

street  
games  
case study

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**Report Subject:**

**StreetGames & Network Rail -  
Rail Life programme**

**Title:**

**North Tyneside**

**Rail Life**

Rail Life was developed by StreetGames and Network Rail who worked in partnership to create a new sports-based educational programme for 11-16 year olds living in disadvantaged areas experiencing high incidences of rail crime/anti-social behaviour. Rail Life delivered effective anti-railway crime education to young people by training local coaches and volunteers about issues of rail crime and anti-social behaviour. Rail Life sessions were then delivered by coaches and volunteers in schools and other settings which promoted new sporting opportunities and provided information on the dangers of rail crime.

**Project Overview**

The Rail Life project was delivered by North Tyneside Sports Development staff and volunteers who worked in partnership with the Safer Estates Team and local police. The staff and volunteers undertook Rail Life training prior to commencing delivery of the educational sessions.



The training was very well received by those involved in delivering the sessions who felt that the resources that were provided were ideal and they appreciated being able to adapt delivery of the sessions to their local environment and context.



## Rail Life Project

Rail Life sessions were delivered by local authority staff along with young volunteers from the CSYV programme in both community and primary school settings. The school sessions varied in length with some being one hour long and some being two hours long. Delivery included a power point presentation utilising resources provided on the USB stick at the training day adapted for the local area and a dodgeball session. The community sessions were more informal and combined watching videos with discussion and question and answer sessions.

The Rail Life sessions were targeted in areas close to railway lines and crossings and previous incidents had occurred locally leaving young people seriously injured. Despite this some children had been seen crossing the railway in order to take a short cut to school.

The team purposely made the information as relevant to the local context as possible referring to local crossings and the local Metro lines and stations in the activities. They also inferred that some of the videos related to local crossings in order to encourage the children to connect the information to their own lives.

## Impact on participants

Both staff and young volunteers felt that Rail Life had been well-received by participants. A young volunteer stated:

*'They were pretty smart about it. I think they liked it.'*

When asked if they enjoyed Rail Life project participants comments on the evaluation feedback forms included:

- 'No because it was scary but yes because I learnt things'
- 'Yes because it made me think.'
- 'I did like it because I learnt a lot.'
- 'Yes really fun'
- 'Yes I did enjoy it but I did not like the pictures of the hurt people.'
- 'I enjoyed it because I have learnt lots of stuff I did not know.'

Participants were asked how the sessions could be improved. Many of the children suggested that they would have like the session to be longer but most were very happy with the sessions and couldn't think of ways to improve them. Typical comments were:

- 'Make it longer and games for longer.'
- 'You can't make it any better.'
- 'Nothing it was cool.'
- 'I do not really know I thought it was great.'

## Impact on volunteers

There were four young volunteers involved in the Rail Life programme in North Tyneside. The Rail Life programme provided the volunteers with new opportunities to extend their skills and the project was described as being youth-led.



# Background Facts for Doorstep Sport

A young volunteer was very positive about her involvement in the programme and she stated that she would be keen to continue her involvement. When asked how the programme had impacted on her personally she stated:

***Probably my confidence ...and it makes me feel better about myself that I have done something like that***

The same volunteer suggested that involving lots of volunteers was beneficial because it helps to spread the messages across a wider area and to more people. She believed that word of mouth was also a powerful process in terms of sharing rail safety messages.

***I think it really makes you think about it like...I was going home and telling everyone facts about it...I was like buzzing with it...so on the positive side you could like change a lot of accidents.***

Overall she summarised her own involvement by saying:

***I'm glad that I am involved in it.***

## **StreetGames**

StreetGames is the only national charity dedicated to developing sport with disadvantaged communities. Our mission is to 'Change Sport, Change Lives and Change Communities'.

StreetGames is creating networks at national and local levels to strengthen the commitment to doorstep sport, as well as seeking significant funding to make the StreetGames projects sustainable. StreetGames' ambition is to link new doorstep sport with sports clubs, National Governing Bodies of Sport programmes, local authority services and health projects.

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