DIGITAL YOUTH WORK LAB BOOKLET
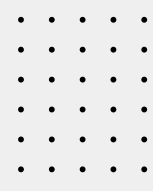
Scambieuropei ETS

CONTENT

PROJECT OVERVIEW

BACKGROUND

After almost 2 years in the pandemic context, the world took a fast change and it forced the people to adapt to it. One of these changes was the fast digitalization, which was amplified after moving almost everything in the online space. As everyone, NGOs worldwide had to make this step and continue their work, trying to reach as many people through the online space and keep on involving people in activities. From our experience and our partners as well, this change was not an easy one, and organizations struggled to adapt to it. Having this in mind, we intended to create a project, addressing this problem and proposing to help them on this path in involving young people to get an active citizen attitude.
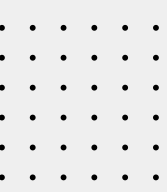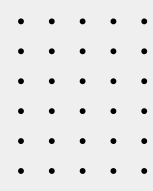
As the usage of the internet and digitization has increased for the population, we asked ourselves what are the reasons for using it, In 2019, the great majority of the youngsters used the internet for sending emails, watching videos/movies, or for social networks such as FB, IG, Youtube. When it comes to engaging in civic activities online though, very few used the internet to obtain information, to post their opinions on civic or political issues, or to take part in online consultations activities.

This is where NGOs and youth work should take a step and engage youngsters and during the years adopted and implemented different strategies and policies for this purpose (The European Youth Strategy, The Digital Education Action Plan).

Therefore, Scambieuropei together with the partner organizations aim to exchange tools and best practices, while also innovating in order to engage young people in civic activities and build an active citizen attitude.
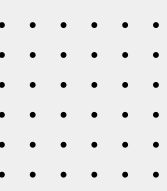
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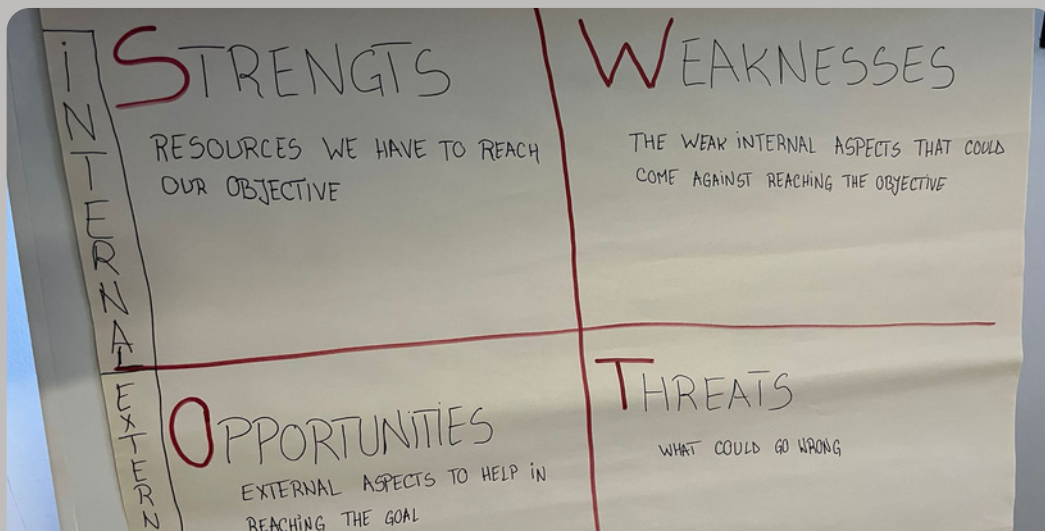
NEEDS IDENTIFIED

Digital Youth Work Lab was designed after a long research on the topic of digitalization. Analyzing the studies existing on the topic, the experience that Scambieuropei has with it and consulting other organizations we came to a conclusion that digital youth work is needed in the youth field nowadays and that the organizations need to improve in order to provide good work.

Therefore, the needs analysis shows that the organizations need a) a better understatement of digitalization, how is it shaping the societies and how it can be used in their work in order to promote the European values, b) to be able to plan and design the digital youth work according to the needs, to increase the engagement and later evaluate the work and c) to develop the digital skills and creative thinking of their youth workers.

THINGS TO DO

OBJECTIVES

* NGO DISSEMINATION ->SEND US
* PARTICIPANT REPORT
* FINALISE THE TOOLKIT

The Training Course gathered together 14 youth workers and two facilitators who worked together on themes of digitalization, active citizenship and youth participation.

The general aim of the project was the exchange of good practices and tools regarding digitalization of NGOs and, in the meantime, the development of innovative ideas to foster youth participation in active engagement in civic oriented activities in order to promote active citizenship.

Bearing this in mind, the project had the following specific objectives:

THINGS TO DO

A. Increase the understatement of the youth workers and the partner organizations about digital youth work, the impact of it and how it can be used in order to engage the youth from their local communities in civic activities. This objective was reached by participating in the mobility and working together on the topic of digitalization, exchanging good practices, promoting the creation of a digital strategy;

B. Improve the digital skills of 14 youth workers by promoting and involving them in activities of self-assessment, setting personal development objectives, content creation and equipping them with tools, knowledge and resources to use in their work and transfer it to their NGOs for providing more qualitative activities in the communities, catchy content and promote active citizenship;

C. Raise awareness about forms of active citizenship of young people and youth participation through digital youth work and create a toolkit of activities and tools with online perspective and civic oriented to be used by NGOs for this purpose by a jointly brainstorming and work during the mobility and after it, in the dissemination phase;

D. Create a space for creating new contacts, networks and exploring Erasmus+ opportunities during the lifecycle of the project by gathering 7 partner organizations from different countries that cooperated, exchange best practices and work together in order to develop digital youth work.
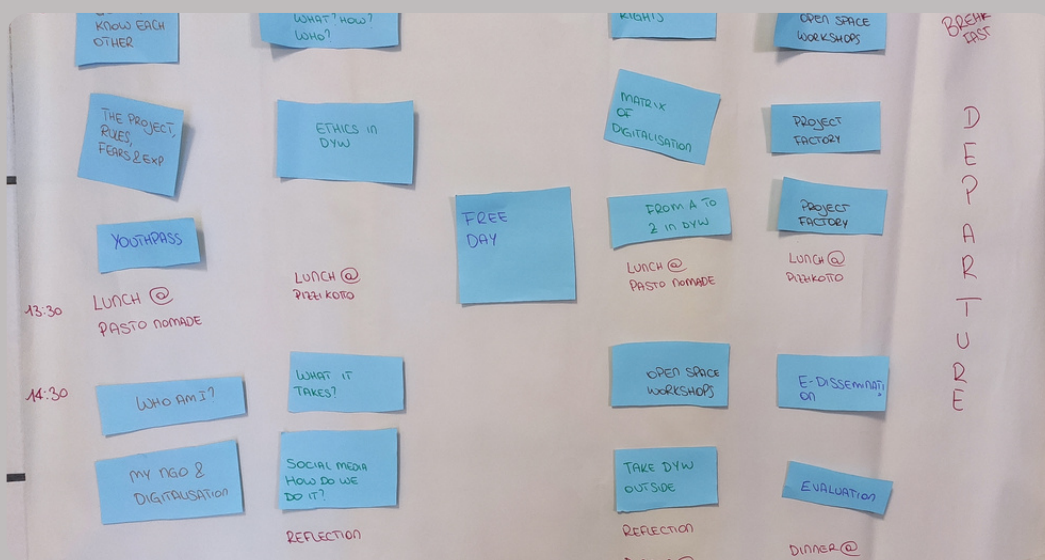
DAY 1

- Getting to know each other: Talking about a topic for 3 minutes in pairs. It helped participants to know each other more.
- The project rules, fears and expectations: participants decided the rules to obey in the 6 days of the project to create a safe space. They wrote and talked about their fears and expectations.
- Youth Pass: The facilitator presented the 8 Key Competences of the European Commission for the Youth Pass.
- Who am I: Reflection on participants' childhood and personality in a digital way by answering some questions and discussing about them together.
- My NGO & Digitalisation: divided by nationality, participants presented their organizations using vislon digital board and papers.
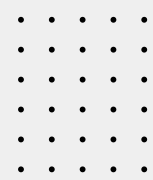
DAY 2

- Digitalisation, What? How? Who?: using Padlet participants answered questions related to different aspects of digitalisation. They commented and discussed about definitions.
- Ethics in Digital Youth Work: a non-formal digital activity aimed at analysing some situations in digital environment. By expressing "Agreement" or "Disagreement" statements, participants discussed about their opinions and sometimes convinced other to change their minds.
- What it takes?: participants were divided into groups and talked about some digital tools that can be used to create, learn, plan and communicate.
- Social Media, How do we do it?: 3 social media platforms were chosen based on what participants thought more used, common and effective in Youth Work and for NGOs.

DAY 3

- Digital rights: Watching of a Youtube video about digital policies and protection of digital rights. Participants then divided into 3 groups and imagined an perfect digitalized island in which access to all digital tools is possible for everyone and in which there is no discrimination and hate speech etc.
- Matrix of digitalisation: Podcast session with a facilitator. He explained how to make interviews, fictional and nonfictional storytellings etc. in podcasts.
- From A to Z in Digital Youth Work: participants were divided into groups and created activities for young people to make them more interested in Digital Youth Work, also using digitalisation. A SWOT analysis about the activities was then created. Participants also learned what are SMART objectives and made examples about it.
- Open Space Workshops: Participants divided into groups and decided to facilitate an activity on the last day about digital youth work, digitalisation or digital tools.
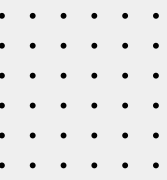
- Take Digital Youth Work outside: participants divided into 3 groups and created a digital content adressing digital youth work in various places in Bologna.

DAY 4
- At the beginning of the day, participants shared the digital content that was prepared on the previous day and they gave feedbacks and suggestions to each other.
- Open Space Workshops: Each group facilitated the activities they had previously planned: Marketing strategies to promote Erasmus+ Opportunities, World Cafe, Podcast Making and Reflection.
- Project Factory: participants started working on the Toolkit Development. The main topics were activities made in the training and their results, a description of the project and credits, NGO descriptions, ethics, design and graphic.

DAY 5
- Project Factory - Results: After presenting their work on the toolkit, participants and trainers provided feedback in a joint discussion on the expected final result.
- E-dissemination: participants brainstormed and worked on the joint dissemination, the requirements of the coordinating team, deadlines, involvement and materials needed for it.

CREATED MATERIAL

DIGITAL YOUTH WORK LAB TOOLKIT

A collection of tools and activities that can be developed online or hybrid with the scope of promoting active citizenship and involving young people in civic life. The toolkit was a result of the brainstorming and work of the participants during the mobility and later in the first weeks after, coordinated and guided by Scambieuropei and the trainers

DIGITAL CONTENT

- 7 sets of Ig stories created by the participants in the mobility of each partner documenting how is it to be a participant in an E+ project;
- 1 video of the project;
- a post on the Scambieuropei's website;
- 7 posts about the participation in the project, at least one by each partner;

LINKS TO THE MATERIAL

- [DIGITAL YOUTH WORK LAB TOOLKIT](#)

- [VIDEO OF THE PROJECT](#)

- [SCAMBIEUROPEI'S POST](#)

- INSTAGRAM/FACEBOOK POSTS:
[United Societies of Balkans Facebook post](#)
[United Societies of Balkans Instagram post](#)

[migration_miteinander e.V. Instagram post](#)

[Associacao Juvenil Synergia Facebook post](#)

[Edu4You Facebook post](#)

[Civic Orientation and Social Integration Facebook post](#)
[Civic Orientation and Social Integration Instagram post](#)

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