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# **Chapter 4**

## **Legacy of the Games**

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# Legacy-Focused Initiatives

Amid the unprecedented global catastrophe of the COVID-19 pandemic, the Tokyo 2020 Games were carried out in a safe and secure manner thanks to the cooperation of a great many people, detailed management planning, and thorough infection prevention measures. The Games also brought many benefits to the host city, Tokyo, beginning with but not limited to sport. Those benefits will be harnessed to drive Tokyo’s growth.

## Towards 2020: Building the Legacy

### 1. Draft Formulated in November 2015, Full Version Formulated in December 2015

#### [Purpose]

By clarifying the direction of the TMG’s Post-Tokyo 2020 Games Legacy-Focused Initiatives:

- Initiatives that leave a valuable legacy through the Games would be steadily pursued in the lead-up to 2020.
- The TMG’s initiatives for the Games would create an opportunity for the people of Tokyo to get involved and participate in the Games.



The initiatives consist of Eight Themes, Three Perspectives, and the Second Paralympic Games.

Subsequently, various legacy-focused measures for post-Games have been developed based on these initiatives.

#### [Eight Themes]

- 1 Pass on to future generations the valuable assets of the Olympic and Paralympic Village and competition venues
- 2 Have sports become a part of daily life and make Tokyo a city where everyone can lead fulfilling lives
- 3 Generate irreplaceable excitement and memories of the Tokyo 2020 Games with and for the citizens of Tokyo
- 4 Realise a successful Cultural Olympiad and have Tokyo recognised as a world-leading cultural city
- 5 Cultivate globally proficient talent through the Olympic and Paralympic education programme and promote a society that embraces diversity
- 6 Leave a rich urban environment to future generations by holding a sustainable, eco-friendly Games
- 7 Make the most of the economic effect of the Games to stimulate the economy of Tokyo and Japan
- 8 Use the Games to express gratitude to the world for its support following the 2011 Great East Japan Earthquake

#### [Three Perspectives]

##### For Tokyo

Use the Tokyo 2020 Games as a catalyst to further cultivate Tokyo as a mature city and realise a truly fulfilling lifestyle for residents.

##### <Main initiatives>

- To realise a Tokyo where the power of sport makes it a vibrant place for anyone to live
- Realisation of Tokyo as the world’s most culturally significant city
- Developing human resources through the Olympic and Paralympic Education Programme and creating an inclusive society that respects diversity
- Passing on Tokyo’s rich urban environment to future generations
- Revitalisation of Tokyo economy

##### For Japan

Involve the whole country to ensure that benefits reach all of Japan, revitalising the economy and supporting the recovery of the areas affected by the 2011 earthquake.

##### <Main initiatives>

- Building momentum for holding the Tokyo 2020 Games and developing cultural events in cooperation with other regions of Japan
- Promoting initiatives for smooth volunteer activities in cooperation with other cities hosting competitions and disaster-affected prefectures
- Revitalisation of industry and tourism in cooperation with other regions of Japan
- Promoting the appeal and use of Japanese specialities and agricultural, forestry and fisheries products, including those from Tokyo
- In disaster-affected areas, promotion of live sites, cultural and sporting exchanges, and joint PR activities to attract pre-Games training camps
- Support for the rapid recovery of disaster-affected areas

##### To the World

Tokyo will serve as a display window to promote all of Japan’s attractions, including its advanced initiatives aimed at realising a hydrogen society, cutting-edge technologies, and the strengths of Tokyo as a brand, and will also utilise the Games as an opportunity further to deepen international exchange.

##### <Main initiatives>

- Organising international sporting events that make effective use of the legacy of the Tokyo 2020 Games and promoting international exchange through sport
- Promoting the appeal of Tokyo and Japan at the Japan House at the Rio de Janeiro Games
- Dissemination of culture to the world through cultural programmes and other initiatives
- Realisation of an inclusive society that is friendly to non-Japanese people through initiatives such as improved multilingual support
- Global promotion of hydrogen energy technology and the excellent technology, products and services of small and medium-sized enterprises
- Global promotion of the Tokyo brand
- Global promotion of disaster-affected areas’ progress towards recovery

##### [The Second Paralympic Games]

Provide a livable city for all by holding the Paralympic Games

- As the first city to host the Paralympic Games twice, Tokyo must create solid legacies, including the realisation of an inclusive society where people with and without impairments respect and support each other.
- The Paralympic Games will not be used solely as an opportunity to familiarise people with impairments with sports, but also as a tool to firmly establish the concept of “normalisation”. The Paralympic Games have the power to bring about change, leading to a society where people with impairments can use their talents, choose their own path in life, and chase their dreams.
- Without a successful Paralympic Games, which hold such enormous potential, there will be no success for the Tokyo 2020 Games.
- In preparation for the Games, we will put forth every effort to advance initiatives aimed at both tangible and intangible aspects, including improving accessibility throughout the city and instilling a barrier-free awareness, to make Tokyo a livable city for all people with or without impairments.

##### <Main Initiatives for the Paralympic Games>

- Promoting barrier-free access for the Tokyo 2020 Games
- Formation and utilisation of the Tokyo 2020 Accessibility Guidelines
- Promotion and raising awareness of sports for people with impairments, improvement of venues, development of human resources, and strengthening competition organisations
- Development of the NO LIMITS CHALLENGE programme where people can experience the appeal of the Paralympic Games
- Training volunteers that have a deep understanding of Parasports and the Paralympic Games, along with creating an environment that makes it easier for people with and without impairments to participate in volunteering
- Building a social infrastructure where all people can enjoy culture, including promoting outsider art
- Promoting an understanding of people with impairments through the Olympic and Paralympic Education Programme, and promotion of barrier-free awareness and information related to barrier-free initiatives

2. Revised Initiatives Formulated in 2018

The initiatives formulated in 2015 were revised in light of subsequent developments, including the release of “New Tokyo. New Tomorrow. The Action Plan for 2020”.



- Eight Themes, Three Perspectives, and the Second Paralympic Games
- Promoting initiatives of each theme in line with “New Tokyo. New Tomorrow. The Action Plan for 2020”.

Examples of initiatives supporting the eight “Towards 2020: Building the Legacy” themes (shown inside the brackets) are listed below according to the corresponding Action Plan for 2020 “city” or group of policies.

**Safe City**“Tokyo: More safe, more secure, and more lively”

▶Counterterrorism and disaster preparedness measures【Theme 1】

·Advancing the removal of utility poles

·Building crisis management systems

**Diverse City**“Tokyo: Fulfilling and vibrant for all”

▶Preparation of competition venues【Theme 1】

▶Steps to make the city more barrier free【Theme 1 and 5】

▶Promotion of sports for people with impairments【Theme 2】

▶Building momentum for the Games【Theme 3】

▶Promotion of volunteerism【Theme 3】

▶Olympic and Paralympic Education【Theme 5】

▶Support for the recovery of areas affected by disasters【Theme 8】

**Smart City**“Tokyo: Globally open, eco-friendly, and a global financial and economic center”

▶Transportation network【Theme 1】

▶Cultural program【Theme 4】

▶Making Tokyo a smart energy city【Theme 6】

▶Promotion of the 3R concept【Theme 6】

▶Promotion of industry【Theme 7】

- Development of the Host City Tokyo Project
- In the run-up to the Tokyo 2020 Games, as the host city, priority projects will be systematised and developed across all government agencies to achieve a significant synergistic effect by promoting individual projects in a coordinated manner.

Building the legacy: Beyond 2020

Amidst the unprecedented postponement of the Tokyo 2020 Games by one year due to COVID-19, the TMG formulated the legacy plan in July 2021, just before the start of the Tokyo 2020 Games. The plan aimed to make use of the extra year to develop both hard and soft multifaceted initiatives for the implementation of a safe and secure Games, develop this into a legacy, and then link this legacy to the prosperous lives of the people of Tokyo.



- Linking initiatives that utilise the extra year and experience from the postponement of the Games to the further development of Tokyo
    - Measures against COVID-19 to deliver a safe and secure Games
    - Initiatives from the perspective of sustainable recovery
    - Promotion of digital transformation (DX)
  - Use the Games as a springboard to push Tokyo's legacy forward and enrich the lives of its people
  - Nine Themes and the SDGs
- The Nine Themes for the post-Games legacy are demonstrated in the pre- and post-Games initiatives.

[Nine Themes]

1 Safety and Security

- Carry out preparations to keep the people of Tokyo safe and secure

2 Urban Development

- Make the competition venues a beloved symbol of the excitement of the Games

- Make the Olympic and Paralympic Village a desirable place where everyone wants to live
- Make it easier to get to and around the Tokyo Bay area

3 Sports and Health

- Make playing, watching, and supporting sports a part of everyday life
- Create engaging content to popularise Parasports

4 Participation and Cooperation

- Let memories of Tokyo 2020 Games excitement inspire Tokyo for generations
- Promote volunteerism and the importance of human connections

5 Culture and Tourism

- Create cultural experiences that offer fresh fun and excitement
- Make Tokyo an international destination that people want to visit again and again

6 Education and Diversity

- Create true social harmony
- Promote urban development guided by universal design throughout Tokyo
- Keep the Olympic and Paralympic spirit alive for generations to come

7 Environment and Sustainability

- Accelerate initiatives towards a zero-emission Tokyo
- Hold sustainable Games to make Tokyo an environmentally-conscious and comfortable city

8 Prosperity and Technology

- Boost productivity and offer working opportunities for all by making Smooth Biz initiatives a permanent part of life
- Push Tokyo closer to becoming a smart city
- Use the economic impact of the Games to drive sustainable economic development in Tokyo and Japan

9 Disaster Recovery

- Forge long-term alliances with disaster-stricken areas and show their recovery progress to the world



**Tokyo 2020 Games Appreciation Ceremony,  
Tokyo Medals of Honour and Tokyo Residents  
Sports Awards Ceremony**

On 26 October 2021, the TMG and Organising Committee presented letters of appreciation to 39 organisations in honour of the achievements of those who contributed to the management of the Games and to express gratitude for their efforts, such as building momentum for hosting the Tokyo 2020 Games.

In addition, the TMG presented Tokyo Medals of Honour (gold medallists: 27 Olympic, 6 Paralympic) and Tokyo Residents Sports Awards (silver medallists: 14 Olympic, 12 Paralympic; bronze medallists: 7 Olympic, 26 Paralympic) to athletes who work or live in Tokyo and won medals at the Tokyo 2020 Games.

After the ceremony, the TMG invited Shinjuku City children to a mini-parade and a meet-greet with the medallists.

Despite the TMG holding the award ceremony without an audience due to the COVID-19 pandemic, it was able to thank stakeholders and athletes for making the Games a success.



Mini-parade



Exchange session with medallists



Tokyo 2020 Games Appreciation Ceremony



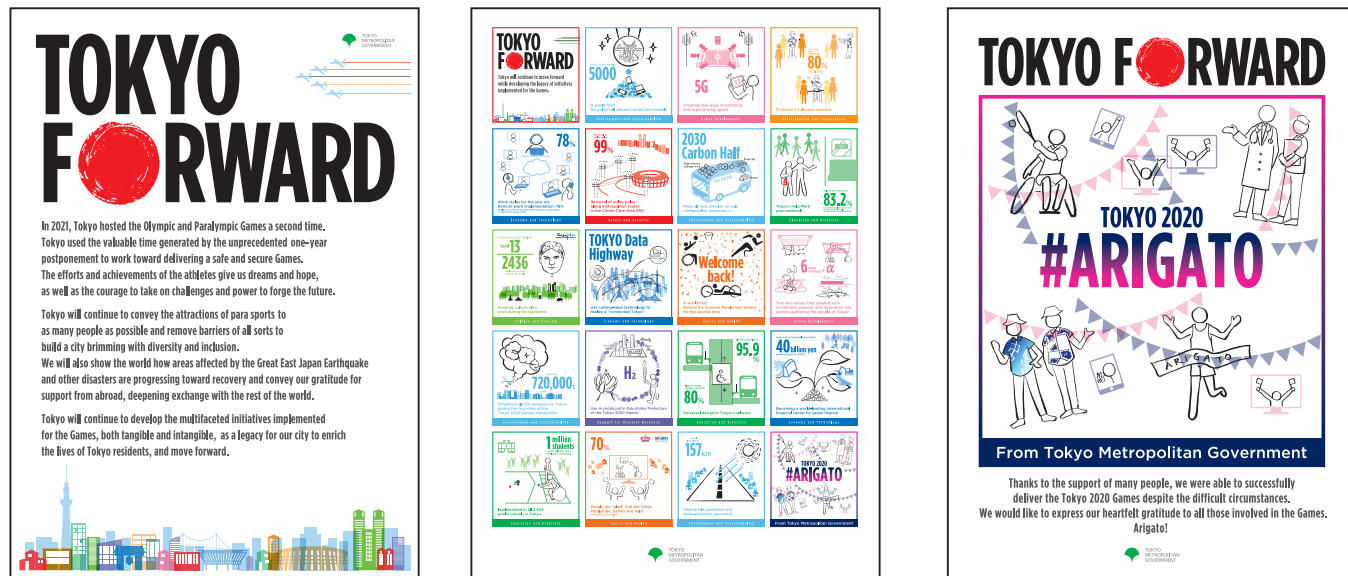
Tokyo Medals of Honour and Tokyo Residents Sports Awards Ceremony



## Legacy PR Initiatives

### 1. Creation of Legacy Infographics

Infographics introducing “Building the legacy: Beyond 2020” were created to widely publicise the legacy of the Games to the people of Tokyo and Japan. The TMG published them in the Tokyo Metropolitan Government News, displayed on posters at related events, disseminated them on social media, and distributed merchandise.



Legacy infographics (from left to right: #TOKYO FORWARD, 4x5, #ARIGATO)



Tokyo Metropolitan Government News, December 2021, p. 7



Tokyo 2020 Games Appreciation Ceremony, Tokyo Medals of Honour and Tokyo Residents Sports Awards Ceremony, and exchange session



Tours of new permanent facilities before reopening (tennis facilities at Ariake Tennis Park)

### 2. Production of the “TOKYO 2020 #ARIGATO” Video

The TMG produced the video “TOKYO 2020 #ARIGATO” to express gratitude (arigato: Thank you in Japanese) to all those who participated, were involved in and supported the Olympic and Paralympic Games Tokyo 2020. The TMG released and disseminated the video on its official website and social media.

The video features WAGO Yui, who played the role of the little single-winged plane at the Tokyo 2020 Paralympic Games Opening Ceremony. Wago delivers a card with the words “#ARIGATO from Tokyo” to various people who supported the Games, including volunteers, medical personnel, and fans watching on TV.



### TOKYO2020 Memories Leading to the Future

The TMG formulated “TOKYO2020 Memories Leading to the Future” in December 2021 to recap memories of the Games and initiatives for the Games and share what the Games brought about to harness those benefits to drive Tokyo's growth.

“TOKYO2020 Memories Leading to the Future” introduces the results of the main initiatives in nine areas.

In February 2022, “Future Tokyo: Tokyo's Long-Term Strategy Version Up 2022” summarised how to utilise these initiatives as a legacy for Tokyo's future.





1. Safe and Secure Games Achieved by Japan's All-Out Efforts

- Showing the world that the Games could be held even during the pandemic
- Preventing the spread of infection via thorough measures
- Focusing Japan's collective strengths to prevent terrorism and cyber attacks
- Balancing the smooth operation of the Games with Tokyo residents' everyday lives
- Promoting a safe and beautiful city environment



COC Headquarters

Strengthen preparedness for all disasters, using the Games' crisis management initiatives as a legacy to realise a safe and secure Tokyo

2. The excellence of sport shared worldwide by dynamic athletes

- The brilliant performances of every athlete brought courage and excitement to the world
- New sports fascinated not only younger people but a broad cross-section of society
- TMG-supported athletes delivered great performances at the Games
- Many people experienced the excitement of Parasports through the Games
- The TMG enhanced the infrastructure for people to experience sports easily in Tokyo
- People throughout Japan experienced and supported sport



Paralympic Games Spectator Project in Collaboration with Schools

Realise the concept of Sports Field Tokyo by integrating the links with sport gained from the Games into daily life

3. Competing Para Athletes Help Us Recognise an Inclusive Society

- The Tokyo 2020 Paralympic Games provided people with significant insights, helping take a major step towards an inclusive society
- Athletes shone regardless of gender, age, nationality or impairment
- Wide range of initiatives at the Games to realise diversity and inclusion
- Enabling children to experience and gain insights for themselves promotes understanding and action



©Tokyo 2020 / Shugo TAKEMI

Olympic and Paralympic Education Programme

Realise Tokyo as an inclusive city where diverse people live together and accept each other by linking the insights at the Games to the actions of individuals

4. Volunteers' Sincere Efforts and Warm Smiles Supported the Games

- Approximately 83,000 volunteers were engaged in Tokyo 2020, more than the London or Rio Games
- Created an environment where anyone could perform in safety and security, regardless of age, gender, or having an impairment or not
- The vast majority intend to continue their activities (96 per cent of City Cast, 83 per cent of Field Cast)



Send off at Haneda Airport

Establish volunteering as a culture to create a society where people help one another

5. The Fascination of Tokyo and Japan Brought to the World by Athletes

- Boosting the Tokyo 2020 Games from cultural aspects
- Promoting new and traditional culture at every opportunity
- Promoting Japanese food culture from the Olympic and Paralympic Village dining hall
- Communicating the charms of Tokyo and Japan through various channels



Tokyo Tokyo ALL JAPAN COLLECTION

Tokyo will evolve into a city that people want to visit multiple times by utilising the legacy of its charm that the Games enhanced and making use of its strengths, such as art, traditional performing arts, and food

6. Roadmap to Sustainable Society Demonstrated across the Games

- Using hydrogen energy in various situations
- Achieving carbon-negative Games
- Building awareness of the 3Rs through mass participation projects
- Delivering no-waste Games via thorough implementation of the 3Rs



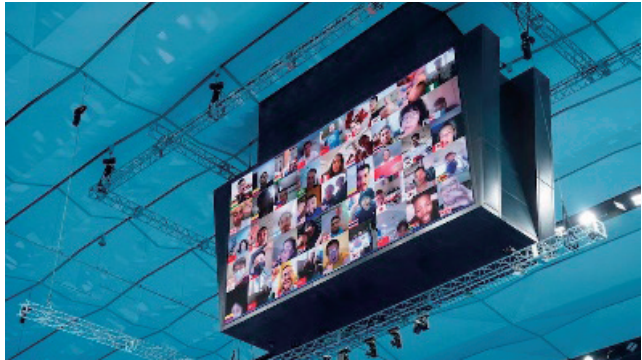
Ariake cauldron

Change people's behaviour through participation and develop progressive initiatives to realise a Zero-Emission Tokyo with net-zero CO<sub>2</sub> emissions



7. State-Of-The-Art Technologies Indicate an Exciting Future

- Supporting smoothly-run Games with advanced technology
- Providing new sport experiences by harnessing technologies such as 5G and AI
- Using online technologies to connect athletes and spectators, sharing emotion even when they are apart



Videos of support

©Tokyo 2020

Implement the state-of-the-art technologies utilised at the Games in Tokyo to create a Smart Tokyo, where the people of Tokyo have high-quality lives

8. The City and Lives Begin to Evolve through Initiatives for the Games

- Creating an inclusive, step-free city
- Enhancing the bay area transport network
- Installing the communications infrastructure to achieve the Connected Tokyo vision
- Providing a comfortable urban environment
- Spreading the adoption of working from home in society for COVID-19 infection prevention
- Shifting people's commuting times to prevent crowding on trains
- Balancing traffic congestion relief and business activities by promoting TDM, etc.



Hi-NODE (Hinode Wharf)

Create a city where anyone can spend a safe, comfortable, and active life

9. Disaster Recovery and Messages of Gratitude Delivered to the World

- Products from disaster-affected areas attracted attention through the Games, with their diverse charms conveyed to the world through the media and athletes
- The Torch Relay and the Games themselves started from the disaster-affected areas
- Robust recovery shown to the world together with messages of gratitude
- The Games fostered relationships with the disaster-affected areas



Victory bouquets

©Tokyo 2020 / Kenta HARADA

Connect the emotional and spiritual bonds we share with the affected areas into the future

TOKYO Sports Legacy Vision

The Tokyo 2020 Games planted the seeds of a legacy in terms of enhancing tangible aspects, such as the construction of sports facilities and promotion of barrier-free access, but also intangible aspects, such as the excitement of engaging in sports, increased interest in Parasports and the contribution of volunteers supporting the Games. Compiled in January 2022, the TOKYO Sports Legacy Vision included seven initiatives relating to how the benefits of the Games will be utilised in future sports promotion, how they will take root in urban areas and how to demonstrate that progress.



1. Strategic Utilisation of Metropolitan Sports Facilities

The TMG will fully utilise facilities that were upgraded on the back of the Games and provide diverse value to users.

- Maximise the potential of the network of 18 facilities
  - Enhance dissemination capabilities (e.g. integrated promotion)
  - Meet the different types of needs (e.g. holding competitions of different sizes)
  - Promote sports in concerted efforts (e.g. holding events based on common concepts)
- Initiatives to maximise the use of the facilities
  - Enhance utilisation as places for sports
  - Provide new experiences through the various uses
  - Collaborate with local facilities and communities
- Promote diverse use of the facilities by utilising their characteristics
  - Diverse sporting experiences, unique venues, entertainment, etc.

2. Attracting and Hosting International Sports Events

Hold various international sporting events and connect the excitement of sport to Tokyo's dynamism.

- Strategic use of Tokyo sports facilities to accommodate competitions of various sizes and sports
- Supporting national sports federations in their efforts to attract and host the event
- Provide opportunities to watch high-level competitions and expand opportunities for children and Tokyo residents to experience the power of sport

3. Expanding Opportunities for Sports Practice to All Parts of Tokyo

Connect increased interest in sports, which the Games galvanised, to the playing, watching, and supporting of sports activities by the people of Tokyo.

- Expanding the appeal of sports, including organising events where urban sports and other activities can be experienced
- Promoting coordination with businesses and local communities, including by promoting the participation of businesses in sports and supporting the initiatives of municipalities
- Creating new points of contact with sport, such as promotions in business districts, and bicycle riding events in conjunction with local communities

4. Promoting Parasports

Contribute to the realisation of an inclusive society by promoting sports that all people can enjoy, regardless of any impairments they may have.

- Enhancement of opportunities for social events through boccia and other Parasports to promote a wide range of Parasports
- Provide opportunities for people with impairments who have become interested in Parasports as a result of the Games to experience Parasports in their immediate area and use this as a starting point for taking up sports
- Securing places where anyone, anywhere, at any time, can enjoy sports by communicating barrier-free information on facilities and boosting collaboration between the sport, healthcare and educational sectors in the community

5. Tokyo Athletes’ Engagement and Support

Create a positive cycle in which Tokyo athletes play an active role in the community and expand the sports reach by utilising their experiences.

- Promoting the expansion of the sporting population and the popularisation and promotion of sport by having communities support Tokyo athletes and having these athletes play an active role in the community

6. Establishing a Culture of Volunteerism

Aim to pass on a rich pool of volunteer experience and human resources to the future and establish a culture of volunteerism.

- Provision of various information and opportunities regarding volunteering through the Tokyo Volunteer Legacy Network, and the TOKYO Para Spo & Support
- Provision of opportunities for activities in the field of sport, such as Tokyo 2020 Games anniversary events and the Tokyo Legacy Half Marathon
- Continue the wide-range of initiatives implemented in schools to develop a volunteer mindset further

7. Message to the Future

Pass on messages contained within the archival assets of the Games into the future.

- Providing opportunities to interact with sporting equipment used by athletes at communities, schools, and sporting events
- Use Games souvenirs in exhibitions and educational opportunities to carry on the spirit of the Games into the future

Legacy of the TMG Olympic and Paralympic Education Programme

1. The Concept behind the Legacy of the TMG Olympic and Paralympic Education Programme

Learning and connections gained through the diverse experiences of children and the involvement of communities and various organisations in the Olympic and Paralympic Education Programme that can be passed on and enjoyed over the long term

(1) Children’s Legacy

- The transformation of the children’s hearts and minds, including their excitement, joy, understanding and awareness, gained through six years of learning and experience, and the behaviour that has changed as a result of this transformation

1) Children’s impressions (an indication of the transformation in their minds)

- Watching the game live was amazing and fun because I could hear many different sounds, feel the speed and watch the players play off-camera.
- I experienced boccia for the first time and found that you can enjoy it regardless of whether you have an impairment or not.

2) Examples of changes in children’s behaviour

- Participation in volunteering
- Offering assistance to people with impairments when the children notice them

(2) Schools’ Legacy

1) The diversification of children’s experience activities

- Interaction with embassies of countries with which they had no connection until then
- Interacting with athletes, experiencing Parasports and watching Para competitions

2) New networks formed through various activities

- For the Tokyo Metropolitan Board of Education:  
⇒ Embassies of 97 countries, 9 Parasports organisations, 33 cultural and artistic organisations  
⇒ Development of learning programmes with organisations, universities and Tokyo 2020 Games partners: 175 organisations, 306 programmes

3) Increased initiatives in collaboration with local communities and related organisations

- The development of classes in cooperation with parents and guardians
- Development of diverse activities in collaboration with communities



<School 2020 Legacy>

Within the Olympic and Paralympic Education Programme rolled out at each school, at least one of the activities pursued in relation to nurturing the five qualities or new initiatives sparked by these activities has been identified as a “School 2020 Legacy”, which will be continued in the future as a feature of that school. The activities are selected based on factors such as the school’s management policies, educational objectives, state of the students, and community characteristics, and will be continued and developed as educational activities for many years after the Games.

2. Succession and Development of the TMG Olympic and Paralympic Education Programme

(1) Basic Approach and Direction

While utilising the expertise and networks developed through the Olympic and Paralympic Education Programme, the TMG will continue effective initiatives after the Games and turn them into educational activities that will last for many years to come to realise an inclusive society where people help each other.

(2) Initiatives to Solidify the Legacy Developed through the Olympic and Paralympic Education Programme

Various initiatives that have been implemented in all public schools are positioned and implemented in the curricula as School 2020 Legacy.

[Examples]

- Instil respect for diversity, an understanding of impairments, and awareness of the concept of barrier-free mindset through interaction with Paralympians
- Fostering international awareness by organising exchange meetings with international students and embassies in Tokyo, video chats with foreign countries and other activities
- Passing on the culture of hospitality by cultivating seeds harvested from morning glories grown in the Flower Lane Project

(3) Main Support for the Continuation and Development of the School 2020 Legacy

1) Main curricular initiatives and support in FY 2021

- Holding Legacy Report Sessions
- Recognition of schools undertaking outstanding initiatives as Legacy Award Schools
- Implementation of Legacy Volunteering Activities
- Utilisation of messages from athletes, etc.
- Posters with comments from children who participated in the Spectator Project in Collaboration with Schools and other programmes
- Creation of the abstract for the TMG Olympic and Paralympic Education Programme, “Moving FORWARD”
- Review and support of the contents of the School 2020 Legacy plan

2) Main support from FY 2022 and beyond

Initiatives from the perspective of cooperation with related organisations

- Participation in international competitions and Games-related events
- Succession to the Olympic and Paralympic Games Paris 2024
- Use of video materials related to the Games and other materials in classrooms
- Continued development of learning programmes established with NPOs and other organisations

Ongoing support initiatives

- Provision of volunteer information for children and students
- Continuation of Parasports Coaches’ Workshops
- Dispatch of athletes
- Continuation of cultural programmes and school collaboration projects
- Continued support for exchanges with embassy staff and sister schools



3. Details of the Main Support for Continuing and Developing the School 2020 Legacy (Excerpts)

(1) Legacy Report Sessions for the Olympic and Paralympic Education Programme

[Overview]

Implementation method: On-demand streaming  
Streaming time: Late December 2021 – end of February 2022  
Target persons: Headteachers, assistant headteachers, and senior teachers in all public schools and preschools in Tokyo or teachers who are promoting the Olympic and Paralympic Education Programme

[Purpose of implementation]

To deepen understanding of the nature of educational activities with a view to continuing these activities long after the Tokyo 2020 Games while referring to lectures and advanced case studies and further enhance the initiatives of the Olympic and Paralympic Education Programme as long-lasting educational activities.

[Contents]

- 1) Decision on Legacy Award Schools of the Olympic and Paralympic Education Programme
- 2) Olympic and Paralympic Education Programme initiatives and School 2020 Legacy
- 3) Introduction of initiatives for the School 2020 Legacy (each one initiative from primary, middle, secondary and special needs schools)
- 4) Lecture: “Towards Building the School 2020 Legacy Utilising School Characteristics”
  - Lecturer: SANADA Hisashi, Specially Appointed Professor, University of Tsukuba
- 5) Interview: “What to Expect from the School 2020 Legacy”
  - MURAKAMI Mai, Japan Women’s Gymnastics Team for the Olympic Games Tokyo 2020
  - IKEZAKI Daisuke and IMAI Tomoaki, Japan Wheelchair Rugby Team for the Tokyo 2020 Paralympic Games
  - Tom HOVASSE, Head Coach of the Japan Women’s Basketball Team for the Olympic Games Tokyo 2020
  - Joint interviews with headteachers, chief guidance officers and senior teachers

[Views]

3,383

[Results of the post-viewing questionnaire]

Very good/good: 98.5%  
· “The initiatives of the Olympic and Paralympic Education Programme that took place over the six years were presented in an easy-to-understand way, and it was fascinating to see how they were successful in schools I was able to consider matters from athletes’ and coaches’ perspectives, and I could relate to the achievements and challenges as a school official”.  
· “I was reminded of the importance of having pride in being Japanese and continuing to aim for education that seeks to create an inclusive society”.

(2) Creation of the Abstract for the TMG Olympic and Paralympic Education Programme, “Moving FORWARD”

[Overview]

- Compilation and digital archive of the six years of the Olympic and Paralympic Education Programme
- Posting on the Tokyo Metropolitan Board of Education website and production and distribution of a DVD for schools to all public schools in Tokyo
- Creation of video content and utilisation of the content as a visual teaching tool

[Purpose of creation]

- Make the six years of the Olympic and Paralympic Education Programme undertaken as a host city widely known to the people of Tokyo
- Promote the School 2020 Legacy by collecting and sharing school initiatives, and children’s comments and impressions
- Pass on the outcomes of the TMG’s initiatives to the next host city, Paris, and to subsequent host cities

[Contents]

- Chapter 1: Overview of the Basic Policy and Legacy
- Chapter 2: Results of the Questionnaire Completed by All Schools
- Chapter 3: Record of Initiatives by Municipal and Tokyo Schools
- Chapter 4: Record of Games-Related and Tokyo Metropolitan Board of Education Initiatives

Video content

- Summary version
- Record of Games spectatorship
- Record of Games participation
- Volunteer and environmental initiatives
- Initiatives to promote understanding of people with impairments
- Initiatives for the dispatch of athletes
- Initiatives to promote cultural and international understanding

Appendix

- A collection of practical examples from each school’s initiatives
- Promotional videos, etc.

[Utilisation method]

- Enhancing School 2020 Legacy initiatives by engaging children in activities where they watch video content from the material and discuss their impressions
- Review and development of the School 2020 Legacy initiatives by having teachers examine their own school’s initiatives with reference to the initiatives of other schools when teachers plan their educational activities
- Utilisation of Moving FORWARD by posting it on the Metropolitan Board of Education website to allow for free access by the public in order to continue and develop the School 2020 Legacy of all schools that promote collaborative efforts with other schools aimed at an inclusive society

4. Results of a Questionnaire Based on the TMG Olympic and Paralympic Education Programme Implementation Policy (January 2016)

(1) Survey Overview

[Survey objective]

The TMG has implemented the Olympic and Paralympic Education Programme under the implementation guidelines for the Tokyo Olympic and Paralympic Education Programme in all public schools and preschools since FY 2016. A questionnaire survey was conducted to identify the outcomes of the Olympic and Paralympic Education Programme.

[Content of the survey]

Questionnaire based on the content of the implementation policy

[Survey period]

Aug. 2021 – Sep. 2021

[Survey methodology]

Answers from four-option questions and free responses using a web-based questionnaire system and an Excel file

[Respondents (2,297 schools, of which 2,297 gave valid responses)]

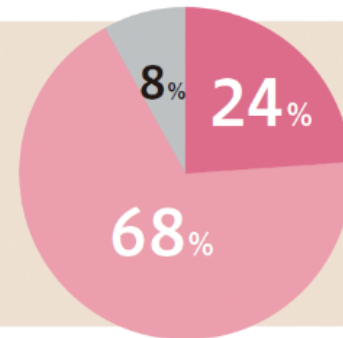
Headteachers of all public schools and preschools in Tokyo and headteachers of children centres in Tokyo that promote the Olympic and Paralympic Education Programme

## (2) Survey Results

[Excerpts of answers given]

Q

Do you think initiatives geared towards creating an irreplaceable legacy in the body and mind of each child that will inspire them for the rest of their lives were delivered through the Olympic and Paralympic Education Programme?



92% of respondents said they “Strongly agree” or “Agree” that an irreplaceable legacy was left in the body and mind of each child.

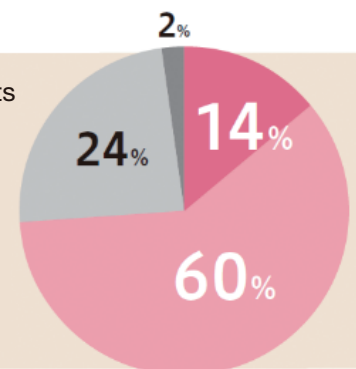
Strongly agree  
Agree  
Disagree  
Strongly disagree

### Respondent's opinion

- I believe the stories and experiences from athletes and lecturers that the children would never have met without the Olympic and Paralympic Education Programme were valuable and left a deep impression on them in terms of their way of life and thinking.

Q

Do you think that initiatives to foster volunteer mindsets and understand people with impairments were spread to homes and the local community, and those mindsets and understanding were improved not only for children but also for adults, which will lead to the creation of an inclusive and cooperative society?



74% of respondents said they “Strongly agree” or “Agree” that this will lead to the creation of an inclusive and cooperative society.

Strongly agree  
Agree  
Disagree  
Strongly disagree

### Respondent's opinion

- A spirit of living with all kinds of people, including foreign nationals, people with impairments and LGBTQ people, was fostered.

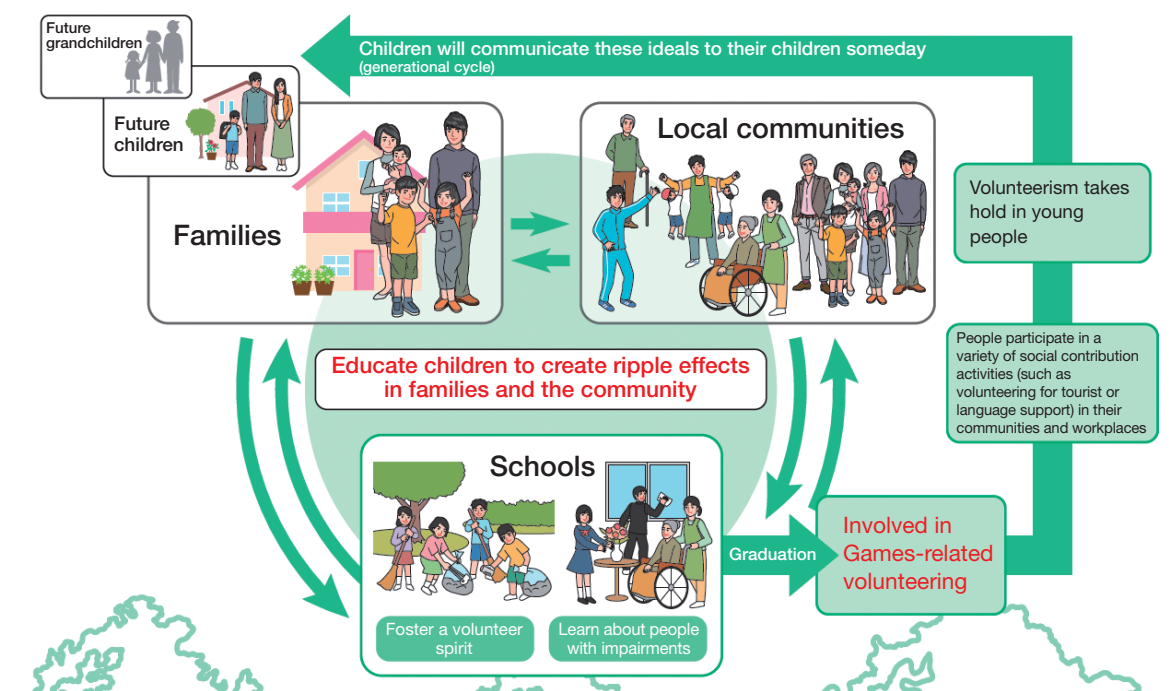
## [Excerpts of free-response answers]

- In preparation for the Tokyo 2020 Games, we planned lessons inventively, and the children learnt a lot. I feel that it was a very memorable experience that the children will make use of in their future lives.
- Through Parasports, the children deepened their knowledge and understanding of the types and degrees of impairment and were able to enhance their qualities and capabilities as members of an inclusive society.
- The stories and experiences from athletes and lecturers that the children would never have met without the Olympic and Paralympic Education Programme were valuable and left a deep impression on them in terms of their way of life and thinking.
- Watching the Games as part of the Spectator Project in Collaboration with Schools was a once-in-a-lifetime experience for the children. The unique atmosphere of the Games' venues, the enthusiasm of the athletes and Games stakeholders, and the smiles of the Games volunteers all became a memory and legacy that the children will pass on to their own children and grandchildren.
- No educational activity had ever been undertaken with such a significant goal and over such a long period. We will continue the educational activities that we enhanced through the

Olympic and Paralympic Education Programme in the future. We will also continue and develop activities such as the invitation of Olympic and Paralympic athletes, traditional cultural activities and volunteer mindset cultivation in a planned manner.

## 5. Conclusion

Initiatives geared towards creating an irreplaceable legacy in the body and mind of each child that will inspire them for the rest of their lives were delivered through the experiences and activities related to the Olympic and Paralympic Education Programme. The wide range of initiatives utilising the knowhow and personal networks built through the Programme form educational activities that will endure long after the Tokyo 2020 Games. The benefits and initiatives of the Programme will remain as a legacy for many years to come. In addition, initiatives to foster volunteer mindsets linked to the families and local communities as well as understanding of people with impairments will have a positive impact not only on children but similarly on adults as well. Doing so helps to create an inclusive and cooperative society, and in this sense, initiatives geared towards creating a legacy were delivered in a wide range of situations.



Concept image of the Olympic and Paralympic Education Programme (volunteering, understanding people with impairments) legacy: Creating an inclusive and cooperative society



# Passing On the Experience of the Games

The excitement and memories of the Tokyo 2020 Games will be passed on to future generations for many years to come, including the naming of facilities and places in a way that symbolises the hosting of the Games and the installation of items that commemorate the Games as a legacy.

### Assigning Olympic and Paralympic Names

Olympic and Paralympic names were given to places that symbolise the holding of the Games. The following two locations were selected in light of the fact that they are integrated areas with facilities and parks that served as competition venues.

#### Ariake Olympic and Paralympic Park:

The area including Ariake Marine Park, Ariake Urban Sports Park, Ariake Arena and Ariake Gymnastics Centre

#### Musashino Forest Olympic and Paralympic Park:

The area including Musashinonomori Park, Musashino Forest Sport Plaza and Tokyo Stadium

### Legacy Items Installed

#### 1. Nameplates

Nameplates using the Games’ emblem and other symbols were installed at facilities used for the Games. The TMG decided to install nameplates sequentially at 22 Tokyo competition venues and other locations from March 2022 onwards.

##### [Locations of post-Games nameplates]

1. Tokyo Metropolitan Gymnasium
2. Tokyo International Forum
3. Musashino Forest Sport Plaza
4. Tokyo Stadium
5. Musashinonomori Park
6. Ariake Arena
7. Ariake Gymnastics Centre (Ariake Exhibition Centre)
8. Ariake Urban Sports Park (Ariake Marine Park)
9. Ariake Tennis Park

10. Odaiba Marine Park
11. Shiokaze Park
12. Aomi Urban Sports Park (Symbol Promenade Park)
13. Oi Hockey Stadium
14. Sea Forest Cross-Country Course (planned location: Sea Forest Park)
15. Sea Forest Waterway
16. Kasai Canoe Slalom Centre
17. Yumenoshima Park Archery Field
18. Tokyo Aquatics Centre
19. Tokyo Tatsumi International Swimming Centre
20. Olympic and Paralympic Village (Harumi Port Park)
21. IBC/MPC (Tokyo Big Sight)
22. Training venue (Tokyo Budokan)

\*Other locations where municipalities will install nameplates will include road cycling and Para marathon courses and other Games-related locations that were not competition venues (locations for the Torch Relay, training venues, pre-Games training camps, etc.).



Ariake Arena nameplates

#### 2. Spectaculars

The Olympic and Paralympic symbols and Games mascot statues installed in various locations in Tokyo at the time of the Games will remain as legacy items after the Games at Games venues and in the municipalities where they were installed at the time of the Games.

As for the seven locations where Olympic and Paralympic symbols were set up during the Games, symbols will remain at three symbolic locations in central Tokyo (waterfront areas) and Tama area (around Mt Takao).

The TMG decided that the mascot statues for the Games would remain at all 13 locations where the TMG installed them during the Games.

### List of locations where symbols and Games mascot statues will remain after the Games

	Post-Games location		Managing authority
Symbols	1	Relocation from the TMG Building to the Ariake Olympic and Paralympic Park (after park maintenance has been completed)	TMG
	2	Tokyo International Cruise Terminal	TMG
	3	TAKAO 599 Museum	Hachioji City
Mascots statues	1	TMG Building (Main Building No.1)	TMG
	2	Tokyo Sports Square	TMG
	3	Tokyo Aquatics Centre	TMG
	4	Ariake Arena	TMG
	5	Musashino Forest Sport Plaza	TMG
	6	Tokyo Metropolitan Gymnasium	TMG
	7	Japan Olympic Museum	JOC
	8	Hachioji City Fujimori Park	Hachioji City
	9	Chofu City Gymnasium	Chofu City
	10	Sumitomo Metal Mine Arena Ome	Ome City
	11	Akigawa Gymnasium	Akiruno City
	12	Okutama Cultural Hall	Okutama Town
	13	Oshima Town Library	Oshima Town

\*For locations during the Games, see Chapter 2 (p. 218)

### 3. Ariake Cauldron (Cauldron Used during the Competition Period)

The Ariake cauldron, which was installed on the Ariake side of Yume-no-Ohashi Bridge in the Tokyo Waterfront Area during the Games, was reinstalled in October 2022 at the Symbol Promenade Park (next to the Stone and Light Plaza) and will be managed by the TMG as a part of the valuable legacy of the Games. Once reinstalled, the cauldron will be utilised to bring a new vibrance to the waterfront area.

### 4. Olympic Truce Mural and Paralympic Mural

The Olympic Truce Mural and Paralympic Mural installed in the Olympic and Paralympic Village during the Games will be installed in facilities associated with the Games or in TMG-owned facilities after the Games as part of the legacy of the Games. The facilities will be those appropriate to communicate the message of peace and inclusivity, athletes’ achievements, and the appeal of Tama area timber.

### List of locations where the Olympic Truce Mural and Paralympic Mural will be installed after the Games

	Post-Games location		Managing authority
Olympic Truce Mural	1	Ariake Exhibition Centre (former Ariake Gymnastics Centre)	TMG
	2	Tokyo Sports Square	TMG
	3	Hinohara Forest of Tokyo Citizens (Timber Craft Centre)	TMG
	4	Harumi Special Branch (tentative name) Complex 2nd-floor library	Chuo City
	5	Japan Olympic Museum	JOC
Paralympic Mural	1	Tokyo Metropolitan Parasports Training Center (Tokyo Stadium)	TMG
	2	Tokyo Metropolitan Human Rights Plaza	TMG
	3	Japan Olympic Museum	JOC

\*Murals are to be sequentially installed from 2022 onwards

### Tokyo 2020 Archives Assets

In accordance with the Host City Contract, host cities must utilise archives assets, such as medals, Torch Relay torches and other memorabilia, to pass on the achievements and impressions of the Games to the future as a strong legacy. To this end, an advisory meeting was set up to discuss the appropriate preservation and storage, effective exhibition, and utilisation methods of archival assets.

Agreement on the Holding of a Celebration Marathon

1. Overview

Following the change of the Olympic Games Tokyo 2020 marathon course to Sapporo, in November 2019, IOC President Bach proposed that the IOC and the TMG use the marathon course in Tokyo to host a Celebration Marathon. In response, the TMG announced its agreement with the IOC on 28 April 2021.

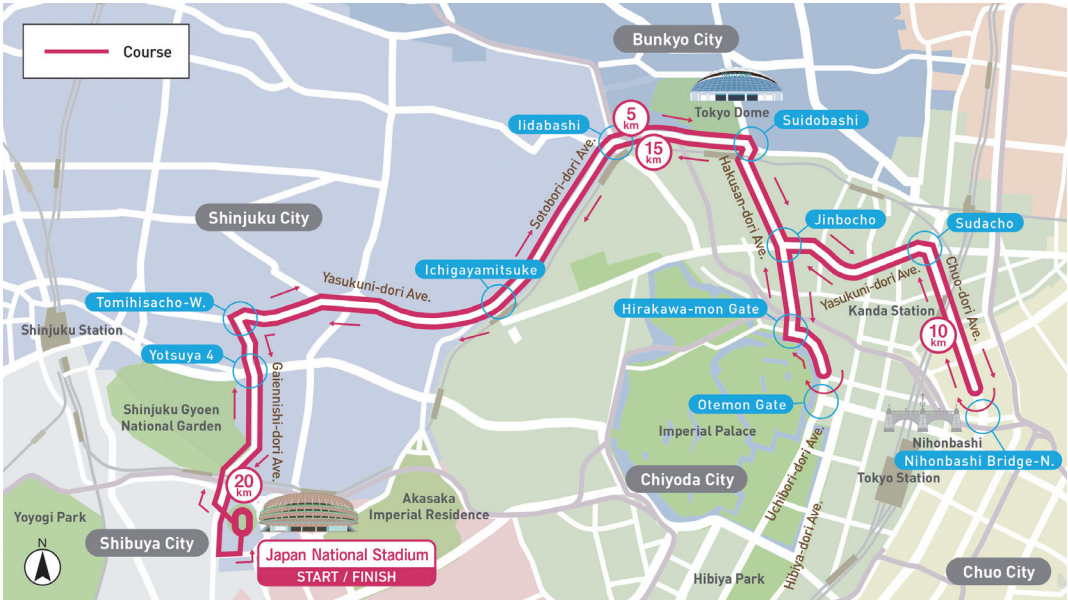
2. Agreement Details

- The TMG, together with the Tokyo Marathon Foundation, will establish the Tokyo Legacy Half Marathon in autumn 2022, utilising the Paralympic Marathon course so that the legacy of the Tokyo 2020 Games can be preserved for many years to come.
- The half marathon shall be accessible to many runners, from general runners to elite athletes and people with impairments.
- The Tokyo Metropolitan Government and the IOC will cooperate in organising the first Tokyo Legacy Half Marathon as a Celebration Marathon.

- The IOC shall invite iconic Olympic athletes to the half marathon event, which IOC President Bach will also attend.
- In conjunction, the IOC will organise sports events where children and top-level athletes can interact and experience Olympic values.
- For the IOC, this will be an opportunity to express their gratitude for TMG's cooperation with the Tokyo 2020 Games in the difficult circumstances of the COVID-19 pandemic.

3. Tokyo Legacy Half Marathon

Date of event: 16 October 2022 (Sunday)  
Venue: Japan National Stadium (Kasumigaokamachi, Shinjuku City, Tokyo)  
Course: Japan National Stadium (start) - Tomihisacho - Suidobashi - Jinbocho - Kanda - Nihonbashi (first turnaround) - Kanda - Jinbocho - Otemachi, Uchibori Dori (second turnaround) - Jinbocho - Suidobashi - Tomihisacho - Japan National Stadium (finish)  
(JAAF accredited course, World Athletics certified course)  
Capacity: 15,000



©Tokyo Marathon Foundation

Project for the First Anniversary of the Tokyo 2020 Games

Seizing the opportunity of the first anniversary of the Tokyo 2020 Games, the following initiatives were implemented in order to share the emotions and memories of the Games and to pass on the legacy created by the Games to the future.



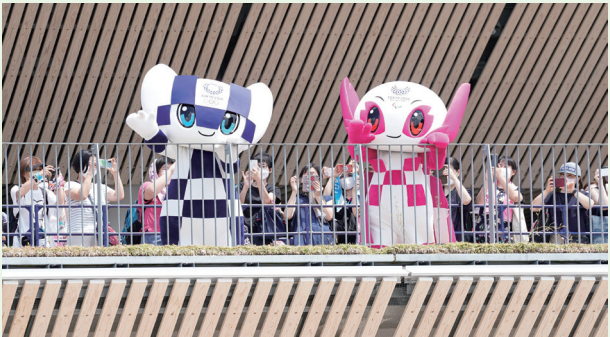
1. First Anniversary Ceremony of the Olympic and Paralympic Games Tokyo 2020: TOKYO FORWARD

[Date and place]  
Saturday, 23 July 2022, Japan National Stadium  
[Implementation details]

Approximately 15,000 spectators gathered at the Japan National Stadium, where the Tokyo 2020 Games opening ceremony was held a year ago without an audience. At the ceremony, approximately 1,000 people participated in a parade on the stadium field as Team Tokyo Forward. The parade was comprised of the following people and groups: Governor Koike; former Organising Committee President Hashimoto; Japan Sports Agency Commissioner Murofushi; 163 Japanese athletes who competed in the Tokyo 2020 and Beijing 2022 Winter Games; children from Iwate, Miyagi and Fukushima who had been scheduled to serve as player escorts at Tokyo 2020; children from sports youth groups in Tokyo; members of the City Cast and Field Cast; Torch Relay runners; university students who had been involved in various initiatives in the lead-up to the Tokyo 2020 Games. Competition experiences, archive displays, booths by various government departments, and a meet and greet with the Games mascot, Miraitowa and Someity were held at the outer grounds of the Japan National Stadium.



Team Tokyo Forward Parade



Mascot greeting



Group photo of parade participants



## Project for the First Anniversary of the Tokyo 2020 Games

### 2. First Anniversary Ceremony of the Tokyo 2020 Paralympic Games

[Date and place]

Wednesday, 24 August 2022, Ariake Arena

[Implementation details]

A ceremony commemorating the first anniversary of the Paralympic Games and a wheelchair basketball exhibition match were held at the Ariake Arena, which was the competition venue for the Paralympic Games, and with an audience of approximately 9,200. The opening performance was led by WAGO Yui, who played the lead role as the little single-winged plane in the Tokyo 2020 Paralympic Games opening ceremony. At the ceremony that followed, Governor Koike, IPC President Parsons, IPC Special Goodwill Ambassadors INAGAKI Goro, KUSANAGI Tsuyoshi, and KATORI Shingo, along with Para athletes who participated in the Tokyo 2020 Games, took to the stage to share their thoughts on further developing the Parasports movement. In addition to the online streaming with multiple camera angles, a realistic live viewing event was also conducted outside the venue, utilising a VR theatre, part of the Games' legacy.



Communicating messages towards the creation of an inclusive society



Wheelchair basketball exhibition match



Realistic live viewing  
Fuchu City Local Forest Museum (Planetarium)

## Project for the First Anniversary of the Tokyo 2020 Games

### 3. Celebration Marathon Event to Commemorate the First Anniversary of the Tokyo 2020 Games

[Date and place]

Sunday, 16 October 2022, Japan National Stadium

[Implementation details]

Two events were held as the finale to the first anniversary of the Tokyo 2020 Games, the Tokyo Legacy Half Marathon 2022, which uses the Tokyo 2020 Paralympic Games marathon course, and "Thank you Tokyo!" where the IOC expressed its appreciation for the Tokyo 2020 Games.

The Tokyo Legacy Half Marathon 2022 was held as a celebration marathon, with approximately 14,000 runners—including people with impairments, starting at the Japan National Stadium and running through Tokyo.

The half marathon will be held every year from next year onwards, making it accessible to a large number of runners.



©Tokyo Marathon Foundation

Start of the half marathon



©Tokyo Marathon Foundation

Governor enters the venue running  
with medallists and children

"Thank you Tokyo!" attracted approximately 18,000 visitors to sports experiences such as bouldering, wheelchair rugby, skateboarding, and archive displays held outside the Japan National Stadium.

This commemorative ceremony featured athletic performances (including rugby sevens, athletics, artistic gymnastics, breaking) promoting the appeal of sports in front of an audience, which was not possible at the Tokyo 2020 Games.



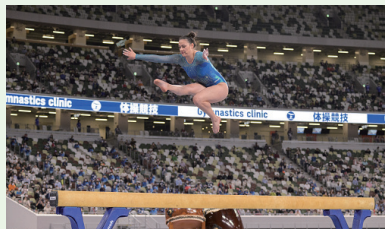
Sports experience (bouldering)



Message from IOC President Bach



Breaking will be an official sport  
at the Paris Games



Artistic gymnastics performance

