

# Supporting Employment and Growth in the EU – a sectoral approach

Active leisure is a combination of fitness and outdoor-based activities that are generally unstructured and non-competitive. They promote active, healthy lifestyles through activities, events and exercise. They are commonly provided under the direction of qualified animators or instructors so that the activities are tailored to match the abilities of the participants and meet their needs in an enjoyable and safe way.

*“The European Active Leisure Sector is growing at 3-4% per year. It generates annual revenues of more than 30 billion EUR, it employs nearly 1 million people, and is characterised by high mobility levels of its workforce”*

## Improving Labour Market Mobility in the EU Recognising International and Sector Qualifications

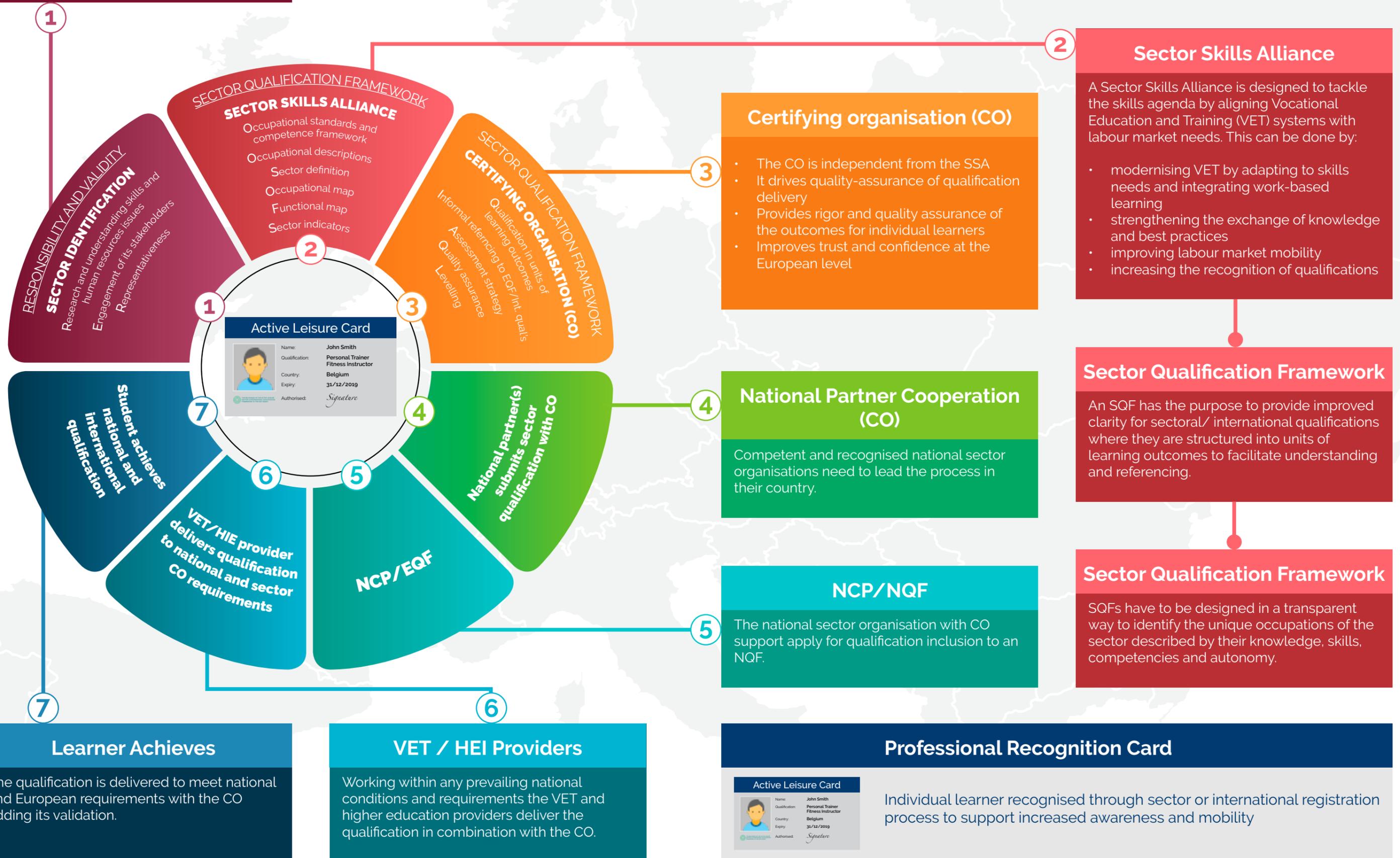
Harmonisation of sector-specific qualifications have been identified to be the key for improving labour market mobility. With the EU-funded project SIQAF (2016-2018) and its follow-up project Blueprint for the Sector Skills Alliance for Active Leisure (2018-2020) is striving for European and national recognition of its qualifications.

*International Qualifications are defined as “awarded by a legally established international body (association, organisation, sector or company), or by a national body acting on behalf of an international body that is used in more than one country, and that includes learning outcomes assessed with reference to standards established by an international body”.*

## Sector Identification

Understanding the sector, its stakeholders and size is the key to effectively supporting the employers and skills development.

# REFERENCING INTERNATIONAL & SECTOR QUALIFICATIONS WITH NATIONAL AND EUROPEAN FRAMEWORKS



# Next steps for the Sector Skills Alliance for Active Leisure

The Sector Skills Alliance for Active Leisure is striving for enlargement to continue future work:

## Quality assurance for Active Leisure qualifications

Establishment of a certifying organisation to facilitate referencing against National Qualification Frameworks and the European Qualification Framework. Further tasks of the organisation will include the recognition of non-formal and informal learning, and recognition of individual achievement through a professional card system.

## Research for the sector

What kind of qualifications are currently in use? And what skills will be needed in the future? What will digitalisation bring to the sector, and how can we prepare human resources? With the Blueprint project (2018-2020) we are addressing these questions, conducting annual employer surveys, state-of-play analysis and skills forecasts.

## New structures for a changing landscape of work

The Active Leisure sector is characterised by a high number of self-employed workers, independent professionals, and micro businesses. It is partly due to the nature of the sector, but at the same time follows a European phenomenon with increasing numbers of self-employed professionals across the EU. Therefore, European social dialogue structures have to be re-defined to assure social protection for independent professionals in Europe.

## For more information please visit:

- ➔ <http://www.europeactive-euaffairs.eu>
- ➔ <http://ec-oe.eu>
- ➔ <http://www.active-leisure-alliance.eu>
-  <https://www.facebook.com/EHFA.eu>
-  [https://twitter.com/Europe\\_Active](https://twitter.com/Europe_Active)
-  <https://www.linkedin.com/groups/1925566>
-  <https://www.youtube.com/channel/UCH-aYcHub-qPtz4mod6sA-w>
-  [https://www.instagram.com/europe\\_active/](https://www.instagram.com/europe_active/)

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