DIGITAL COMPETENCES FOR YOUTH WORKERS AND YOUNG PEOPLE

Online workshop

Co-funded by the European Union

BUILDING BLOCKS FOR DIGITAL YOUTH WORK STRATEGIES
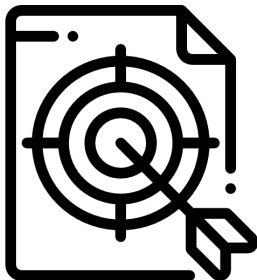
Preconditions:
- Understanding the Internet of platforms
- Advocating for a more secure regulation

Building blocks:
- Training of youth workers
- Access to devices and connectivity
- Full recognition of youth work
- Tackling inclusion and digital divide
- Developing our own tools and platforms
- Define funding and investments

Michele Di Paola: A modest proposal to develop digital youth work strategies

4

Strategic by Design: Building Digital Youth Work Strategy

Actions ⋮

Overview   People   Badges   Evidence   Endorsements

Content

This activity invites youth workers and youth work managers to participate in building digital youth work strategies.

Inspired by Michele Di Paola's article "A modest proposal: Is it time to develop digital and smart youth work strategies?" and Verke's Guidelines for Digital
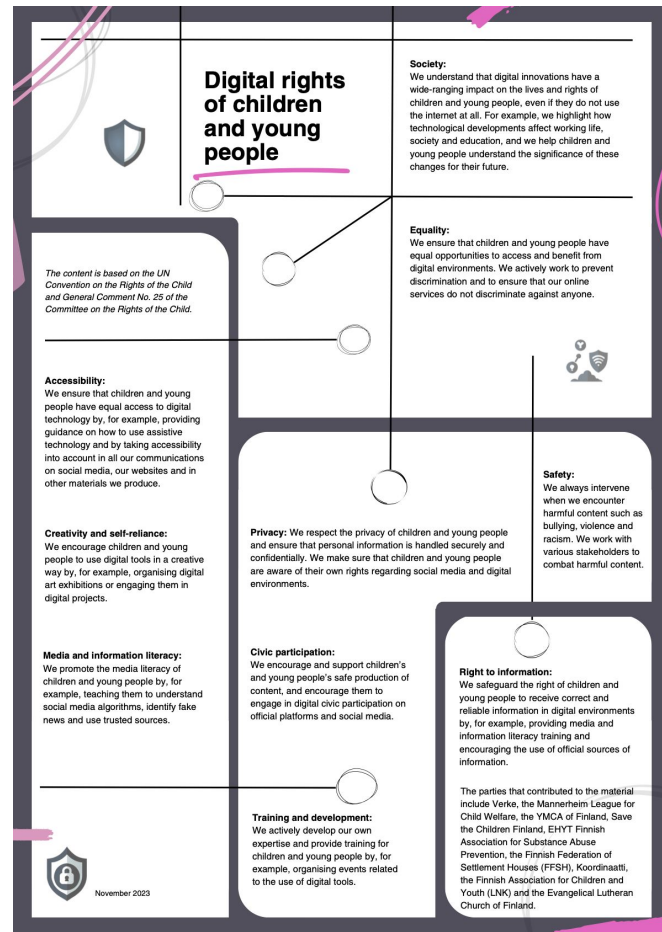
Badges 3   View all badges

DIGITAL PRACTICE INFLUENCER   DIGITAL STRATEGY LEADER   DIGITAL VOICE SHAPER

Creativity and design

DIGITAL RIGHTS OF CHILDREN AND YOUNG PEOPLE

Digital Youth Work is a response to young people's digital rights

Verke: Adapted from UN Convention on the Rights of the Child

4

Young People's Digital Rights through Youth Work

Actions ⋮

Overview   People   Badges   Evidence   Endorsements

Content

This activity supports youth workers and youth work managers in understanding and integrating young people's digital rights into their

Badges **3**   View all badges

DIGITAL RIGHTS AWARE   DIGITAL RIGHTS EDUCATOR   DIGITAL RIGHTS POLICY

Technology and computers

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- **Cultural** – Navigating digital norms and platforms
- **Cognitive** – Processing and applying digital knowledge
- **Constructive** – Remixing and creating content
- Communicative – Expressing and connecting
- **Confident** – Exploring and adapting to new tools
- **Creative** – Using technology imaginatively
- **Critical** – Evaluating sources and power structures
- **Civic** – Participating responsibly in digital society

THE ESSENTIAL **ELEMENTS** OF DIGITAL LITERACIES
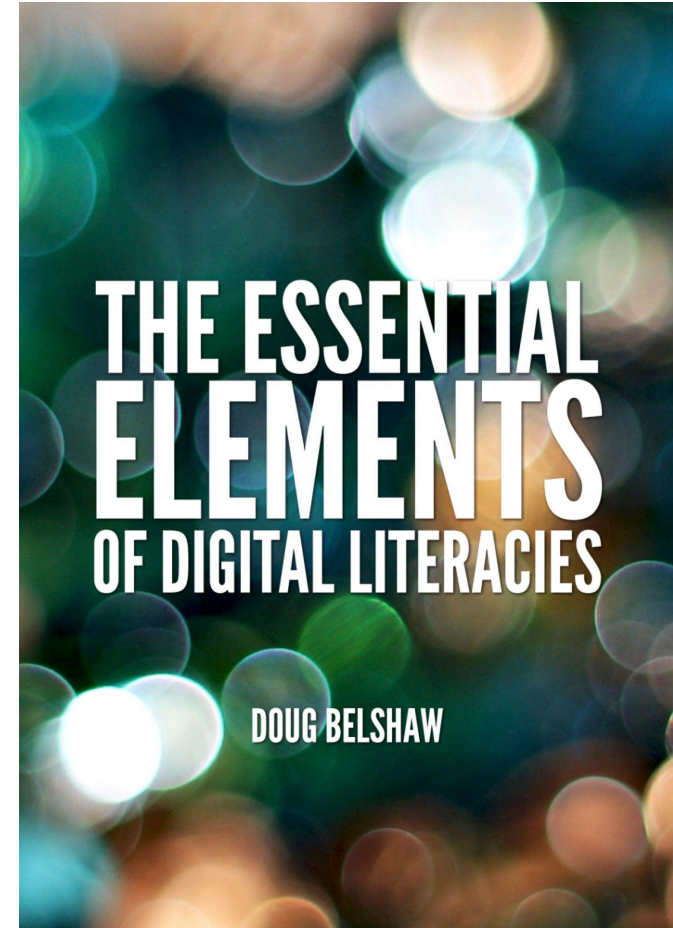
DOUG BELSHAW

Doug Belshaw: The Essential Elements of Digital Literacies
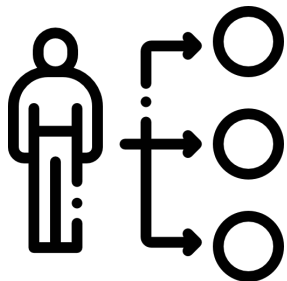
WHY THESE LITERACIES MATTER?
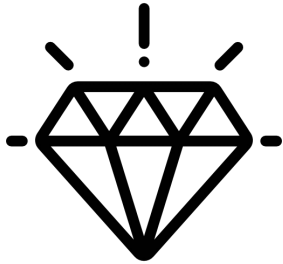
- Promote active, safe, and critical digital participation
- Support inclusion, self-expression, and civic engagement
- Help bridge generational and digital divides

DIGITAL SYSTEMIC

1. **Supporting creative self-expression**
2. **Shared guidelines and peer learning**
3. **Digital rights**
4. **Critical digital literacy**
5. **Identity growth**

ASSESSMENT TOOL
FOR DIGITAL COMPETENCES
IN YOUTH WORK

DYW
DIGITAL YOUTH WORK STRATEGIC NATIONAL AGENCY CO-OPERATION

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Estonian Agency for
Erasmus+ and European
Solidarity Corps

Developing digital competencies and capacities in youth work

COMPETENCE AREA 1: **SUPPORTING CREATIVE SELF-EXPRESSION.** Competence to support young people through the necessary digital tools and approaches. Establishing conditions for young people to create their own digital content. Endorsing attraction to technology through "do it yourself" (DiY) approach and having fun.

COMPETENCE 1.1: **Using devices and digital tools.** How advanced are the tools, programmes and mobile applications used by youth workers? Are the initiatives and skills of young people recognized? Are they engaged in planning, implementing, and assessing digital activities?

☐ NO COMPETENCE YET

Proficiency levels/domains	Complexity of task	Youth engagement	Non-formal learning
Elementary	I occasionally use Internet connected computers and mobile phones.	I have a very general idea of what digital tools, platforms or mobile applications young people use regularly.	I have used basic digital tools and devices to run some digital youth work activities with young people, based on my own intuition.
Fair	I often use essential functions of digital tools, especially for collaborative purposes. (eg. meet and communicate with young people and other youth workers).	I regularly discuss with young people about how they use the Internet and their digital devices.	I have used different digital tools to run several digital activities, but the educational purpose needs more attention.
Good	I use advanced functions of digital tools. (eg. work with shared documents and folders; edit images; management tools)	I am capable of advising and supporting young people to use advanced digital tools (or advanced functions of such tools) or create peer learning opportunities for them.	I have planned and implemented multiple digital youth work activities, using a diversity of digital tools.
Excellent	I am confident in using a diversity of digital tools and platforms to support youth work and deliver youth work services. (e.g. advanced technological equipment, digital cameras or software, AI tools,)	I consult and decide together with young people on their needs, when I plan the acquisition of new digital tools and devices, to be used in youth work activities.	I have used advanced digital tools to run multiple digital activities as a learning process and assessed what young people have learned.

Developing digital competencies and capacities in youth work

1. Leadership of digital transition
2. Broad-minded and transformational working culture
3. Digital competences for youth workers and young people
4. Infrastructure
5. Quality assessment

ASSESSMENT TOOL
ON DIGITAL CAPACITIES
OF YOUTH WORK
ORGANISATIONS

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Developing digital competencies and capacities in youth work

DIGITAL SYSTEMIC

ORGANISATIONAL REFLECTION

- What is our digital strategy?
- How staff and volunteers are supported in digital competence development?
- How ready are we for blended and online youth work?

TAKEAWAY MESSAGES
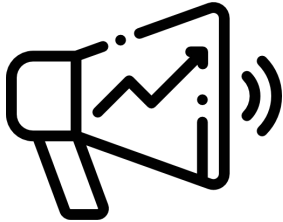
- Digital competence is about empowerment, not just tools.
- Youth workers are digital facilitators, mentors, and role models.
- Organisational support is crucial for sustainable change.

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26 activities

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Career and job readiness

Digital Compass: Map Your Digital Growth

📇 Digital Youth Work Resource Hub

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Technology and computers

Developing digital competencies and capacities in youth work
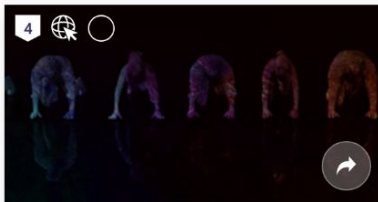
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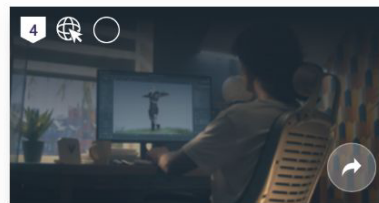
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Technology and computers

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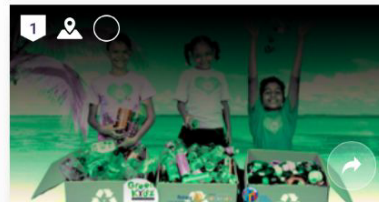
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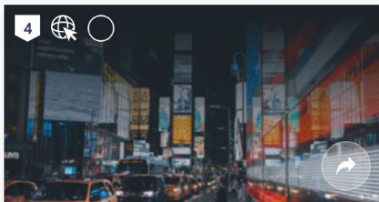
Civic engagement

Inside the Fake News Machine: Learning Through Bad News
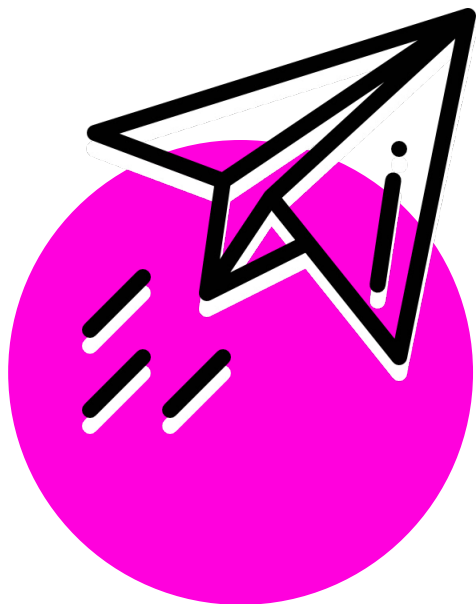
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Creativity and design

Discover Your Creative Type and Shape the Future

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Environment end ecology

Plastic Detectives Educator!

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💎 #develop a recycling program, #chec

www.digitalyouthwork.net

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LET'S KEEP IN TOUCH.

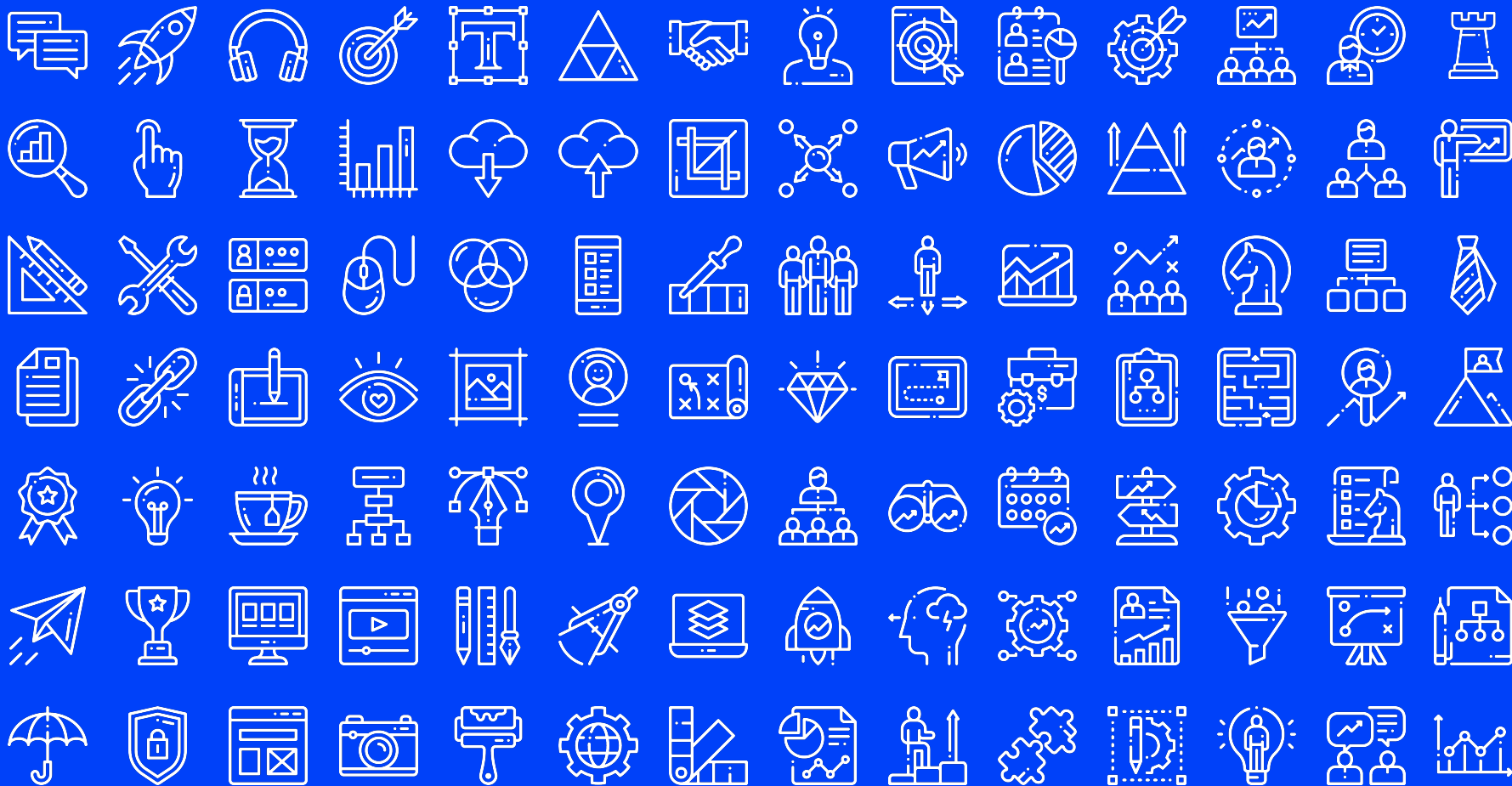**Nerijus, Awero,** nerijus@awero.org

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DIGITAL SYSTEMIC

ICONS

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