomy
- ☐ Data analysis in sports
- ☐ Technology applied to football
- ☐ Digital creativity (video, storytelling, content)
- ☐ Online safety and digital citizenship

Physical and emotional well-being

- ☐ Mental well-being in sport
- ☐ Stress management
- ☐ Balance between sports, school and personal life
- ☐ Healthy lifestyles
- ☐ Prevention of youth burnout

15. In your opinion, the selected themes should be organized as:

- ☐ Stand-alone thematic modules
- ☐ Guided tours (multiple modules connected)
- ☐ Both solutions

16. If we had to develop only 4 initial MODULES, which areas would you choose?

1) _____

2) _____

3) _____

4) _____

17. Are there any themes or skills that are important to your context that have not been included?

_____

18. In your opinion, the "Field" platform should be:

- ☐ Used only during the project
- ☐ Ongoing support for educational and sports activities
- ☐ A stable point of reference even after the project

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19. How often do you think you would use a platform like "CAMPO"?

- ☐ Never
- ☐ Only in some specific activities
- ☐ 1–2 times a month
- ☐ 1 time a week
- ☐ Several times a week

20. What do you think could be the main obstacles to implementing such a platform in your reality?

- ☐ Little time available
- ☐ Technical difficulties
- ☐ Overly theoretical content
- ☐ Language
- ☐ Poor internet connection
- ☐ Lack of initial support
- ☐ Resistance to digitalization
- ☐ Lack of IT resources

21. What would make the "CAMPO" platform really useful for you and your context?

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Thank you for your help!

The Play, Learn, Lead team

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