



Scambieuropei ETS


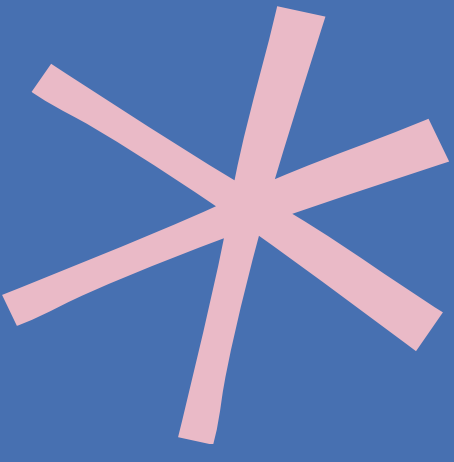
Digital Youth Work Lab

*Online civic
engagement*

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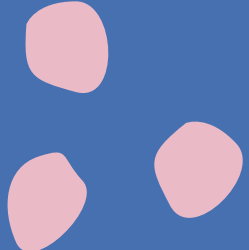


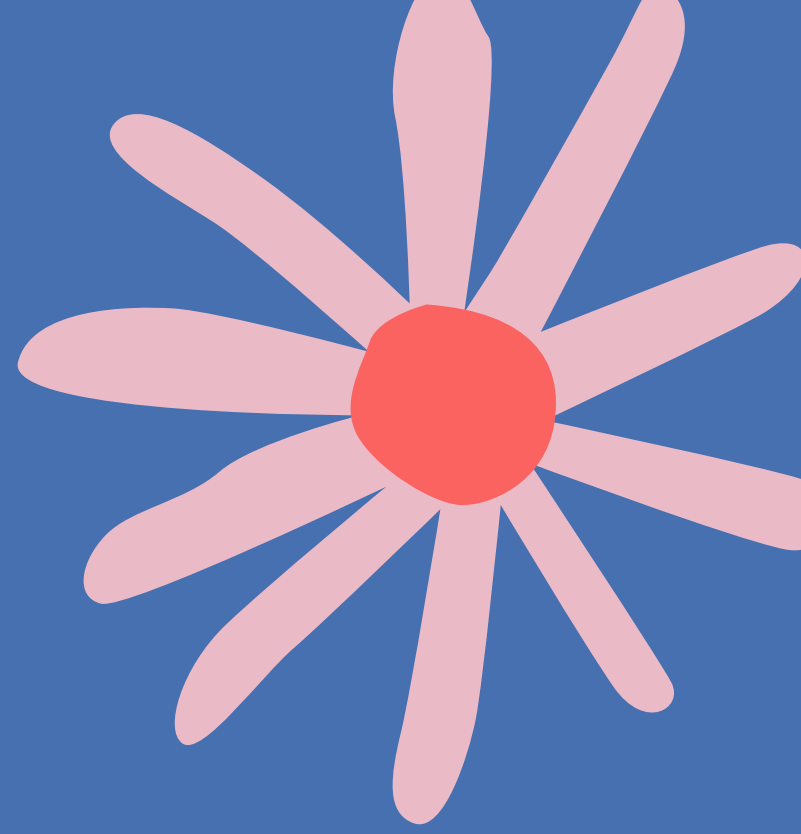
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The project

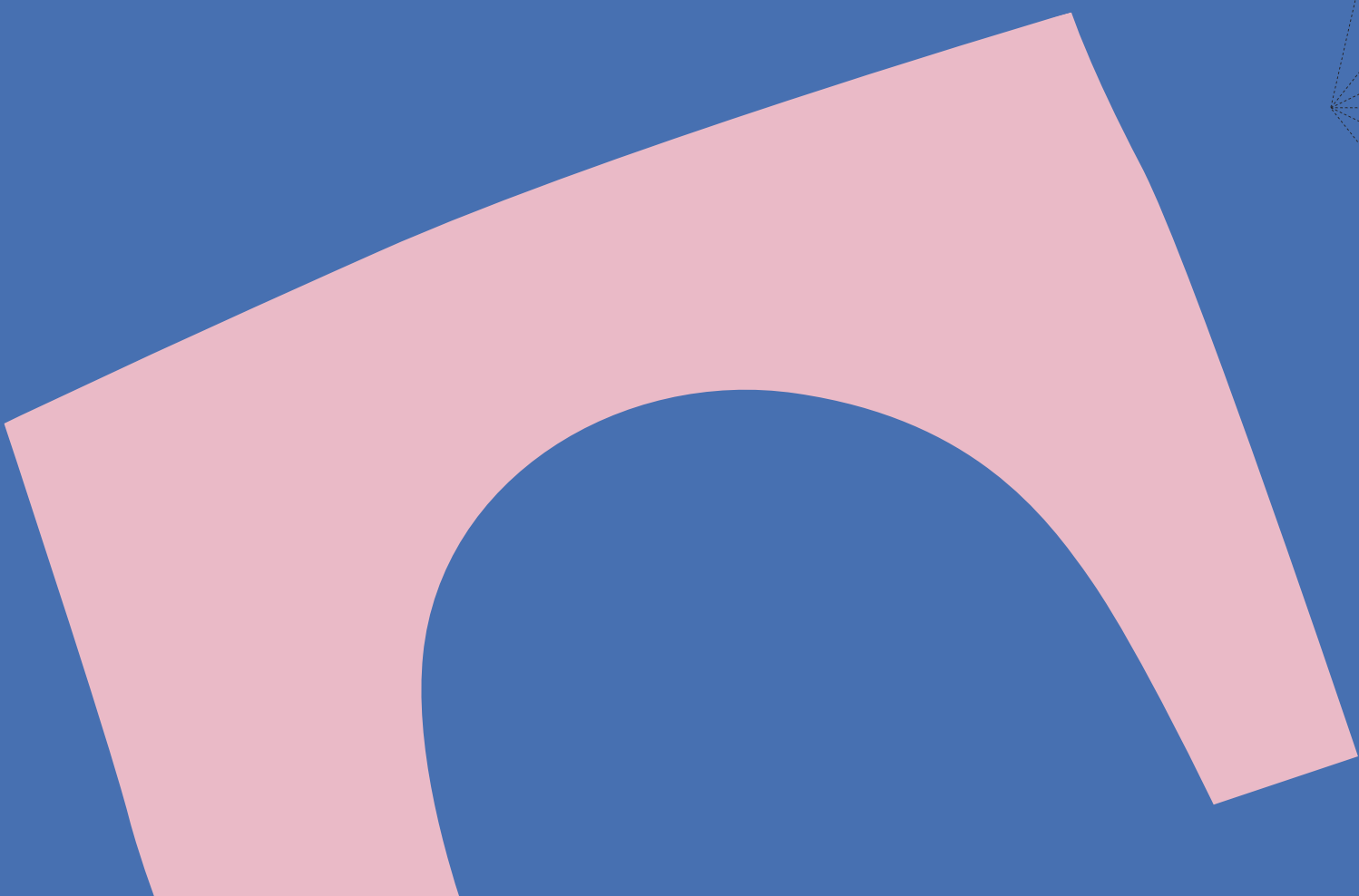
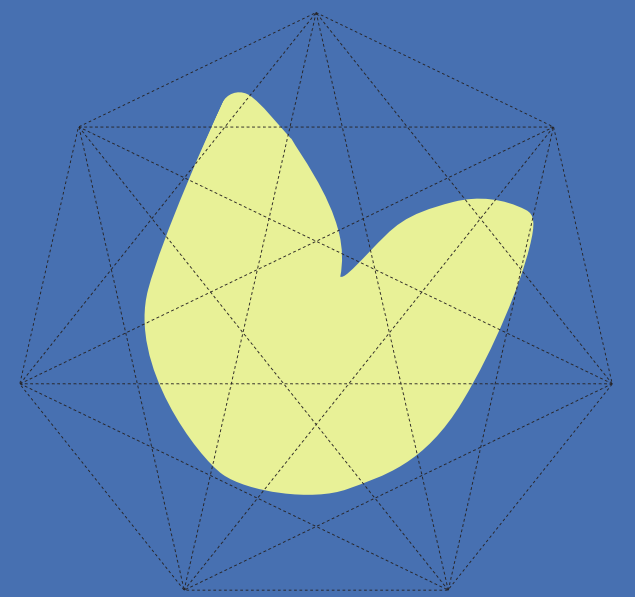
DYWL is a Mobility for Youth Workers that took place in the period 3-9 July 2023 in Bologna, Italy. 14 youth workers + 2 trainers coming from different European countries participated as representatives of their country's organizations: Scambieuropei ETS (Italy), United Societies of Balkans (Greece), Migration_miteinander e.V. (Germany), Associacao Juvenil Synergia (Portugal), COSI (Romania), Fundacja Edu4You (Poland).





The Training Course gathered together 14 youth workers and two trainers 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.





Our digital toolkit

This toolkit is a collection of tools and activities gathered during the Digital Youth Work Lab.

The toolkit contains activities to promote and involve youngsters in civic life with a high online empathy, but also merge with offline.

The toolkit was created and designed by the participants and all the partner organizations.





1

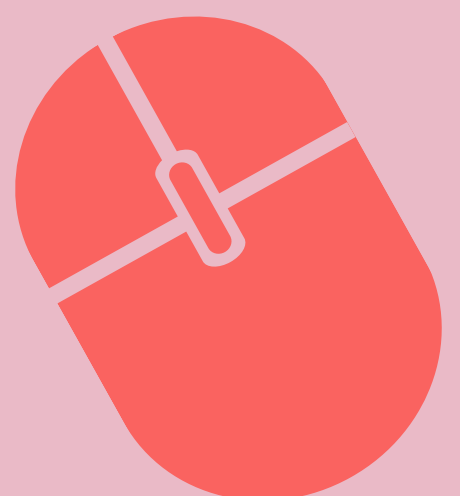
Civic Engagement: What? Who? How?

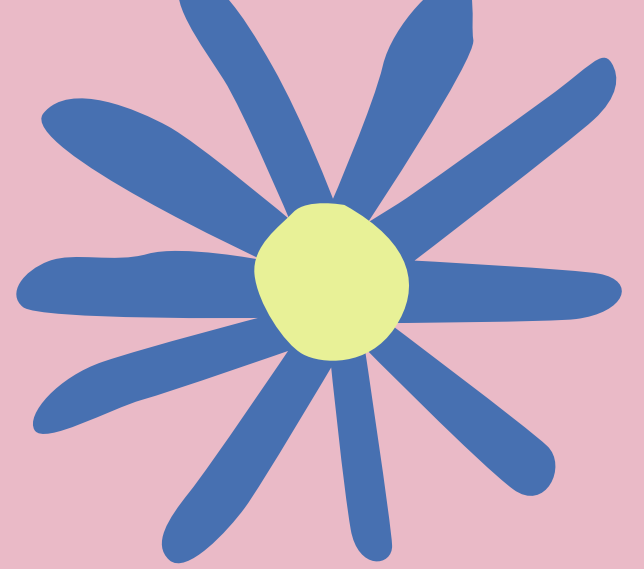
Type of Activity: Online/Hybrid

Aims:

To raise awareness about concrete issues of the communities in which young people live.

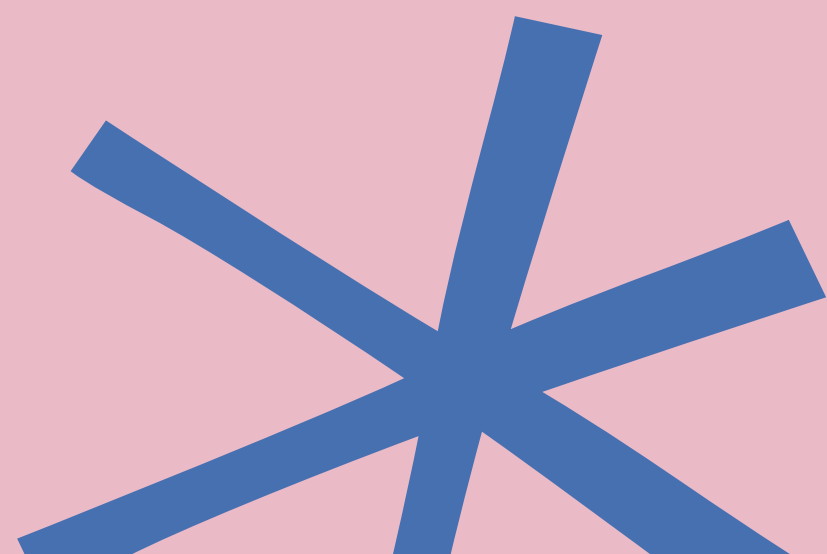
Active engagement in finding possible solutions.





Description: Groups of young people brainstorm issues in their communities (guided by NGO's youth workers) and try to investigate together which actions could be implemented in order to contribute to the solution of such problems. Using padlet, people post their ideas and opinions on a common platform which is accessible to everyone. In this way, discussion is open to everyone in an easy way and real time updates may stimulate young people's engagement.

Working in small groups, participants may select one issue to deal with and using power point or canva, they might create a sort of presentation of the issue and of the various ways they thought about to reach a solution. The presentations might be than posted on the NGOs webpage, so that everyone can have access to the content in a quick and efficient manner. This should, in turn, foster active participation of other people.





2

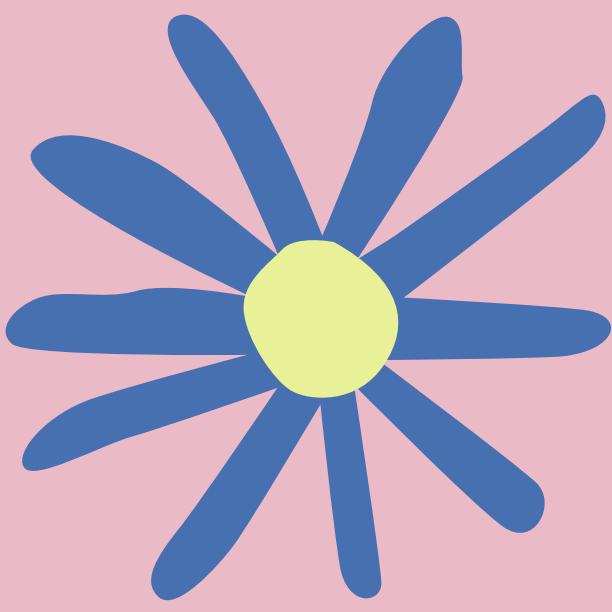
My citizenship autobiography

Type of Activity: Online

Aims:

reflection on personal life and understanding of participants' citizenship.

Description: young people create their own vision board to draw out their biographies pointing out their personal and the political/social key events that influenced their understanding of their role as citizens in chronological order. The vision boards will be then shared on the NGOs platforms.



Ask Me Anything

Type of Activity: Online

Aims:

To promote self reflection on individual civic engagement and sense of citizenship.

Description: through an online communication platform (such as Zoom or Meet), participants are asked to answer questions about personal civic engagement and active citizenship. Questions may be either general or specific. However, it is important that they adhere to the subject matter.





4

My Youthpass

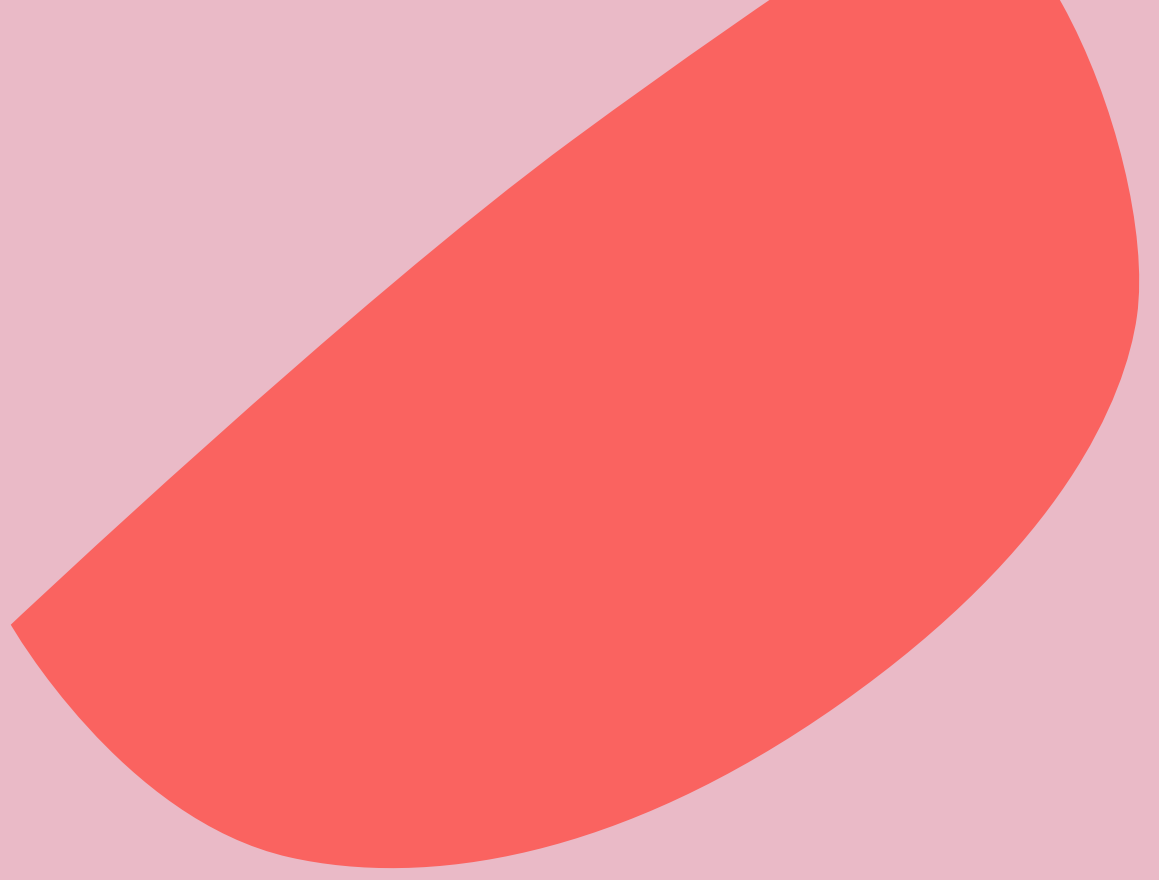
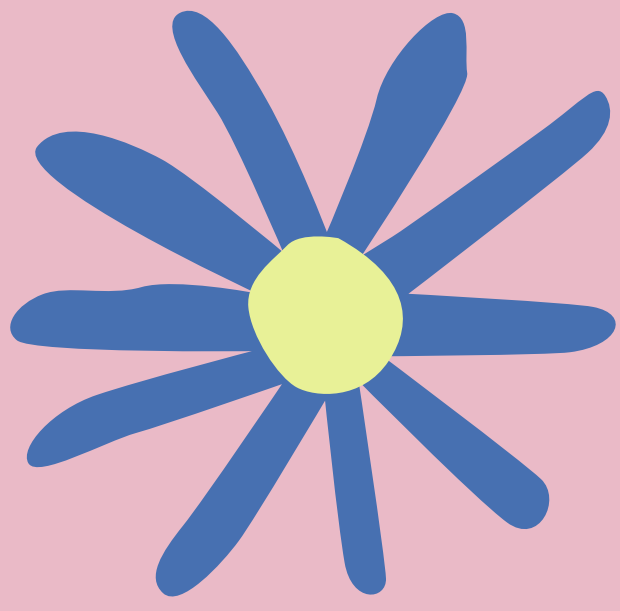
Type of Activity: Online

Aims:

To promote interactivity and active engagement.

To raise awareness about the 8 Key Competences.

Description: using Mentimeter, young people are asked to answer questions about the 8 Key Competences of the European Commission. In a few words, they ought to write what they think each competence means in practice and which skills correspond to each competence. With the visualisation of the mentimeter results, interactive dialogues and discussions on personal skills and attitudes are promoted.

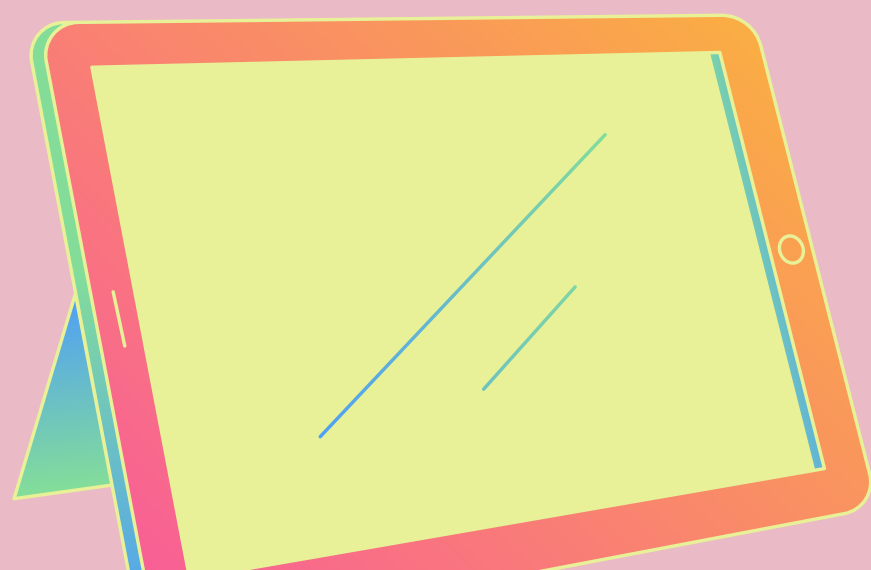



Let's check the facts!

Type of Activity: Online/Hybrid

Aims:

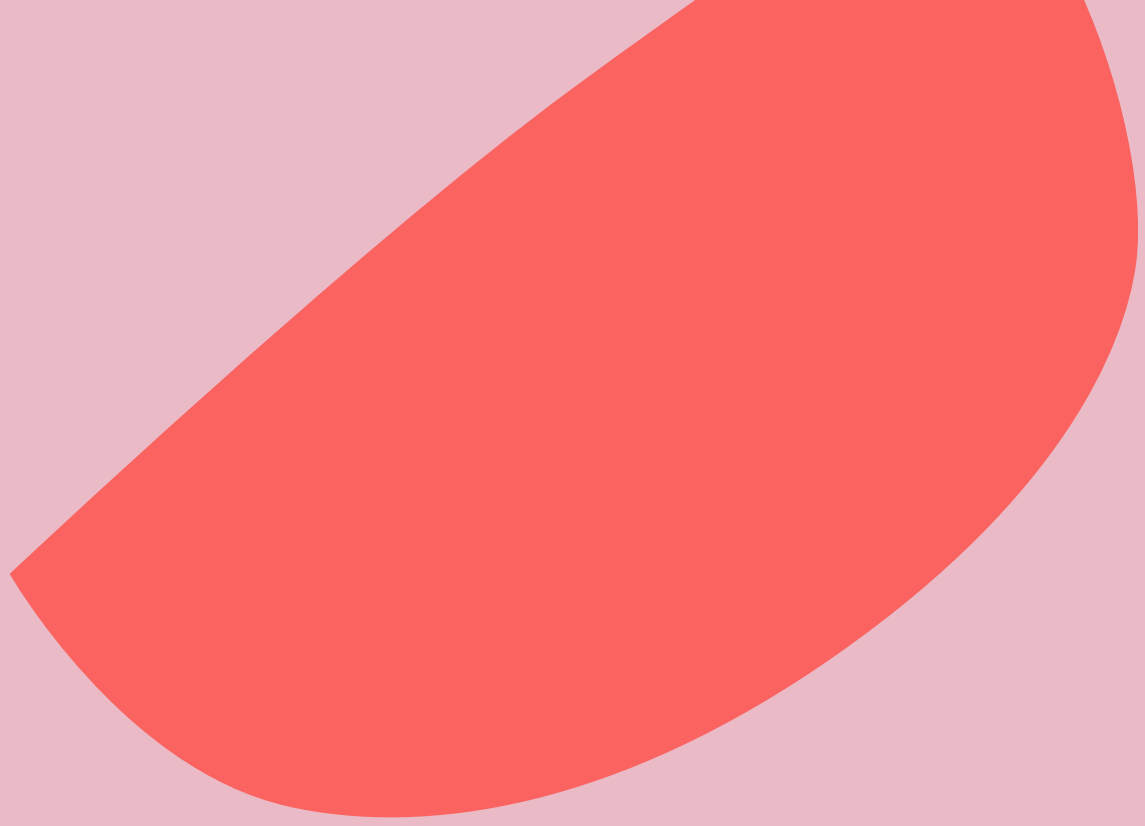
**To learn how to verify data and information found online.
To foster group interaction.
To learn how to conduct a debate in a constructive and respectful way.**





Description: divided into small groups, participants should record one claim that they encounter online. They should then bring sources that verify that claim, along with three sources that support/refute their claim. All together, participants will compare and contrast what they found, discuss the ease or difficulty of verifying a claim, and contemplate whether verifying claims is something they do regularly. This activity can be implemented in person as well as online using a blog post discussion format such as what is available on Canvas.





ZOOM

VISION BOARD

PADLET

Canva

Tools for online activities

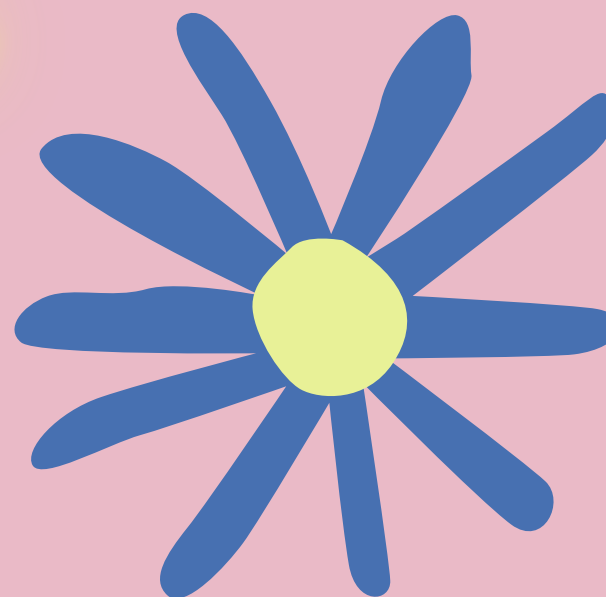
MEET

Mentimeter

MIRO

Social media

KAHOOT

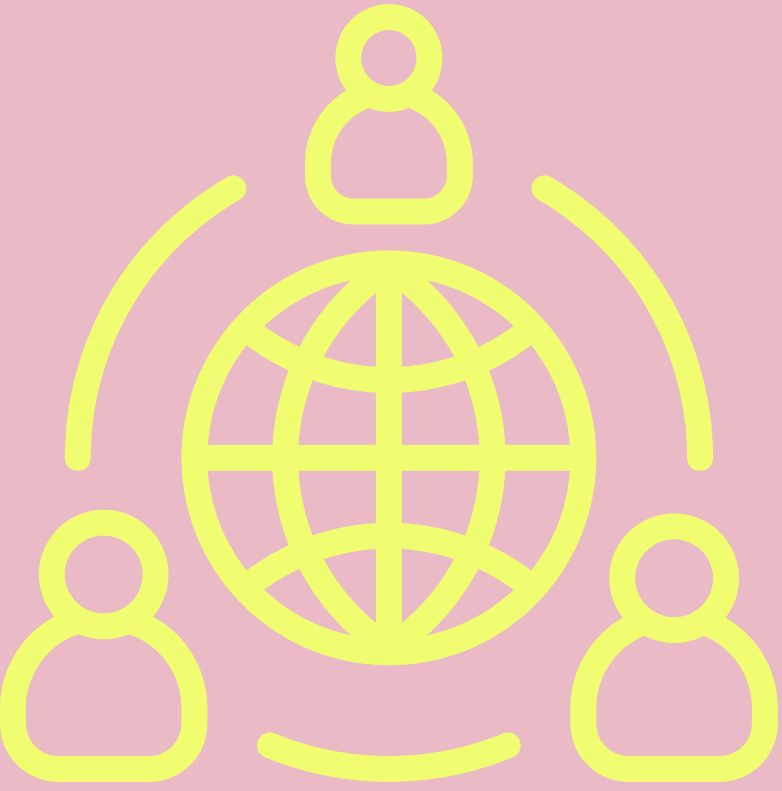




Kahoot: an online game-based learning platform. It has learning games, also known as "kahoots", which are user-generated multiple-choice quizzes that can be accessed via a web browser or the Kahoot! app.

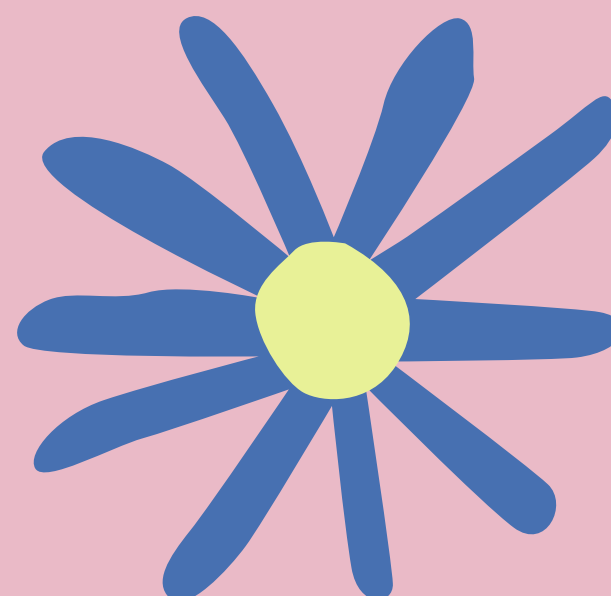
Mentimeter: an online presentation-building tool that facilitates audience engagement. The tool allows presenters to include polls, multiple-choice and open-ended questions, quizzes, and scales that audience members can interact with live. Users remain anonymous.

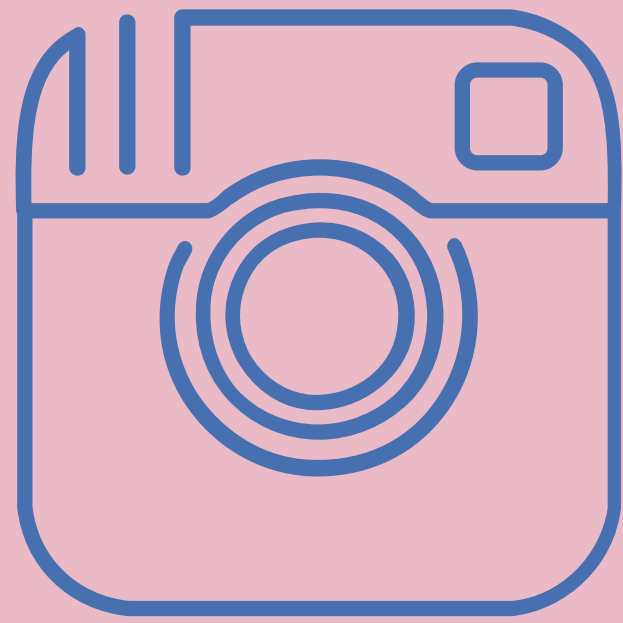




Miro: a digital whiteboard that makes it easy to collaborate with others. The software allows to create notes and designs, move things around, and communicate through embedded video calls or online chats. The tool also comes with a series of pre-built templates that can inspire or serve as a starting place for personalized project works.

Padlet: an interactive, online bulletin board that encourages collaboration and increases users engagement. It provides a common space for learners and tutors to work together to share ideas and resources.





Vision boards: a collection of images or objects arranged in a way to help users manifest their goals or vision. This board can be physical or digital.

Vision boards are highly versatile. They can be used to manifest personal goals or create a visual representation of a personal vision statement.

Canva: a graphic design tool that works to simplify the process of digital design. It allows for image editing and project-based learning using a simple drag-and-drop interface. From brainstorming as a group working collaboratively to individual project creation, it has lots of potential uses.





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