DIGITAL TOOLS FOR YOUNGSTERS

HOSTING ORGANISATION:

FESTIVALNA FONDATSIA MORSKO KONCHE - BULGARIA

PARTNERING ORGANISATIONS:

MasterPeace Macedonia - The Republic of North Macedonia

International Youth, Sport, Environment and Development Association - Turkey

Asociatia Culturala Moldavia - Romania

Czech Youth Association z.s. - Czech Republic

VIVRE INSTANT PRESENT YOGA MEDITATION - France

DESCRIPTION

The Youth Exchange 'Digital tools for youngsters' took place from May 22 to May 31 2023 in Obzor, Bulgaria. Its aim was to provide people in their youth with digital skills and tools, they might need in their studies, career or personal life , as well as improving their digital literacy, especially those with fewer opportunities.

During the exchange the participants worked together to create and perform tasks with the project's purpose and aims in mind. The outcome is 10 ready-to-use activities suitable for any digital-oriented educational course.

List of activities

1. **Introduction to Erasmus+ programmes**
2. **Useful and harmful tools recognition**
3. **Obsydian and Capcut introduction**
4. **Startegies for creating a successful profile**
5. **Digital literacy challenges**
6. **Create a campaign**
7. **Critical reading of articles and news**
8. **Prompt engeneering**
9. **Digital Footprint**
10. **The Fanta Challenge**

Introduction to Erasmus+ programmes

Youthpass

First off, explain briefly what is Erasmus+ and which are the main activities and programmes(Youth Exchange, Training course etc.). Then, give the participants some time to research the details by themselves. After they are ready introduce to them the concept of a YouthPass - a recognition instrument developed for the projects realised in the European youth programmes.

Useful and harmful tools recognition

The participants are divided in groups and have one hour to complete 10 different tasks and visualy represent which tools they consider useful and which tools they consider harmful.

USEFUL / HARMFUL DIGITAL TOOLS

1. Which tools do you use in your everyday life? (Make a list of at least 10)
2. For how long do you use them daily (check your phone statistics)
3. Make an interactive story on Instagram including everyone from your group and ask your friends "*Which tools do you use in your everyday life?*". Add elements such as GIF, Music #digitoolsforyouth and @seahorse.fest.foundation
4. Take a screenshot of your story and post it in the Drive (Yes, we have trust issues)
5. Place your 10 tools into two categories: 1. useful and 2. harmful/time wasteful
6. Create a Canva poster to show which tools are useful and which are harmful (make it as professional as possible and upload it to the Drive)
7. Can a tool fit into both categories? Which ones? What can we do to increase the benefits of an app for our personal/professional development? Discuss with your team.
8. Around 17:00 there will be a coffee break in the restaurant.
9. How can we manage our time better - give us 3 practical suggestions (make them into a "social media time management " reel using the skills you learned from the session with Dany step by step - max 1 minute video)
10. Write us a 300-word text to be uploaded on the Padlet of the project sharing each and every one of your opinions on the question: "How to Maintain Safe Social Media Habits: Building a Positive and Responsible Digital Identity"

Be back at 18:00 and be ready to present.

Obsydian and Capcut introduction

The participants are shown the two really useful apps and encouraged to research the possibilities with them so that they may use them more efficiently in the future.

https://obsidian.md/

thttps://www.capcut.com/

Startegies for creating a successful profile

The participants are divided into 5 groups - Cat,Bird,Snake, Dog and Monkey. Each team has 40 minutes to research and outline 3 tips for each of the following problems:

- How to maintain safe social media habits;

- How to reach as many people as possible when participating in a campaign.

- How to protect ourselves from being deceived online;

- How to create a successful proffesional profile and what platforms to use.

Digital literacy challenges

The participants are divided into 6 groups and asked to create a mind map picking out several key words, that are then expanded and elaborated on. After presenting them, a discussion should be developed about the digital challenges that we face in every day life. Encourage each member to offer some solutions and tips.

Create a campaign

Following the discussion from the previous activity, the already formed teams should now create their own social media campaign.

They should come up with names, logo ideas, colours for their group and objectives of the project.

Together they have to complete the following tasks:
1. Write 3 short articles;
2. Film 2 videos for Youtube;
3. Film 3 reels for Instagram/Tiktok.

Critical reading of articles and news

This activity consists of 2 tasks:

1.The participants are split in groups and presented with **5** articles, newspapers and/or news websites. They have to analyze and edit each of them leaving only the essential information.

2.Afterwards each team should rank the news from most to least important. That way they'll be able to improve their critical thinking, uncover hidden agendas and learn how to distinguish reliable sources from unreliable ones.

Prompt engeneering

Introduction to prompt engeneering

Prompt engineering involves designing and refining prompts given to a language model to control and optimize its output. It is a process of crafting effective instructions to guide the model's behavior and improve the quality of generated text.
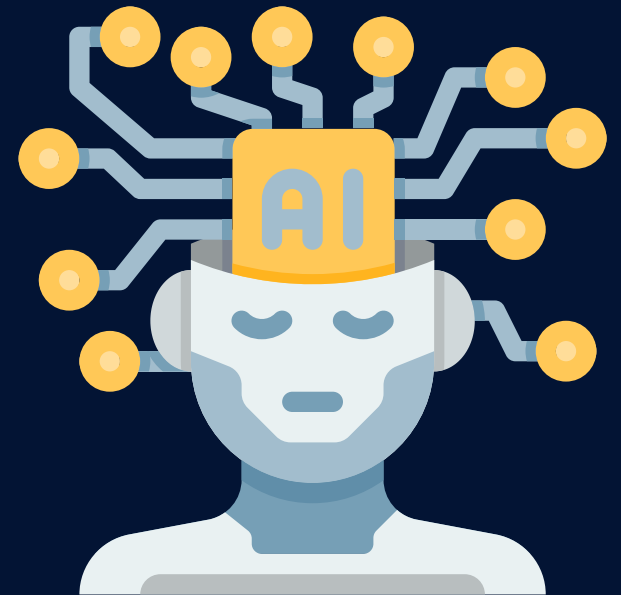

The task

One participant at random takes the role of an A.I. which has to be given the simple task of pouring some water into a glass. That participant should be given very specific and detailed instructions otherwise they will not complete the task. That way everyone will see for themselves the intricacies that prompt engeneering presents. The session may continue with an introduction to different A.I. tools and a discussion on how and what for to use them.

Digital Footprint

Participants are divided into teams and given a time sensitive task - to complete a puzzle and find specific words, sentences and statements related to digital literacy. To do so each team is given different parts of a sentence which, on their own, make no sense. They have to cooperate with the other teams to complete all the statements correctly. The activity is then followed by a discussion on the most common rules to follow when using the internets.
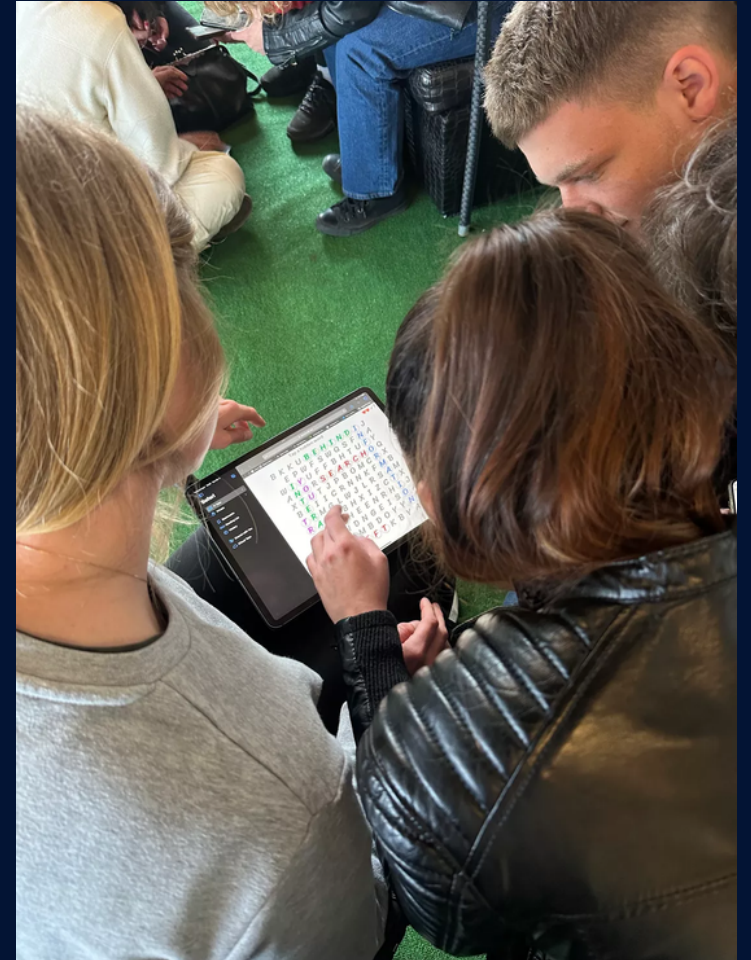

Example statements :
1. When you search and interact online, a trail of information is left behind.
2. Elements of your digital footprints can be searched or shared.
3. Once online, things can exist forever.
4. Always think before you post online.
5. Personal information or opinions sent to one person can be shared with a larger audience.

The Fanta Challenge

Participants are given one hour to walk around and collect one bottle of Fanta. There is a twist - they are not allowed to pay for it with money. They can exchange the fanta for anything else - a sweep of the floor, tell a joke, carry something, etc. This activity contributes not only to their communication but also business skills.
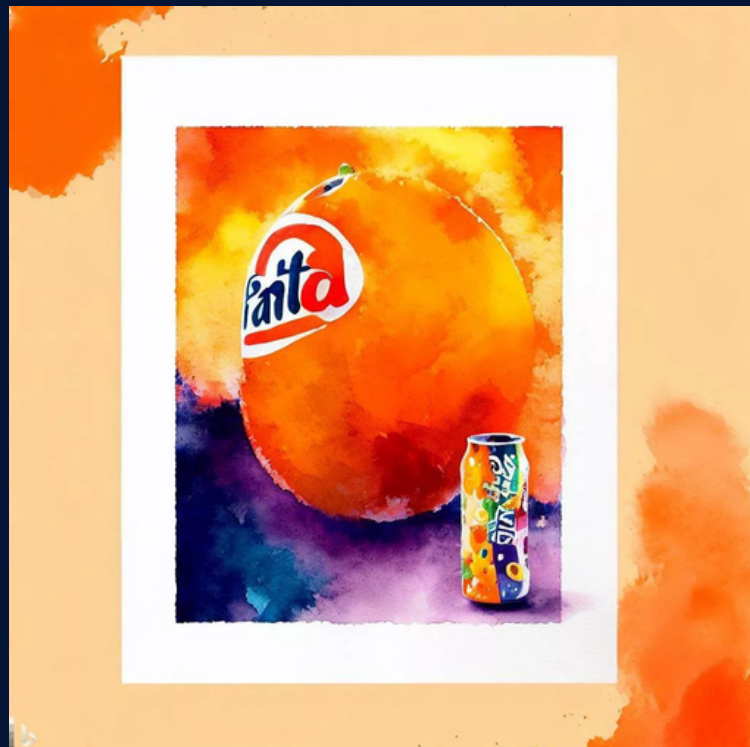
*Image generated with A.I.

During reflection they should discuss the most challenging situations and other possioble ideas about the completion of the challenge.