Best Practice Guide
DIGIT4ALL

Created by
Digit4ALL konzorcium

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This workbook is aimed to identify and strengthen your access to your own resources, strengths, and other positive things in life.

Partners

·Futu·Reg
Region · Education · Kids

alternatíva⁺
E G Y E S Ü L E T

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Recall

Content

Introduction

DIGIT4ALL (Digital Literacy for All) project aims to promote young people's digital literacy, the growth of digital intelligence and the teaching of young people's emotional skills.

It is a way to prevent bullying and cyberbullying, media education and media protection through the exchange of experiences, best practices, training of young trainers through participation and the development of curricula for non-formal education of young people on digital resilience. The priorities of the project are digital transformation and the growth of digital intelligence using the emotional qualities of young people.

The project addresses digital transformation through the development of digital readiness, media resilience. Media Literacy and Media Law. Media literacy education is designed to promote awareness of the impact of media and to create an active attitude towards both consuming news and the media that shapes and influences society. The aim is to create the following project activities in cooperation with the Hungarian partner: the publication of a real Media Commando publication for dissemination of the results, written in the form of a printed newspaper and Medi@Camp, when in the summer of 2023 a printed newspaper was written and published during a youth camp in Hungary

The project partners feel responsible for the adequate provision of digital knowledge and online learning for young people within the EU Member States. The project is a joint youth concept that promotes the safety of children and young people online.

The project partners feel responsible for the adequate provision of digital knowledge and online learning for young people across the EU Member States. The project is a joint youth concept that promotes the safety of children and young people in the online environment, due to the digital transformation of our contemporary times.

In recent years, children and young people have suddenly found themselves in an unexpected situation that forces everyone to make use of professional digital knowledge. If young people, children and those around them do not react in time and increase their media literacy awareness, then problems such as online bullying and harassment, fake news and digital illiteracy will continue to grow on the Internet.

Although cyberbullying is becoming a growing problem among youth and children, parents, teachers and youth workers often lack the knowledge, tools and methods to address it, which is why the DIGIT4ALL consortium has gathered best practices to help parents, teachers, educators and youth workers deal with the situation.

The document contains a list of educational blogs and apps, toolkits, interactive games, articles, videos, quizzes on safe internet use (social media, cyberbullying prevention) and active digital citizenship.

The content of the handbook is based on the experience and expertise of the project partners from Hungary (Alternatíva) and Slovakia (FutuReg), who have collected best practices.

Some of the good practices are international and available in several languages, so they can reach a wider target group.

This guide can also serve as a comparison of tools, applications and methods in the field of online safety, media maipulation prevention and media literacy as well as good digital citizenship available in the countries involved in the DIGIT4ALL project.

Digitálna koalícia– Digital Coalition

Mission and Vision

At risk is a group of older public servants who may struggle to maintain their jobs into retirement or to find employment in better skilled work due to their lack of skills. This good example could also be used with young people as they deal with administrative and bureaucratic matters in a very limited way.

Methods

Courses, Digital Club and training on the site

Main activities

It is the aim to create and validate an environment with the functionality of online distance learning, e-testing and learning management with minimal operational and user requirements for the target group as well as the operator of the solution.

Target group

Deti, Rodičia, seniori častokrát nedisponujú potrebnými digitálnymi zručnosťami, čo môže viesť k ich sociálnemu vylúčeniu.

Motivation and background

Children, parents, seniors often do not have the necessary digital skills, which can lead to their social exclusion.

Gained skills

- Improving the possibility of contact with loved ones (email, communicators and social networks),
- the ability to move safely on the Internet,
- simplifying communication with the government, bank or resolving life situations online, access to culture
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Place

Online, Bratislava, Slovakia

Stakeholders

IT špecialists ,Seniors,60 +
Pedagogical Staff

Contact Web page

https://digitalnakoalicia.sk/zlepsovanie-digitalnych-zrucnosti-seniorov-a-znevyhodnenych-skupin-vo-verejnej-sprave/

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Mediálny detektív– Media Detective

Mission and Vision

Media Detective for Youth is a project to train youth support professionals, civil society workers and teachers in three countries to, to conduct media awareness training for young people in formal, informal and non-formal settings, teaching young people through training to spot fake news, phishing scams, fake lotteries and media manipulation.

Methods

Training plan, organisation of face-to-face project meetings, workshops and conferences for sharing knowledge sharing

Main activities

- Development of a training plan for youth support professionals and civil society workers
- Creation of a multimedia online interface where all the training materials and videos produced during the project are available.
- Production of at least 20 instructional videos, each 5-10 minutes long
- Create a YouTube channel for the instructional videos
- Create a Facebook page
- Create at least 10 online international quiz games

Target groups

- Non-profit organisations, young adults working with young people

Motivation

Reaching 2,250 young people to recognise fake news, phishing scams, fake lotteries and media manipulation.

Gained skills

The project focuses on civil society organisations, frontline workers and activists working with vulnerable communities, which are the most frequent targets of propaganda.

Place

Online, Komárom, Slovakia, Regions of Slovenkia, Hungary, Romania

Stakeholders

Hajdúság Student a Civic Association in Hungary, Partium Youth and Student Association in Romania and the Slovak non-profit organisation TANDEM, n.o.

Contact Web adress

www.mediadetektiv.hu
www.tandemno.sk
www.tanacsadoiroda.hu
www.pihe.ro/hu/

Digitálny aktivizmus, PDCS– Digital Activism

Mission and Vision

The spread of misinformation around the world is increasing. This growth is the result of the strategic use of online disinformation to undermine democracy and polarise society. While ways to combat disinformation are currently trending in the media, existing tactics are primarily aimed at fact-checkers and journalists, leaving broader civil society actors to fend for themselves.

Methods

mapping study and education by reports

Main activities

- Ongoing education and reports summarizing disinformation threats in the sub-regions. As of 2018, TechSoup Network's Digital Activism program focuses on providing comprehensive support to civil society organizations (CSOs) and their staff in Central and Eastern Europe (CEE), Latin America, and West Africa.4 Reports summarizing disinformation threats in sub-regions
- 6 events at local and sub-regional level
- 60 personalised capacity building plans for civil society organisations
- Capacity building training/workshop for 60 CSOs
- Individual consultations for 60 CSOs

Target Groups

- Nonprofit organisations, non-profit workers organizations

Gained skills

The project focused on civil society organisations, frontline workers and activists working with vulnerable communities, which are the most frequent targets of propaganda.PDCS believes that progress cannot be achieved without access to technology.

Place

Online, Slovak Republic

Stakeholders

Google in collaboration with internet safety experts (KeepSafe , Online Family Safety Institute)

Contact Web page

http://www.pdcs.sk,
https://en.hive-mind.community/
https://www.pdcs.sk/projekty/projekt/program-digitalneho-aktivizmu

Kids in Safety – Kooperatíva

Mission and Vision

The aim of the training programme is to provide participants with the knowledge and skills to protect themselves from potential threats on the Internet. as well as in the intelligent and critical creation, reception and sharing of content on the Internet,
The financial support in the Foundation for Children of Slovakia (FCS) will be given to projects that will meaningfully contribute to increasing the safety of children and young people who are at increased risk of domestic violence due to the pandemic, as well as the dangers in the online space.

Methods

- Useful tips, articles, quizzes,
- videos, proper computer and internet usage,
- using technology in a modern way.

Main activities

- Activities from approved projects
- Young people will have fun and relax in the Bratislava Club. They can also ask for help from experts
- Never promise abused children that the secrets they tell you will stay with you
- For some it's the little things, but children with paresis struggle to fasten a button

Motivation

Co-operative Insurance Company has chosen the theme of the Child Safety Endowment Fund in the period COVID-19 against children (students/pupils), teachers, non-profit organizations

Target groups

Children (students/pupils), teachers, public, non-profit organisations working with young people

Gained skills

Online safety, digital, computer and media literacy

Place

Online,Slovak Republic

Stakeholders

Foundation for Children of Slovakia, insurance company Kooperatíva, non-profit organizations that were supported

Contact Web address

https://www.nds.sk/programy-detail/deti-v-bezpeci/

Digitálna budúcnosť– Digital future

Mission and Vision

Digital Future wants to support or kick-start the continuation of regular or recurrent non-formal education programmes outside compulsory school hours - workshops, training, summer schools, camps, courses and clubs, and other forms of learning about the possibilities of different digital technologies.

Methods

Educational projects for non-profit organisations

Main activities

- Motivates people to citizenship and engagement, to take a greater interest in public affairs, to take responsibility for the state of society, their environment and the community in which they live
- Spreads the ideas of volunteering, giving and environmental protection across the country. Together with you.
- Basic skills and knowledge needed for the everyday life of children and young people,
- Advanced and expert skills responsive to interests or future career paths,
- digital safety skills and responsible behaviour in the online space.
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Target group

- non-profit organisations helping children , cultural institutions, non-governmental institutions

Gained skills

Cognitive development, non-profit organizations, helping children, cultural institutions, non-governmental institutions

Place

Online and on projects in Slovakia

Stakeholders

non-profit organizations, helping children, cultural institutions, non-governmental institutions, schools, kindergartens, educational institutions

Contact Web page

https://www.nadaciaorange.sk

Médiakommandó– Media Commando

Mission and Vision

The members of the MédiaKommandó workshop consider it a matter of their hearts to introduce interested people to the media, journalism and the tricks of the trade, and they want to involve as many young people as possible in their work.

Methods

Learning by Doing, prax, kreativita, storytelling

Main activities

The project is related to field work with youth, during which a team is deployed to an event and there, with the involvement of local youth, together with them they prepare the event, a so-called project presenting the lives and views of local youth. An instant newspaper that can be read at the end of the day.

Before going to the pre-selected event, the team will do a planning of the page as well as a division of tasks (what the newspaper should look like, who should be interviewed, who will take the photographs, who will compile the incoming materials into a whole).

The live event is worked on based on what has been discussed - but of course, unexpected things can always happen that you have to adjust and adapt to.

Target groups

Young people, people interested in media, media professionals, youth policy experts

Gained skills

The group seeks to reach and develop young people through the tools of the media - editing publications, making transcripts of interviews.

Place

Čsongrád-Csanád County, Hungary

Stakeholers

Young people, people interested in media, media professionals, youth experts

Contact Webpage

www.mediakommando.hu

Klubvadászok– Club Hunters

Mission and Vision

Initiative wanted to respond to a problem expressed by the participants themselves, the loneliness and confusion of youth work. The project sought to redress this feeling through networking and information-rich events. Maturity and the Exchange require coordination and organisation, which can be coordinated by one person for a smaller event, but by two people for a larger event. Again, constant contact with the participating organisations is essential, but this applies to the project as a whole.

Methods

Podcasting, study tours to the headquarters of different youth organisations - to get to know each other, introduce and exchange best practices.

Main activities

Podcast production, mini-project competition, organisation of visual shows, organisation of the final fair
The project can be implemented not only as a whole, but also adapted in parts to other districts and settlements.
In terms of human resources, this requires one or two project coordinators, a photo and video crew, graphic design and networking. The mini-projects are managed by each participating organization, so only coordination tasks and resource generation are needed. In the case of online interviews, an interviewer, a stable connection and subject matter, as well as a recording program (the latter is built-in in the case of Zoom) are required to create podcasts.
Interviews require a good microphone, a quiet place, as well as an interviewer, a subject, and a recording program.

Target group

Active young people from organisations and professionals who work with them.

Gained Skills

Positive online behaviour, online communication, healthy habits, cyber security, online safety, digital skills.

Place

Online, Szeged, Csongrád-Csanád County, Hungary

Stakeholders

educational staff, youth communities and their leaders operating in the settlements of Čongrádsko-Csanad County and Vojvodina.

Contact Webpage

www.mediakommando.hu

Game Tour

Mission and vision

The aim is to voluntarily limit, reduce or even get rid of ubiquitous displays for a certain period of time in order to increase positive behavioural change in children and their environment.
The mission is to introduce certain principles that will permanently reduce the impact of digital technologies and teach people to choose between healthy and unhealthy content..

Methods

Possibility to try tabletennis, darts, ping-pong and other sports. Also: gaming consoles Xbox360, PlayStation4, VR

Main activities

The aim of the project is to introduce principles that will permanently reduce the impact of digital technologies and the internet.
Activities are aimed at finding a healthy balance between the online and offline world.
The project is about setting boundaries, prioritising and encouraging offline activities without using the online space, such as reading books, spending time with family members and friends, playing with toys, playing sports, etc.In the past, adult helpers have consciously attended Play IT Game Show events in Szeged,

Target group

Typicky 11-15 ročni ľudia žijúci v znevýhodnených oblastiach (malé mestá, sídliská),

Gained skills

By trying out games consoles and apps, young people learn technical skills such as using digital devices, managing online content and communicating digitally

Place

Online

Stakeholders

Cultural institutions and the people who work in them. Educational institutions of small towns and housing estates

Contact
Webová stránka

Expo of mobile services

Mission and Vision

The programme sought to showcase the services provided by institutions, organisations and mobile services that fulfil a public role, whether as a mandatory or optional task. With the help of these mobile services, these organisations can establish themselves at festivals, village days, schools and reach out to their target groups there, thus enriching the offer of the local event. Within the framework of the project, organisations operating mobile services in the county of Chongrad-Tsanad were approached to present their mobile services, their functioning and conditions, so that they could meet the professionals organising local events.

Methods

The creation of the exchange and the conference was an opportunity to introduce ourselves and exchange experiences.

Main activities

Conference organisation - after the opening of the conference and presentation slides, there was a longer break during which participants could visit the stands and get to know the services in detail. After the break, the conference continued with workshop discussions while the stands were filled. For the main activities, we identified college students preparing for this professional role as a secondary target group, especially students majoring in community organizing at Szeged Science University.

Target group

professionals who participate in events that move large crowds locally; responsible for organising village days, festivals and family days in each village

Gained skills

Participants will learn how to use digital platforms to showcase services, share experiences and build professional relationships. During the project, participants have to collect information about different mobile services and their conditions, which improves the possibilities of data collection and processing.

Place

Online, Szeged, Csongrád-Csanád, Hungary

Stakeholders

Staff of public service institutions

Contact Webpage

www.mediakommando.hu

About Tisza river for kids

Mission and Vision

In the framework of the _a creative approach, the project aimed to reveal and present the values of the entire Tisza River on an online platform, thus creating a valuable resource for people of all ages._ project, information related to Tisza is presented to children. With a creative approach, the project aimed to reveal and present the values of the entire Tisza River on an online platform, thus creating a valuable resource for people of all ages.

Methods

The website displays and promotes Hungary's second largest river in a playful way, illustrated with graphics, photos and videos

Main activities

Finding and collecting the values of Tisa, displaying them graphically and thus creating a website.
After each section, presentations were made at different venues (30 people) where Play Days were organised for the children.
In addition to the presentation of the project results through a webinar, an orienteering competition was organized where the values of the surrounding area were visited using a map and a children's house was organized.

Target group

Kids

Gained skills

Promoting the principle of learning by playing, learning to play - responding to needs that bring the Yew River and nature closer to the next generation by using the ICT tools that young people use most often

Stakeholders

School principals, primary and secondary school teachers.

Contact
Web page

www.tisza-ertekek.hu

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PROJECT:

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