



# To DAY:

Developing  
digital  
Youth work



# Intro DUCTION

We live in an increasingly digitalised world. Millennials have grown up with the internet as an ever present feature in their lives. Online consumption for many young people is becoming more personal, more private and certainly unsupervised. New technologies and digital media are providing the young people with new opportunities, at the same time they pose new challenges, for example impact on health and well being. Digital medium such as social media has increased the pressure of social networking, hate speech, cyber bullying, games and gambling addiction, even death. From the ever growing concerns “ToDay: Developing digital Youth work” was developed to promote quality youth work in a local, national, regional and European level.

The programme was designed so as to be supporting open and innovative practices and by helping youth workers understand digital youth work and increase their capacity on digital youth work. The 6 day long training has seen the hosting organisation, ‘I-Participate’ with partner organisation ‘OpportUNITY’ deliver the training. Participants hail from 14 countries: Albania, Armenia, Bulgaria, Cyprus, Denmark, Georgia, Greece, Italy, Latvia, Romania, UK, Slovakia, Spain and the Netherlands. Read on to see the participant’s adventure and learning Aim and Objectives of the TC.

**Sorupa**





# Interviews

1. What's your opinion about the project?
2. What's the thing you liked most during the project?
3. If you have to describe your experience here in one word, what it would be?
4. Do you want to leave a special message?

## Satenik

1. Met interesting people  
Had chance to go deep into the digital workIncreased her privacy knowledge by learning the most important things during the project
2. High qualified organizers and their punctuality.
3. DIFFERENT
4. I'm not Satanic, I'm Satenik!Eager to be an "angel" and to help the members to handle future challenges concerning digital work.

## Elias

1. Pleased with the info we had and the work we did.
2. The creativity part of the sessions
3. Educating
4. DO YOUR OWN RESEARCH!

## Bhunesh

1. Very useful, learned a lot about privacy, social media and its uses.
2. Also digital tools usages in youth work. I like the digital storytelling activities.
3. Learning about the privacy awareness.
4. Live life and have fun!

## Danilo

1. Interesting information for those who works with digital tools.
2. Giros
3. Interesting
4. Hello!





**SATURDAY 30/11/2019** The first day of the training have started. All the participants were ready to explore the digital youth work methods and techniques; but first we needed to get to know each other more. So, at the beginning all the faces were scared and awkward although while the time was passing and after a couple of name and ice-breaking games you could observe some smiles. The activities were focused on learning about each other more, mapping our fears and expectations about the project and also presenting to the sending organization. All the activities were based on non-formal education methodology and there was a continuous interaction among the participants. At the end of the day we had some time to reflect on what we have done, how we liked it and what improvements could have been done.

**Myrto**



**SUNDAY 1/12/2019** The second day of our training started with activities in order to get energized. During the day we focused on digitalization. We were split in groups to make a short presentation about advantages and disadvantages of the modern way of living in the digital world. In the evening we had to work with several social media apps. We learnt about their use and every group chose one of them for further analysis. In our presentation we had to show the impact of them in youth work.

**Fani**





**Monday 2/12/2019** The “Aha” moment of our TC came. It’s Monday and we had an opportunity to be out of the hotel’s walls. Before making plans for Monday, we carefully thought about the way we want to spend it. We had a choice and chance to visit two wonderful Greek cities Volos and Trikala or stay in Larissa. Decision was simple: people who preferred sea and swimming went to Volos; people who wanted to feel Christmas soul went to Trikala; guys who wanted to discover Larissa more or just have a rest stayed in Larissa. Overall this day was amazing for all of us!



**Participants experience in Trikala** - Firstly, it seemed like a simple quiet town. But when we went to the Christmas Market, Chocolate factory and the Santa’s Clause Castle decorated with colourful lights, we understood that we were in right place in right time! We felt ourselves like kids and believed in Christmas miracle. We wrote letters to Santa and even met him and his elves and fairies in real. To prove it we made photos all the time... The others in Trikala experienced really emotional adventures and even had a successful hitchhiking! The city centre was nice , in every corner You can feel the Christmas spirit. Some of us had the chance to take free bicycle and discover the whole of Trikala. Smiley faces everywhere!

**Participants experience in Volos** - Palette of emotions in Volos were simple – calmness and pleasant. Despite it being winter we had a chance to swim in the Aegean sea. The nature, beach and view were breathtaking... Unforgettable emotions and memories. Thank You Volos, we love You! Due to this day Greece will always have it’s own place in our hearts.





**Tuesday 3/12/2019** Evaluation of Day 4: In the fourth day of our training course we got to discover how big the influence of social media is in our lives. This was achieved through the storytelling session where we got to be creative and share pictures on instagram with multiple daily subjects such as giving exams, celebrations, getting fired and even funerals. In the next session we got to exchange some ideas on how to maximize our privacy in the digital world where we were presented with various ideas and became more aware of the dangers and the privacy challenges of the digital world. In the afternoon sessions we created some video tutorials on how to adjust the settings of multiple platforms so as to be more protected. In this session we got to educate ourselves and also easy ways to share the knowledge with others. After dinner we had the intercultural event where we got to learn about other cultures and countries, we tried some traditional goods. We also learned some traditional dances, relaxed and had the chance to connect with other participants a bit more.

**Elias**







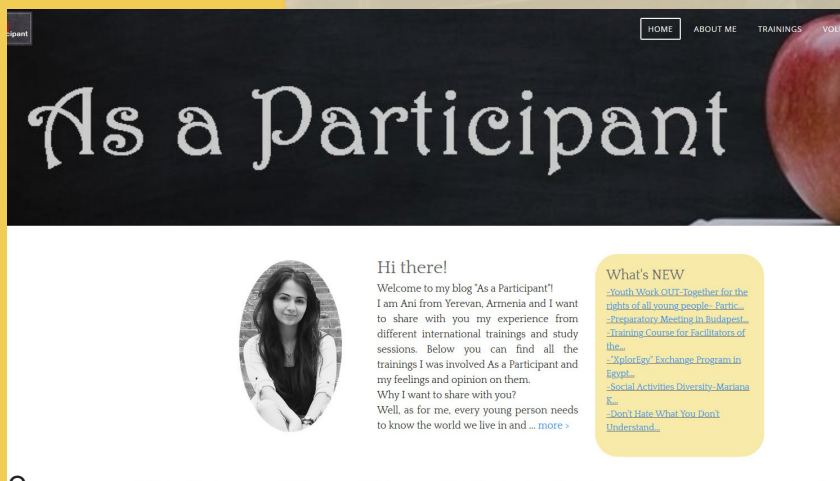


# Digital experience As a participant International

"As a Participant" is the personal blog of Ani Harutyunyan, who had the idea of creating it in April 2017 after participating in a number of international training courses and study sessions. In her blog she shares about her good and bad practices, challenges she faced, the new skills she learnt and general information about each activity she took part in. The aim as a Participant blog is to motivate and support those young people who have never participated in an international activity and have no experience and background about the opportunities they have.

The blog is also open for anyone who has participated in a youth project and wants to share about their experience and outcomes. To make the sharing process more active and to target more young people from different countries, she also created a Facebook page of the blog ([www.facebook.com/AsaParticipant](http://www.facebook.com/AsaParticipant)) where she constantly shares open calls for different activities and supports young people to apply for them. Besides writing about the activities Ani Harutyunyan participates in, she also makes informational videos about those activities and shares them in her blog posts and in the Youtube channel of the blog.

**Ani**





# Spain

"*Tortura de Plástico*" (Plastic turtle) is a campaign to give awareness to people about plastic.

Everyday from the time we wake up we use plastic, even when we go out with friends. Our aim is reduce to claim the excessive use of plastic in Spain. We want to promote the use of plastic substitute materials, that are equally useful but much more sustainable and environmentally friendly.

The target group are young people between 15 to 30 years old. Specific aims:-

- Raise awareness about the risk and importance of the existence of plastics in the marine environment.

- Show society that other materials and other habits that can help reduce this problem can be used.

- Reuse more and as a last option recycle.

Ig: @tortturadeplastico

**Suzana**

The Sustainable Development Goals are the blueprint to achieve a better and more sustainable future for all. They address the global challenges we face, including those related to poverty, inequality, climate change, environmental degradation, peace and justice. The 17 Goals are all interconnected, and in order to leave no one behind, it is important that we achieve them all by 2030.

VIDEO: <https://youtu.be/0XT-BYMfZyrMA> After getting to know all sustainable development goals, children has to choose one topic and find solutions. They will use the app Flipgrid (<https://flipgrid.com>), which is a platform where we can create a topic and make short videos of 90 seconds maximum to share with other peers.

**Jose**





# Latvia

## Stories about minibeasts

Project has been held in Latvia, in 2019 and organised by governmental organisation "Mežmalī". Children up to age of 8 from three different countries were involved: Latvia, Croatia and Belgium. Children's studied about beasts and insects theoretically and did research in nature. Afterwards they made stories with issue about beasts and insects and give problem solving answers. At the same time children were studying basic IT skills on how to create a movie. Find more information about this and others projects in [www.jaunatne.gov.lv](http://www.jaunatne.gov.lv)

## The Cabinet of Dainas (folk-songs) "Dainu Skapis"

Originally the Cabinet of Dainas is a cabinet with 73 drawers that collected 268816 Latvian folksongs. It was designed by Krisjanis Barons and made by craftsman from Moscow in 1880. As well, the Cabinet was included in UNESCO heritage list in 2001. The Cabinet of Dainas has been digitalized in 21th century. All the nation were asked to be part of digitalization by rewriting from manuscripts to digital version. Now everyone is able to see the digital version of the Cabinet of Dainas on webpage – [www.dainuskapis.lv](http://www.dainuskapis.lv)

Linda



# Italy

## Proxy, Association for Solidal Technology

The organisation was born and is actually based in Turin, northern Italy. The aim of the organisation is to improve and let the use become easier for the Italian volunteering organisation in non-formal education, youth work, social events and so on... How they do that? They collect technological equipments such as laptops, printers and computers from old companies, they fix the equipment and send them to the organisation. It's possible also to fix medical technological equipment to send them to the healthy associations.

Danilo





## Cyprus

During the 3-10 of June 2019, some Cypriot participants got the chance to be involved in a training course with the topic of creative thinking in youth work. The topic at a first glance didn't seem to be directly connected with digitalisation, other than the aspects that enhance it as a key competence of Erasmus+ projects. However, during the training course we had some sessions to familiarize the participants with online tutorial platforms (MOOC). We were introduced to the task of creating an online tutorial about presenting what we learned during the training course. To be able to realize this task, the facilitators presented workshops on script writing and video training where we had the chance to be familiarized with professional video equipment and techniques such as editing, lighting or even how to interact with the camera. As an outcome we now have an online tutorial to summarize what we learned and an easy way to share this knowledge. Also we have the tools of creating and sharing our own ideas, knowledge and activities.

**Elias**



## Albania

### **Human dignity curriculum (HDS)**

This curriculum was applied from March-May by 22 Albanian students in accordance with the municipality of Tirana. The project was held in 5 different primary schools of the city. The project focused on personal development and human dignity as the objective of the organisation. This curriculum is a creative approach to helping students respect themselves and others. It makes children create a strong personal identity, taking into consideration how much social media interferes in the dignity of the kids. The topics that we considered cover

- How is social media a threat to their dignity
- Why they should never compromise their dignity
- Where to find assistance and support if you feel under pressure
- How to create a secure profile and how to protect your files
- What to do in case of someone is stalking, disturbing, copying, threatening you through messages, photos etc...
- Where to seek help in case of becoming bullied, harassed etc..

**Erisa**





# Bulgaria

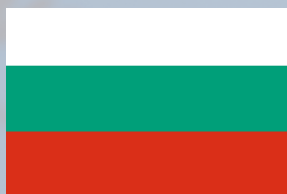
A campaign "**Seniors GoDigital**" was a 14days training course which took place in Blagoevgrad, Bulgaria. 5 young volunteers had to teach 14 ladies between the age of 60-80 how to use digital tools, to be more specific, computers. As you may guess, these young ladies were crazy grandmas so eager to go deep into the digital world. The main idea of this training was to increase the skills of the old people and to welcome them into the new virtual world, to make connection between the youngsters and the old ones. At first the ladies were so worried because of their incompetence but later they became so excited that their questions had no end. The way digital youth work impacts not only on the youngsters but also on the seniors made a bridge between the generations and successfully increases the awareness of the old ones as well brought them really into virtual world. This was the first course of this kind and hopefully not the last.

**Tsvetelina**

# Slovakia

The Velvet revolution in 1989 changed many things, one of them were organisations and working with young people. Before that year, the organisations were oriented on political context - they were helping to young people with occupation, uprisings and during wars and basically helping to young people with their free time. After 1989 the organisations brought a new opportunity to young people. The most powerful impuls was Erasmus+. Project with one goal. The project is bringing an opportunity to young people to share different cultures, experiences and knowledge through photography, video or graphic. The participants gain intercultural experiences and knowledge through the digital media. Digi hike The project is organised by Slovak NGO A.D.E.L. The participants live in Carpathians while doing maps using drone. They use photography, digital mapping and filmmaking. This opportunity increases intercultural, digital, artistic and social skills. It gives youth workers more willingness to work and plan these outdoors activities for young people.

**Andrea**





# Romania

## Short film

We use this kind of activities first in our High School with a group of students (25 participants, 15-16 years old) in 2018. This activity had a theme of social inclusion, we made five groups of five people who had to do a short film with a preset script about five different social situations. One member of each team had to record the team. After that they presented their movie and the facilitator started a discussion about what they felt during the activity. We had a good response and they think that kind of activity is more interesting and interactive.

Digital Brainstorming: We use this kind of brainstorming every time we had access at the internet and video-projector.

Lucian

# United Kingdom

## Mynedd Clwb

is based in UK Wales working with disadvantaged communities in Newport and Cardiff. We will use digital storytelling to support families and youths in creating their stories or poems as a therapeutic method to self revelation and improvement for the receiver and teller of the story. It will be a capacity building tool for youth workers. The digital storytelling will:-\* Start offline, planning out physical storyboards\*Different apps will be introduced and they will be taught how to use them\*Once grasped - an app will be chosen that will present their story.\* It can be an animation or audio with accompanying imagesThe outcome is not about completed videos, but learning from the process and feeling proud.

Bhunesh





# Greece

## Explore Nature through QR codes.

Mixed groups of teachers and students (12 years old) from different countries were given some printed questions focused more or less at the local nature. During the path at the forest each group met small QR code labels on the trees which they scanned and answered the relevant question. At the same time they had the opportunity to take photos of the trees or the team in order to create an album after the end of the activity. The aim of this activity was that the participants could experience the natural beauty, could observe the various sounds and colours of the forest could learn through teamwork and share this experience with their peers.

## Education on Using New Technologies for a Safe Surfing on Internet

This activity consisted of 3 parts; one training for teachers/educators, one workshop for informing parental environment and one workshop for informing students that were 11-12 years old. The first stage was a meeting of several educators in which the

main aim was to get informed about the websites that have to do with the protect and the right use of the web (safe4kids.gr). The content of all these websites were presented meticulously and after that there was a discussion about the privacy rules of personal data and the way to apply these techniques in the school environment. The second stage was a meeting with the parents in order to sensitize them concerning the parental control and the reducing of the exposure of the kids in dangerous and inappropriate digital environments. The final stage included a training of the kids/students which lasted 3 months. It was emphasized on the recognition and protection of each form of hate (cyber bullying) and ways in order to protect their personal data.

Myrto

## Georgia

Non governmental organization „**Orbeliani**“ is online platform. It is a new way for people with great ideas to get what they need to take positive action - more change, more transparently with less paperwork. The mission is to promote positive social changes through volunteering. The platform announces open call and everyone can submit any ideas. Winner projects are shared on the platform and volunteer have to place a post (info, photos) about the implementation process of ideas. Up to this date we have funded 400 projects initiated by youths.

Nino





**Www.emegobre.caritas.ge** is a Page created within the social campaign

#BeaFriend, which aims to make positive social changes and raise awareness about the real problems of vulnerable children.

In order to build the links between society and street connected children, I have started sharing children's stories. Behind each child is hidden a personal history.

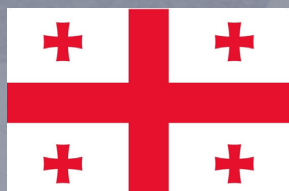
Each story is unique and worth to think about. They all have the reason, which explains why they are on the street. None of them dreamed about working and living on the streets.

**Sofio**

## Armenia

The **TUMO Center for Creative Technologies** is a new non-formal learning environment where thousands of young people of 12-18 age carry out their own individual study plan under the guidance of experienced teachers and media professionals. Specially designed educational platform prepares them to practical work. Specialised courses, lectures and events provide students with the opportunity to apply their knowledge and skills in everyday life. The goal of TUMO is to expand the minds and horizons of young people and to allocate resources for the full revelation of their creative potential. TUMO is a non-profit organization. Participation in TUMO project is free and it is open to all local youth.

**Mariana**







# 10 rules for safety (on internet)

- 1) Make sure when you log in or pay in a website, it is "https" and not "http"
- 2) Be suspicious, don't give your account information to unknown websites, be careful of fake websites or calls.
- 3) Don't save your credit card information on websites, you can be charged unknowingly, or to have your account compromised and your card with it.
- 4) Check your social media accounts to not have visible information to unknown users, set it to private.
- 5) System updates are very important for security, when a bug is found the companies release a security update to fix it, for phones and other computers.



6) You can make copy of a key from just a photo, so be careful to not have your keys visible on photos, nether credit cards.

7) Try not to connect to public wifi as is very easy to have your information stolen.

8) Use different passwords, at least for your emails and remember them. If you lose your emails you lose all the accounts that are connected with them. Don't write your password on your computer or phone, if you need to write them use a notebook that no one knows about it, keep it safe.

9) Do not post pictures of places you are as you are away from home, is a welcome letter to burglars.

10) Don't trust what you read online, double check them, it's very easy to post something and have it looking real

Spyros





The information contained in this handbook is a result of the training course "Today Developing Digital Youth Work" and it is published in good faith and for general information purpose only. I-Participate is responsible for the editing of the handbook but not for the content as this represents the discussions between the participants of the TC. I-Participate and the participants of the TC have made every effort to ensure that the information in this book was correct at press time and while this publication is designed to provide accurate information in regard to the subject matter covered, the publisher and the author assume no responsibility for errors, inaccuracies, omissions, or any other inconsistencies herein and hereby disclaim any liability to any party for any loss, damage, or disruption caused by errors or omissions, whether such errors or omissions result from negligence, accident, or any other cause.

**ERASMUS+**  
**Youth key action 1**  
**Training course**

**LARISSA - GREECE**  
**29 November - 6 December 2019**