

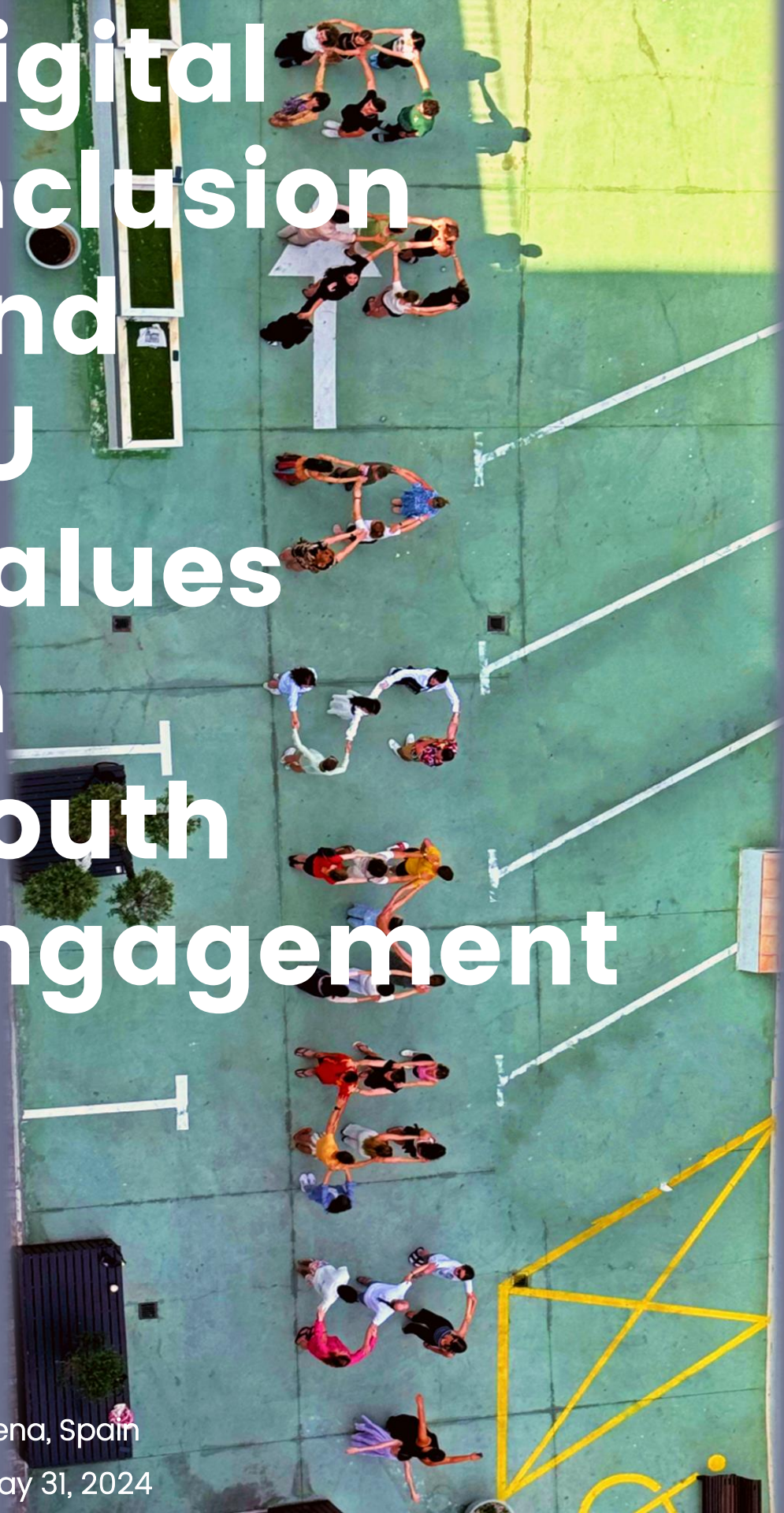


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ERASMUS+ MOBILITY OF YOUTH WORKERS

Digital Inclusion and EU Values in Youth Engagement



Benalmádena, Spain
May 31 - May 31, 2024

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Project Description

The project aims to teach young people how to effectively use digital platforms and to ensure that their participation in the digital world is in line with the European Union regulations and guidelines. The main purpose is to empower youth workers with the necessary skills and knowledge to effectively utilize digital tools and platforms for fostering an inclusive, respectful, and engaging environment for young people. The course is focused on networking and cross-cultural exchange, share understanding and team work.



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Project Aim

Improve the digital skills of youth workers, focusing on inclusive methods to engage young people in digital spaces.

Promote inclusive digital practices: Developing strategies to create more inclusive digital content and platforms for diverse youth groups.

Explore the intersection of EU values and digital ethics, with a focus on online safety, privacy and respectful communication.

Train youth workers in the effective use of social media to reach and engage with marginalized youth, fostering a sense of community and belonging.

Facilitate the design and implementation of digital projects that allow young people to express their opinions and ideas, while reinforcing EU values.

Provide training in cultural heritage management, focusing on sustainable and community-based approaches.



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What is Erasmus+?

- ✓ Erasmus+ is the EU's programme to support education, training, youth and sport in Europe.
- ✓ Launched in 2014, Erasmus+ combines several earlier programs, providing opportunities for individuals to study, train, gain work experience, or volunteer abroad.
- ✓ The 2021-2027 programme places a strong focus on social inclusion, the green and digital transitions, and promoting young people's participation in democratic life.
- ✓ Erasmus+ aims to promote inclusion, diversity, and equal opportunities, while enhancing skills and employability across Europe. It seeks to modernize education, training, and youth work, supporting transnational partnerships among institutions to foster cooperation and innovation. The program emphasizes social inclusion, environmental sustainability, digital education, and civic engagement, contributing to the EU's broader goals of economic growth, social cohesion, and intercultural understanding.



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Project Logo



Created by participants



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Tools and Activities



Name & Gesture

Participants introduce themselves with their name and a unique movement. Each new participant repeats the names and movements of all previous participants before adding their own, making the chain progressively longer.

Bingo Game

Participants list names linked to unique attributes based on various questions, writing each name only once and ensuring diverse attributes.

Getting to know each other

Participants are divided into small groups to identify similarities and differences in hobbies, interests, cultural backgrounds, or life experiences, then share their findings with the larger group.



Mug Exchange

Participants bring mugs from their home countries, each accompanied by a mysterious story or anecdote. These stories could be about the mug's history, its significance, or an interesting experience related to it.



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Tools and Activities

EU citizenship

Participants are divided into small groups to discuss what being European means to them personally. Each group reflects on their experiences, values, and perceptions of European identity. After discussion, each group summarizes their key points and presents them to the rest of the participants.

How to spot fake news

Participants play "Bad News" online to simulate creating fake news, exploring tactics like emotional manipulation and bots. After, they discuss insights, watch a video on spotting fake news, list strategies, and create mock news websites, presenting them to discuss tactics and impact.



How to spot AI-Generated Images

Participants play two interactive games to improve their ability to distinguish real from AI-generated images. One challenges them to identify real faces, while the other, detailed in a PCMag article, offers tips and tests to spot AI-created visuals.



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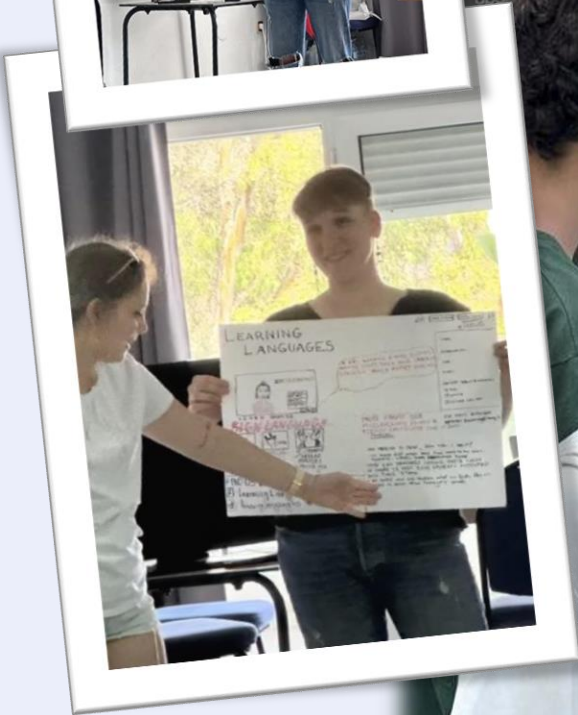
Tools and Activities

Education about accessible and inclusive design

Participants clarify topics from the questions, ensuring a comprehensive understanding. They simulate visual impairments to gain firsthand insight into accessibility challenges. Additionally, they explore the Siteimprove Accessibility Chrome extension as a practical tool for enhancing website accessibility.

Discussion about accessibility design tools

Participants discuss digital inclusive and accessible design, covering 11 questions on topics like screen readers, alternative text, and contrast checkers. They research and discuss each question in groups, fostering collaborative learning and exploring strategies for digital accessibility.



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Tools and Activities

Creating a digital space

In this activity, participants are tasked with creating a digital space that embodies inclusivity and accessibility. The process unfolds as follows:

- Given a topic to each team (e.g., volunteering organization, youth exchange program).
- Teams create a digital space, whether it be a website or social media platform. Emphasis is placed on making the digital space as inclusive and accessible as possible.
- Following the presentations, participants engage in reflection, sharing good ideas and discussing potential improvements for each other's creations.



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CRISTINA | ROMANIA

It was surprising to discover how much things we can actually do in order to help the others feel like they belong and what I actually discovered is that we can all improve our technological skills to create a better world for all of us.



ESRA | BULGARIA

The project helped me navigate online resources, understand digital privacy, and use technology effectively, building my confidence and competence in the digital world.

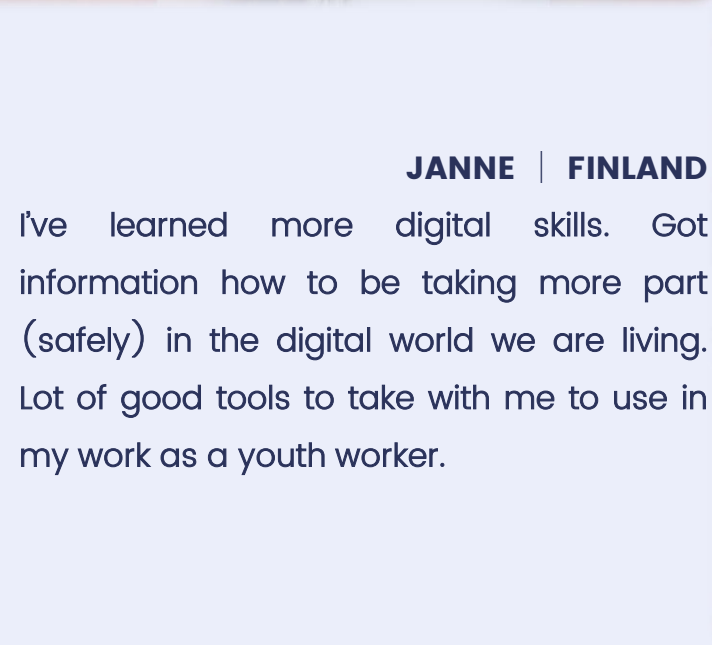


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SENEM | GERMANY

Meeting new people from diverse backgrounds broadened my perspectives and helped build a supportive network of like-minded individuals committed to inclusivity and diversity.



JANNE | FINLAND

I've learned more digital skills. Got information how to be taking more part (safely) in the digital world we are living. Lot of good tools to take with me to use in my work as a youth worker.



AIYM | ITALY

Being grateful also in terms of digital literacy, and care about disabled people to make sure they have also have access to everything that I have access to.



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RASA | DENMARK

This project proves that learning doesn't have to be stressful: it was full of practical activities that will make us remember creative workshops and develop useful digital skills. The focus on inclusion taught me about useful tools to make online spaces more accessible not only for people with visible and invisible disabilities, but also for people from various cultures.



ÁRON | HUNGARY

I was curious about what does it mean to take part in an international experience for youth workers. I found new friends, gained insight into topics related to the digital world and discovered new cultures.



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Project Partners



Changemakers, Hungary

<https://www.facebook.com/changemakerscm>



Musikart, Italy

<https://www.musikart.it/>



Asociación GO GREEN, Spain

<https://crecimientoverde.org/>



Pangaea youth Network, Denmark

<https://www.instagram.com/pangaeayouth/>



Mladezhda, Bulgaria

<https://www.facebook.com/Mladezhda/>



Greenhope, Romania

<https://www.facebook.com/GreenHopeRO>



Municipality of Hollola, Finland

<https://hollola.fi/>



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