



With the support of the
Erasmus+ Programme
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UNITED SOCIETIES OF
BALKANS

PROJECT DESCRIPTION

Significant number of youth workers do not have enough digital skills and positive attitudes to ICT to increase the quality of their youth work and need to know how to support their work with technology and how to choose right digital devices and application to integrate technology in their work (Ireland National Youth Council, 2016, European Commission, 2018)

As Acting Global, we decided to organise a training course to improve youth workers' digital skills to starting from this fact with the collaboration of international partners as the problem is common in Europe. Hence the objectives of the project are as follows;

- * To improve competences of youth workers on the features of the new media and digital tools to produce qualified educational opportunities and reach awareness raising activities regarding disadvantaged groups to wider audience,
- * To enable youth workers to share their problems experienced by disadvantaged groups, experiences and good practices for supporting their work with new media and digital tools,
- * To improve youth workers' skills in digital tools, communication, democratic decision making, creativity, idea development and teamwork skills
- * To create and build a network of NGOs into innovative ICT practices for learning, experience sharing and promoting good practices.
- * To inform youth workers about the functions of Erasmus + programs in solving the common problems of the European Union and to encourage them to cooperate in other projects by networking among them.

ACTIVITIES

We work on disadvantaged groups, technology integration, new media tools through training activities designed based on project's objectives and develop new activities to make contribution to the existing works on this issue.

The profile of potential participants are as follows;

- * Each partner organization had 3 youth workers and one of them will be recruited from those with disadvantaged background,
- * Participants had at least a medium level of English language skills;
- * Participants had experience in developing projects and activities or have the desire to gain experience in this regard,
- * Participants had the desire to share their knowledge and skills on new media and digital tools and/or learn new methods,

IMPACT

IMPACT ON 30 YOUTH WORKERS:

- * Improvement on their competences regarding people with disadvantages backgrounds, forms of discrimination and intolerance, cultural diversity and intercultural dialogue, new media and its features, efficient technology integration and technology integration model, online evaluation tools, visual literacy and message design,

video and photograph shooting techniques and digital storytelling and its tool as they will attend NFE activities designed in this direction.

- * Improvement on their knowledge about Erasmus+ program and its key actions as well as being encouraged to take part in future projects as they will attend Erasmus+ and NGO fair activities.

- * With teamwork, participants are also expected to break their prejudices, increase their positive awareness about other cultures and develop communication skills for different cultures.

- * Participants are expected to improve their english language competences as the language of the project is English.

- * Participants are expected to learn how to identify their learning needs and how to manage their learning process through daily reflections and final evaluation

IMPACT ON

6 PARTNER ORGANIZATIONS

* Conducting needs analysis, developing all stages of a training course in collaboration, guiding participants in the preparation process, collaborating in project implementation, dissemination and follow-up activities will improve competences of partner organizations in organizing training courses and NFE activities.

* Improvement of organizational capacity of partner organizations in using new media and digital tools as a tool to improve the quality of youth work through the activities and methods to be carried out in the training course,

* It is expected partner organizations will create network and develop projects in the future as they will work collaboratively in each phase of the training,

* It is expected that partner organizations' visibility and influence will be expanded at national and international level as they will integrate new media and digital tools into their works and produce qualified works as well as conducting dissemination and follow-up activities.

IMPACT ON OTHER

TARGET GROUPS

Our target audience is the disadvantaged groups such as women, youth, disabled people, immigrants, and also non-governmental organizations, local, national and international authorities and multicultural schools / organizations. working with people with disadvantaged backgrounds. We are expecting improvement of their competences in people with disadvantages backgrounds, forms of discrimination and intolerance, cultural diversity and intercultural dialogue, new media and its features, efficient technology integration and technology integration model, online evaluation tools, visual literacy and message design, video and photograph shooting techniques and digital storytelling and its tool. We are also expecting increase in activities where new media and digital tools are integrated. In addition, we expect the increase in awareness of larger segment of our target audience. and increase in visibility of the Erasmus + program.

BUILDING TOOLKIT

MS Teams

1. Why you chose this app/tool?

- useful for everyone: company, school, university, for communication

2. Benefits:

- everything in one place
- for every device
- collaboration
- planning
- sharing information
- meetings
- groups, teams
- assignment

Drawback:

- slow
- price

3. Recommendations for future:

- planning
- sharing files, assignments
- online meetings
- project management
- communication between employees
- instructions

Name: Microsoft Teams

Definition: tool for connecting with people, sharing documents, planning all in one place

Steps:

1. sign in on a website
2. make an account
3. invite other people
4. make a team
5. start collaborating in a shared environment

BUILDING TOOLKIT

Canva

1. Why you chose this app/tool?

- easy content creation
- professional templates
- free
- easy in use

2. Benefits

- easy in use
- quickly made content
- intuitive
- aspect ratio and resolution adopted
- many people can work together at the same time

Drawbacks

- paid pro version
- mobile phone version difficult to adjust

3. Recommendations

- all graphic design you need
- social media posts
- posters, printed matters

Name: Canva

Description: professional design in easy and collaborating way

Steps:

1. Sign up
2. Choose a template
3. Prepare topic
4. Adjust to the branding of the organisation
5. Change the content
6. Download
7. Share

PADLET

Padlet is an incredibly useful tool with plenty of options to creatively visualize information in a 2D space. This can be in the form of a timeline, a map, canvas, wall, shelf, stream and grid. In this form, information can be much more easily understandable and more fun to explain.

Steps:

1. Go to padlet.com
2. Log in
3. Make a padlet
4. Choose the type of padlet you want to make
5. Add a post
6. Add media to the post
7. Write description for the post
8. Repeat steps 5, 6 and 7 for every new post
9. When you're done, you can download the padlet in multiple different file types or share it to social media. You can also make the padlet collaborative so other people can edit it too.
10. Enjoy

Benefits:

Using Padlet is very easy and straightforward. Every tool is very intuitive and does not need a lot of practice. We just tried it for the first time and didn't have any struggles with it at all.

You can export a padlet to a .csv (excel) file type so the information can be analyzed or reorganized in a very efficient way.

It is fun.

Padlet is a funny name.

Padlet is free.

GOOGLE TRANSLATES

Why this tool?

This tool is accessible to everyone. It can help people who speak in different languages to communicate. It uses different tools to efficiently transmit the meaning of words. For example, it usually provides not only the literal translation, but also the description of the meaning context in the sentence and synonyms of the word. It can translate live conversation and transcribe it. With the use of the camera, it can scan the text and translate it. Simultaneously it can offer the phonetic pronunciation of words. This tool offers image translation by identifying the text in the picture.

It can make youth workers' jobs easier, and it gives an opportunity to overcome a language barrier. It also gives the opportunity to children to get familiar with a new language. During speech you can get the translation in real time even for those people, who do not understand or are non-native speakers.

Steps:

1. Open the app or find it on the browser.
2. Type, scan, take a picture or voice the message.
3. Press translate.
4. Get feedback.

Benefits:

- 109 different languages.
- Translation of websites.
- Live translation.
- It is available for the users to leave feedback to improve the translation.
- Available on various devices.
- Easy to use.
- Offers the translation of full sentences.
- Recognize the unknown language.

Drawbacks:

- Not all languages are available offline.
- Camera is not supported every language.
- Sometimes the translation is not accurate.
- Sometimes it offers the words that are not naturally used in the conversation.

Recommendations for future:

To collect more data to be able to offer more accurate translations. To mobilise native speakers from certain or critical countries to improve the quality of translation and come up with languages which aren't on yet. Prioritise which language should be sooner released to the public.

NAME: Kahoot**DESCRIPTION:**

Kahoot is a game-based educational platform on which you can create interactive quiz.

STEPS:

1. Get an app or go to the website.
2. In order to create a quiz you need to register.
3. Create a learning game.
4. Host or share it with your students.
5. Play a game.

You can find all steps here: <https://kahoot.com/blog/2021/01/28/how-to-create-kahoot-tips-teachers/>

YOUTH WORKERS BENEFITS:

- Tool is user friendly and it doesn't take much time to create a quiz.
- You can use it as a part of learning through practise process with your students and pupils.
- Thanks to Kahoot youngsters are involved in the task more.
- It's way more interesting for them than regular educational practise.
- It's free of charge.
- You can use it on any topic
- You can create your own quiz or you can choose from those which are created by other users.
- You can track participation and answers.

The tool gives you flexibility on the way you use quiz - you can either play in group or individually.



NAME: Do Ink

DESCRIPTION:

It makes it easy to create incredible green screen videos and images right on your iPad or iPhone. The app lets you combine photos and videos from the camera roll with live images from your iPad or iPhone's camera.

STEPS:

1. Get an app or go to the website.
 2. In order to use it, you have to buy it
 3. Creating video using greenbox, click on + on the right top and click on "Create a new project"
 4. You can start to record video or you can upload shooted video
 5. You can edit the video and change its color, crop the video etc.
- Then you can add the background video

YOUTH WORKERS BENEFITS:

- Tool is user friendly and it doesn't take much time to create a video using greenbox.
- You can use it as a part of creation of effective stories or trainings through adding the context of the story. For example if you want to tell what migrants are experiencing during migration, you can add all the travel scene to background to make the video more real.
- Automatic person masking tools let you remove the background from images and videos, with no green screen required! (iOS 15 or greater)



NAME: Edublogs

DESCRIPTION:

By creating easily personalized blogs with Edublogs, youngsters especially disadvantaged ones will have a consistent place to turn in work, showcase learning, and document progress. Blogging is a great tool to foster a more reflective, metacognitive NGO's culture. They can review past work, reflect on progress, set goals, and mark milestones in their personal and academic growth. Since it's easy to add media of all types to Edublogs, youngsters can incorporate written work as well as audio and video projects for all subject areas.

STEPS:

1. Fill out this sign up form to create your first Edublogs site or click on the Sign up button on the Edublogs homepage. Add your username, your password, select if you are an educator, student or other, add your email address (email address is optional for students), your site title, agree to terms of service, select "I am not a robot" and click on "Create A Site".
2. Click on the Go To Dashboard button once your new site is created. Remember to record your account details.
3. Log in to your Edublogs account (if you are not already logged in) and go to Dashboard > My Sites and click on Add New. This takes you to the sign up form where you'll see your current sites listed with an option to set up new site.
4. The + New Menu provides handy shortcuts to adding new post, media, link, page and user.

YOUTH WORKERS BENEFITS:

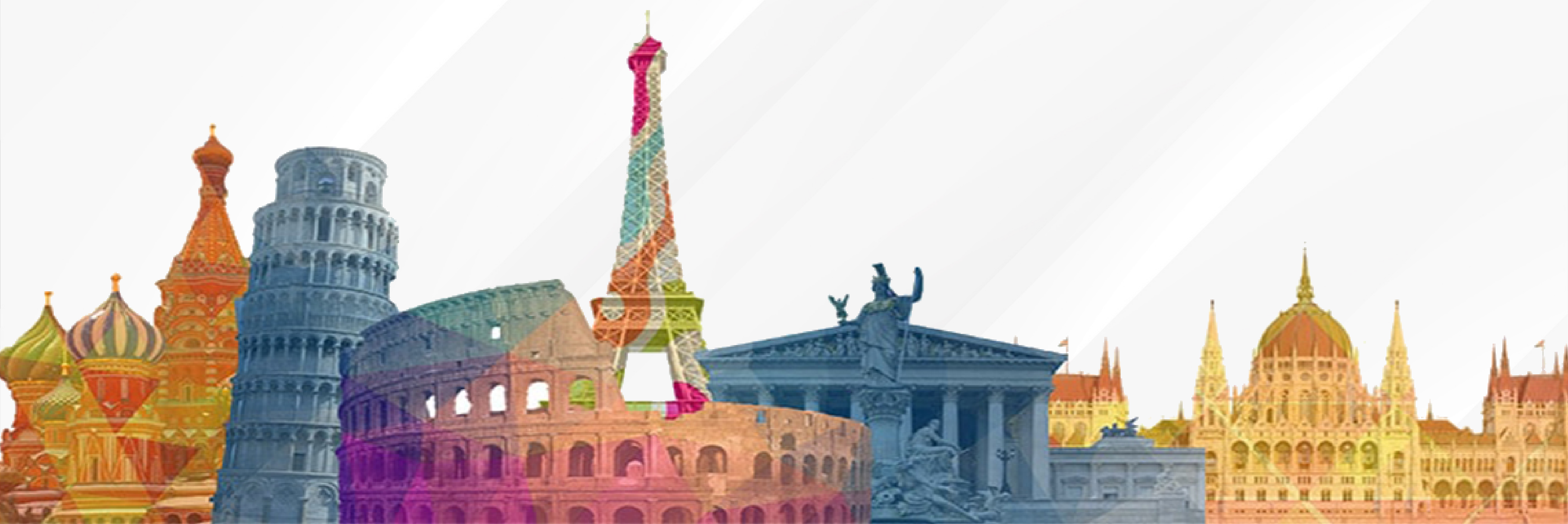
- Promotes autonomous learning by providing opportunities for youngsters to take more control of their learning if the youth workers want to use it for training
- Motivates students to become better readers and writers.
- Promotes discussion among youngsters.
- Encourages the use of the Internet and the Web among youngsters



ABOUT ERASMUS+

WHAT IS THIS, HOW TO TAKE PART AND VARIETY OF THE PROJECTS

Erasmus+ is the EU's programme to support education, training, youth and sport in Europe. Mainly this covers opportunities in different fields, such as school/higher/adult education, as well it offers learning and development experience to everyone, who is eligible to participate in such projects at their age range. Participants can be picked from different backgrounds, for example those, who are having issues, low income, health problems or other disabilities, which could exclude them from a proper interaction with society and multicultural environment. One of the goals is to open national and foreign abilities for the youth, while getting a proper budget for travelling expenses, accommodation and catering. In this case, you are getting an "all-included" week, full of workshops, topic related activities and games, and creative seminars. In addition, not only you widen your knowledge and deepen your perception about the main topic, you also get to spend a week with people from a few different countries, learn from them, share experience together, work in a team and achieve common goals. It is a life changing opportunity, which should be taken by everyone, who is at least a bit interested in non-formal education and self-development.



One of the questions for "new comers" is how can a person participate and where to start from? Since you already heard and read a few things about Erasmus+ programme in general and decided to join a project abroad, you should start looking for local NGOs in your country, which send a whole team to a venue, where everything takes place during the week. Every country makes their rules, regarding participants' application forms and etc., but mainly every single person, who wishes to come and participate, needs to fill in a form online, answer some questions and then wait for the answer from a NGO. If you haven't been selected, don't worry and try again with upcoming projects, if you have been selected, get ready for the adventures!

Every project attracts with its own topic and activities every day. It can vary from ecology and environmental aspects to self-development, personal growth, entrepreneurship or even sports, religions, artificial intelligence and so on. Projects differ from each other not only by their topics and learning outcomes, but also their duration, country, venue place, number of countries and participants in the project.

In summary, if you are a person aged 18-30, live or study in EU countries (there are some exceptions) and are interested in working in a multicultural environment, do not hesitate to take this opportunity and have the best week in your life!



ABOUT Youthpass

What is Youthpass?

European recognition instrument for identifying and documenting learning outcomes that are acquired in projects under the Erasmus+ and the European Solidarity Corps programmes certificate non - formal education Youthpass certificates are issued by the organisation that has signed the contract for the Erasmus+ grant promoting individual reflection and awareness about learning helping to make learning outcomes visible for the participants themselves as well for others reinforcing reflective practices in youth work and solidarity activities Youthpass is connected with all kind of projects and activities within the Erasmus+: Youth in Action and European Solidarity Corps programmes, participants must meet the conditions needed for these kind of projects.

YOUTHPASS



Approximately 80% of participants agreed that Youthpass helps to communicate the importance of non-formal learning and increases the usefulness of the project for participants. Between 70% and 80% of participants planned to use Youthpass when applying for a job. More than 40% of respondents saw the potential of using Youthpass when applying for higher education or setting up a business.



WHY **Youthpass**

Using Youthpass can add value to the youth projects where it is used, in several ways:

- Through the Youthpass process, reflection on learning becomes more structured and the educational value of the project is strengthened. It makes the learning of the participants more conscious. Being more aware of their competences, it gets easier for the participants to make use of them in the future. Thus, Youthpass supports the future pathways of the young people.
- By putting emphasis on the learning processes and outcomes in youth work, using Youthpass helps to increase the so-called Learning to Learn competence. It raises the participants' awareness of learning in a diversity of contexts and helps them to reflect on their learning wishes and needs.
- The description of competences developed by participating in the youth projects also helps to increase the visibility of the value of youth work – of your work!

Recognition tool for non-formal & informal learning in youth projects

