ERASMUS+
TRAINING COURSE

YOUTH WORK 2.0

Erasmus+

E-BROCHURE WITH PRACTICAL
DIGITAL TOOLS FOR YOUTH WORK

TABANA

NGO e. V.

Content

PREFACE

THIS E-BROCHURE WAS CREATED AS PART OF THE PROJECT "YOUTH WORK 2.0", WHICH WAS DEVELOPED TO HELP YOUTH WORKERS IMPROVE THEIR DIGITAL SKILLS AND LEARN HOW TO USE DIGITAL TOOLS IN YOUTH WORK AND NON-FORMAL EDUCATION. TODAY, YOUNG PEOPLE SPEND A SIGNIFICANT AMOUNT OF TIME IN THE DIGITAL WORLD, AND THEREFORE YOUTH WORK ALSO NEEDS TO ADAPT AND USE MODERN TOOLS AND METHODS TO STAY RELEVANT, ENGAGING, AND EFFECTIVE.

DURING THE PROJECT, 32 PARTICIPANTS FROM 8 DIFFERENT ORGANISATIONS AND 6 COUNTRIES – GERMANY, NORTH MACEDONIA, PORTUGAL, SLOVENIA, CROATIA AND ROMANIA CAME TOGETHER TO LEARN, EXCHANGE EXPERIENCES, AND DEVELOP NEW SKILLS AND METHODS FOR YOUTH WORK. PARTICIPANTS EXPLORED AND TESTED VARIOUS DIGITAL TOOLS THAT CAN BE USED FOR ORGANISING WORKSHOPS, TRAININGS, YOUTH EXCHANGES, AND LOCAL YOUTH ACTIVITIES. THEY HAD THE OPPORTUNITY TO CREATE DIGITAL CONTENT, WORK IN INTERNATIONAL TEAMS, AND SHARE EXPERIENCES AND GOOD PRACTICES FROM THEIR COUNTRIES AND ORGANISATIONS.

THE PROJECT AIMED TO MAKE YOUTH WORK MORE INTERACTIVE, CREATIVE, AND ENGAGING FOR YOUNG PEOPLE, WHILE ALSO IMPROVING THE COMPETENCES OF YOUTH WORKERS AND EDUCATORS. AS A RESULT OF THE PROJECT AND THE LEARNING PROCESS, THIS E-BROCHURE WAS CREATED TO SHARE USEFUL DIGITAL TOOLS, WORKSHOP IDEAS, AND PRACTICAL METHODS THAT CAN BE USED IN YOUTH WORK AND NON-FORMAL EDUCATION. THE BROCHURE ALSO INCLUDES NON-DIGITAL METHODS FOR ORGANISING WORKSHOPS, SUCH AS TEAM BUILDING ACTIVITIES, GETTING-TO-KNOW-EACH-OTHER ACTIVITIES, AND OTHER NON-FORMAL EDUCATION METHODS THAT CAN SUPPORT GROUP WORK AND COOPERATION AMONG PARTICIPANTS.

THIS BROCHURE IS INTENDED FOR YOUTH WORKERS, TRAINERS, EDUCATORS, TEACHERS AND ANYONE WORKING WITH YOUNG PEOPLE WHO WOULD LIKE TO INCLUDE DIGITAL TOOLS AND NON-FORMAL EDUCATION METHODS IN THEIR ACTIVITIES AND MAKE THEIR WORKSHOPS MORE INTERACTIVE AND ENGAGING.

DIGITAL TOOLS AND PLATFORMS FOR YOUTH WORKERS

COMMUNICATION & ONLINE MEETINGS

DISCORD
A COMMUNICATION PLATFORM WHERE GROUPS CAN CREATE SERVERS, CHAT, SHARE FILES, AND COMMUNICATE THROUGH VOICE AND VIDEO CHANNELS.

SLACK
A TEAM COMMUNICATION TOOL USED FOR ORGANIZING CONVERSATIONS, SHARING FILES, AND MANAGING COMMUNICATION WITHIN PROJECTS.

COLLABORATION & GROUP WORK

PADLET
AN ONLINE BOARD WHERE PARTICIPANTS CAN POST IDEAS, PICTURES, LINKS, AND COMMENTS. VERY USEFUL FOR BRAINSTORMING AND REFLECTION ACTIVITIES.

MIRO
AN ONLINE COLLABORATIVE WHITEBOARD USED FOR BRAINSTORMING, PLANNING, GROUP WORK, AND VISUAL COLLABORATION.

MURAL
A DIGITAL WORKSPACE FOR TEAMWORK, BRAINSTORMING, AND INTERACTIVE GROUP ACTIVITIES.

JAMBOARD
A DIGITAL WHITEBOARD BY GOOGLE WHERE PARTICIPANTS CAN COLLABORATE, WRITE IDEAS, AND WORK TOGETHER VISUALLY.

DIGITAL TOOLS AND PLATFORMS FOR YOUTH WORKERS

PROJECT MANAGEMENT

TRELLO
A PROJECT MANAGEMENT TOOL THAT HELPS ORGANIZE TASKS, DEADLINES, AND RESPONSIBILITIES USING BOARDS AND CARDS.

ASANA
A TOOL FOR MANAGING PROJECTS, TASKS, TIMELINES, AND TEAMWORK WITHIN ORGANIZATIONS AND PROJECTS.

MONDAY.COM
A PROJECT PLANNING PLATFORM USED TO ORGANIZE WORKFLOWS, TASKS, AND TEAM COLLABORATION.

NOTION
A WORKSPACE FOR NOTES, PROJECT PLANNING, DATABASES, AND COLLABORATION IN ONE PLATFORM.

CLICKUP
A PRODUCTIVITY AND PROJECT MANAGEMENT TOOL FOR PLANNING TASKS, TRACKING PROGRESS, AND MANAGING TEAMWORK.

DIGITAL TOOLS AND PLATFORMS FOR YOUTH WORKERS

DESIGN & CONTENT CREATION

CANVA
A GRAPHIC DESIGN PLATFORM USED FOR CREATING POSTERS, PRESENTATIONS, SOCIAL MEDIA POSTS, BROCHURES, CERTIFICATES, AND EDUCATIONAL MATERIALS. THE CONTENT OF THIS E-BROCHURE WAS MADE IN CANVA DURING THE TRAINING COURSE.

POWTOON
A PLATFORM FOR CREATING ANIMATED VIDEOS AND PRESENTATIONS, USEFUL FOR EDUCATIONAL CONTENT AND STORYTELLING.

VIDEOSCRIBE
A TOOL FOR CREATING WHITEBOARD ANIMATION VIDEOS FOR EDUCATIONAL AND PRESENTATION PURPOSES.

CAPCUT
A VIDEO EDITING TOOL USED FOR CREATING AND EDITING SHORT VIDEOS AND DIGITAL CONTENT.

DAVINCI RESOLVE
A PROFESSIONAL VIDEO EDITING SOFTWARE USED FOR EDITING VIDEOS, WORKSHOPS RECORDINGS, AND PROJECT VIDEOS.

DIGITAL TOOLS AND PLATFORMS FOR YOUTH WORKERS

SURVEYS, EVALUATION & INTERACTIVE TOOLS

GOOGLE FORMS
A TOOL FOR CREATING REGISTRATION FORMS, SURVEYS, QUIZZES, AND EVALUATION FORMS.

MENTIMETER
AN INTERACTIVE PRESENTATION TOOL USED FOR LIVE POLLS, QUIZZES, WORD CLOUDS, AND PARTICIPANT FEEDBACK.

KAHOOT
A GAME-BASED LEARNING PLATFORM USED FOR QUIZZES, ENERGIZERS, AND INTERACTIVE LEARNING.

SLIDO
A TOOL FOR LIVE QUESTIONS, POLLS, AND INTERACTION DURING PRESENTATIONS AND WORKSHOPS.

QUIZIZZ
AN ONLINE QUIZ PLATFORM USED FOR LEARNING, COMPETITIONS, AND INTERACTIVE ACTIVITIES.

WORDWALL
A PLATFORM FOR CREATING INTERACTIVE GAMES, QUIZZES, AND EDUCATIONAL ACTIVITIES.

DIGITAL TOOLS AND PLATFORMS FOR YOUTH WORKERS

ONLINE LEARNING PLATFORMS & VIRTUAL CLASSROOMS

MOODLE
AN ONLINE LEARNING PLATFORM USED TO CREATE COURSES, UPLOAD MATERIALS, MANAGE LEARNING, AND TRACK PROGRESS.

GOOGLE CLASSROOM
A VIRTUAL CLASSROOM PLATFORM WHERE TRAINERS CAN SHARE MATERIALS, ASSIGNMENTS, AND COMMUNICATE WITH PARTICIPANTS.

COURSERA
AN ONLINE LEARNING PLATFORM OFFERING COURSES FROM UNIVERSITIES AND ORGANIZATIONS WORLDWIDE.

EDX
A PLATFORM PROVIDING ONLINE COURSES AND EDUCATIONAL PROGRAMS FROM UNIVERSITIES AND INSTITUTIONS.

UDEMY
AN ONLINE PLATFORM WHERE USERS CAN LEARN DIFFERENT SKILLS THROUGH VIDEO COURSES.

FUTURELEARN
AN ONLINE LEARNING PLATFORM OFFERING COURSES, TRAINING PROGRAMS, AND EDUCATIONAL CONTENT.

DIGITAL TOOLS AND PLATFORMS FOR YOUTH WORKERS

INTERACTIVE & NON-FORMAL EDUCATION TOOLS

ACTIONBOUND
A TOOL FOR CREATING INTERACTIVE CITY GAMES, CHALLENGES, TREASURE HUNTS, AND LEARNING ACTIVITIES.

GENIALLY
A PLATFORM FOR CREATING INTERACTIVE PRESENTATIONS, QUIZZES, INFOGRAPHICS, AND DIGITAL LEARNING MATERIALS.

NEARPOD
AN INTERACTIVE TEACHING TOOL WHERE TRAINERS CAN CREATE INTERACTIVE LESSONS, QUIZZES, AND PRESENTATIONS.

THINGLINK
A TOOL FOR CREATING INTERACTIVE IMAGES AND VIDEOS WITH CLICKABLE CONTENT AND INFORMATION.

LEARNINGAPPS
A PLATFORM FOR CREATING SMALL INTERACTIVE LEARNING ACTIVITIES SUCH AS MATCHING, QUIZZES, AND PUZZLES.

GETTING TO KNOW EACH OTHER

20-30 MIN

GROUP WORK

DESCRIPTION	A CREATIVE AND FUN ACTIVITY WHERE PARTICIPANTS DRAW PORTRAITS OF EACH OTHER WHILE ROTATING IN CIRCLES, HELPING THEM INTERACT AND GET TO KNOW ONE ANOTHER.
MATERIALS	• PAPER SHEETS • MARKERS OR PENS
STEP-BY-STEP EXPLANATION	1. DIVIDE PARTICIPANTS INTO GROUPS OF AROUND 10 PEOPLE. 2. GIVE EACH PARTICIPANT ONE SHEET OF PAPER AND A PEN OR MARKER. 3. ASK PARTICIPANTS TO FORM TWO CIRCLES: ONE INNER CIRCLE AND ONE OUTER CIRCLE, FACING EACH OTHER. 4. PARTICIPANTS IN THE OUTER CIRCLE START BY DRAWING ONLY THE SHAPE OF THE FACE OF THE PERSON IN FRONT OF THEM. 5. AFTER ABOUT 20-30 SECONDS, THE TRAINER GIVES A SIGNAL FOR PARTICIPANTS TO MOVE ONE STEP TO THE RIGHT. THE TRAINER SHOULD WALK AROUND, OBSERVE THE DRAWINGS, AND ADJUST THE TIME IF NECESSARY, BUT SHOULD NOT ALLOW TOO MUCH TIME FOR EACH STEP.

STEP-BY-STEP EXPLANATION	6. AFTER EACH MOVE, PARTICIPANTS ADD ANOTHER PART OF THE FACE TO THE PORTRAIT (EYES, NOSE, MOUTH, HAIR, EARS, GLASSES, ETC.). 7. THIS PROCESS CONTINUES UNTIL ALL PARTS OF THE FACE ARE DRAWN AND THE PORTRAIT IS COMPLETED. 8. AT THE END, EACH PARTICIPANT RECEIVES THEIR PORTRAIT.
DEBRIEF / REFLECTION	AFTER THE ACTIVITY, ALLOW TIME FOR PARTICIPANTS TO SHOW THEIR PORTRAITS, TALK ABOUT THEM, AND LAUGH TOGETHER. THE FACILITATOR CAN GUIDE THE DISCUSSION WITH QUESTIONS SUCH AS: • WHAT WAS THE MOST DIFFICULT PART OF DRAWING? • WHAT SURPRISED YOU WHEN YOU SAW YOUR FINAL PORTRAIT? • HOW DID THE PORTRAIT CHANGE FROM PERSON TO PERSON? • WHICH PORTRAIT WAS THE FUNNIEST OR MOST UNEXPECTED?
TIPS FOR THE FACILITATOR	• PLAY QUIET BACKGROUND MUSIC DURING THE ACTIVITY, • GIVE CLEAR SIGNALS WHEN PARTICIPANTS SHOULD MOVE. PARTICIPANTS SHOULD MOVE ONLY ON THE TRAINER'S SIGNAL. • WALK AROUND THE ROOM AND CHECK HOW FAR PARTICIPANTS HAVE PROGRESSED SO YOU CAN ADJUST THE TIME IF NEEDED. • REMIND PARTICIPANTS THAT THE DRAWINGS DO NOT NEED TO BE PERFECT – THE GOAL IS INTERACTION, CREATIVITY, AND FUN.

MISSION IMPOSSIBLE

40-60 MIN

GROUP WORK

DESCRIPTION	MISSION IMPOSSIBLE IS A TEAM BUILDING ACTIVITY WHERE PARTICIPANTS MUST COMPLETE A LIST OF DIFFERENT TASKS WITHIN A LIMITED TIME USING ONLY NON-VERBAL COMMUNICATION. THE WHOLE GROUP MUST WORK TOGETHER TO COMPLETE ALL TASKS. THE ACTIVITY ENCOURAGES TEAMWORK, CREATIVITY, LEADERSHIP, PROBLEM SOLVING, AND GROUP ORGANISATION.
MATERIALS	• TASK LIST (PRINTED OR SEND THEM ONLINE) • PHONES FOR PHOTOS/VIDEOS • PAPER AND PEN **NOTE:** THE TASK LIST USED IN THIS ACTIVITY CAN BE FOUND ON THE NEXT PAGE AND CAN BE PRINTED AND USED DIRECTLY. THE TASKS CAN BE ADAPTED DEPENDING ON THE GROUP SIZE, LOCATION, AND TOPIC OF THE ACTIVITY.
STEP-BY-STEP EXPLANATION	1. ALL PARTICIPANTS WORK TOGETHER AS ONE GROUP. THE GROUP CANNOT BE DIVIDED INTO SMALLER TEAMS. 2. GIVE PARTICIPANTS THE LIST OF TASKS THAT THEY MUST COMPLETE WITHIN THE GIVEN TIME (FOR EXAMPLE 30 MINUTES). 3. EXPLAIN THAT PARTICIPANTS ARE NOT ALLOWED TO TALK DURING THE ACTIVITY. DO NOT EXPLAIN HOW THEY SHOULD COMMUNICATE – LET THEM FIND THEIR OWN WAY TO ORGANISE AND COMMUNICATE.

STEP-BY-STEP EXPLANATION	5. MANY TASKS REQUIRE PHOTOS OR VIDEOS AS PROOF THAT THE TASK WAS COMPLETED. 6. THE FACILITATOR CHECKS THE COMPLETED TASKS AT THE END OF THE ACTIVITY. 7. AFTER THE ACTIVITY, ORGANISE A REFLECTION AND GROUP DISCUSSION.
DEBRIEF / REFLECTION	AFTER THE ACTIVITY, DISCUSS WITH PARTICIPANTS: • HOW DID YOU ORGANISE YOURSELVES AS A GROUP? • WAS IT DIFFICULT TO WORK WITHOUT TALKING? • DID SOMEONE TAKE A LEADERSHIP ROLE? • HOW DID YOU DECIDE WHO DOES WHICH TASK? • WHAT WAS THE BIGGEST CHALLENGE DURING THE ACTIVITY? • WHAT HELPED YOUR GROUP SUCCEED OR FAIL THE MISSION? • WHAT WOULD YOU DO DIFFERENTLY NEXT TIME?

TIPS FOR THE FACILITATOR	• THE TASKS CAN BE ADAPTED DEPENDING ON:
	  ◦ - THE NUMBER OF PARTICIPANTS
	  ◦ - THE SPACE AVAILABLE
	  ◦ - THE TOPIC OF THE PROJECT
	  ◦ - THE AGE OF PARTICIPANTS
	• FACILITATORS CAN ADD, REMOVE, OR CHANGE TASKS DEPENDING ON THEIR NEEDS.

MISSION IMPOSSIBLE - TASKS

1. WRITE THE NAME OF THE GROUP OR ACTIVITY IN ALL LANGUAGES SPOKEN BY THE PARTICIPANTS.
2. WRITE DOWN THE TOTAL NUMBER OF SOCIAL MEDIA FOLLOWERS OF ALL PARTICIPANTS TOGETHER.
3. TAKE A SELFIE OF A PERSON TAKING A SELFIE OF A PERSON TAKING A SELFIE (AT LEAST THREE LEVELS).
4. STAY COMPLETELY SILENT FOR 1 MINUTE.
5. GIVE A BIG APPLAUSE FOR 5 SECONDS.
6. MAKE A GROUP HUG WITH ALL PARTICIPANTS.
7. ONE PARTICIPANT PASSES UNDERNEATH A TUNNEL MADE BY ALL PARTICIPANTS IN BOTH DIRECTIONS.
8. FIND THE MOST FLEXIBLE PARTICIPANT AND TAKE A PHOTO.
9. CREATE THREE HUMAN SCULPTURES AND TAKE A PHOTO.
10. BUILD A HUMAN PYRAMID AND TAKE A PHOTO.
11. CREATE A SHORT GROUP SONG, PERFORM IT, AND RECORD IT.
12. FIND THE PARTICIPANT WITH THE MOST SIBLINGS AND WRITE THE NUMBER.
13. FIND THE PARTICIPANT WITH THE MOST UNREAD EMAILS OR MESSAGES AND WRITE THE NUMBER.
14. WRITE DOWN THE NAME OF THE CLOSEST SUPERMARKET OR SHOP.
15. WRITE DOWN THE NAME OF THE CLOSEST PHARMACY OR HOSPITAL.
16. RECREATE A TRENDING DANCE AND RECORD A SHORT VIDEO.
17. RECORD A 10-SECOND VIDEO OF EVERYONE LAUGHING TOGETHER.
18. FIND THE PARTICIPANT WITH THE MOST UNUSUAL HOBBY AND WRITE A SHORT DESCRIPTION.
19. HOLD A GROUP PLANK POSITION FOR 15 SECONDS AND TAKE A PHOTO OR VIDEO.
20. BALANCE AN OBJECT ON SOMEONE'S HEAD FOR 5 SECONDS AND RECORD IT.
21. CREATE AN ART PIECE USING EVERYONE'S FINGERPRINTS.
22. CREATE A HUMAN WAVE WHERE EVERYONE JUMPS IN SEQUENCE AND RECORD IT.
23. FORM A LETTER OR SYMBOL USING ALL PARTICIPANTS AND TAKE A PHOTO.
24. TAKE A GROUP PHOTO WHERE EVERYONE IS JUMPING AT THE SAME TIME.
25. CREATE A GROUP HANDSHAKE AND RECORD IT.
26. MAKE A SILENT BIRTHDAY CELEBRATION FOR ONE PARTICIPANT AND RECORD IT.
27. BUILD THE TALLEST POSSIBLE STRUCTURE USING OBJECTS AROUND YOU AND TAKE A PHOTO.
28. CREATE A GROUP PHOTO WHERE EVERYONE SHOWS A DIFFERENT EMOTION.
29. FIND THREE THINGS THAT EVERYONE IN THE GROUP HAS IN COMMON AND WRITE THEM DOWN.
30. TAKE A CREATIVE GROUP PHOTO.

DIGITAL STORY LAB

60-90 MIN

GROUP WORK

DESCRIPTION	DIGITAL STORY LAB IS A CREATIVE DIGITAL ACTIVITY WHERE PARTICIPANTS COLLABORATIVELY CREATE A STORY ONLINE. THE TRAINER STARTS THE STORY, AND PARTICIPANTS CONTINUE IT BY ADDING ONE SENTENCE AND ONE IMAGE. THE STORY DEVELOPS STEP BY STEP ON A SHARED DIGITAL BOARD. THE ACTIVITY ENCOURAGES CREATIVITY, COLLABORATION, AND DIGITAL SKILLS.
MATERIALS	• LAPTOP, TABLET, OR SMARTPHONE (AT LEAST ONE PER PARTICIPANT OR PAIR) • INTERNET CONNECTION • PADLET OR GOOGLE JAMBOARD (SHARED DIGITAL BOARD) • FREE IMAGE WEBSITES SUCH AS PIXABAY OR UNSPLASH
STEP-BY-STEP EXPLANATION	1. THE TRAINER CREATES A PADLET OR GOOGLE JAMBOARD AND WRITES THE TITLE OF THE STORY. 2. PARTICIPANTS WORK INDIVIDUALLY OR IN PAIRS. 3. EACH PARTICIPANT OR PAIR ADDS ONE SENTENCE TO CONTINUE THE STORY. 4. THEY ALSO ADD ONE IMAGE OR GIF THAT MATCHES THEIR SENTENCE USING FREE IMAGE WEBSITES SUCH AS PIXABAY OR UNSPLASH.

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STEP-BY-STEP EXPLANATION	5. THE STORY CONTINUES STEP BY STEP UNTIL ALL PARTICIPANTS HAVE ADDED THEIR PART. 5. AT THE END, THE GROUP READS THE STORY TOGETHER AND LOOKS AT THE IMAGES.
DEBRIEF / REFLECTION	AFTER THE ACTIVITY, DISCUSS WITH PARTICIPANTS: • WAS IT DIFFICULT TO CONTINUE SOMEONE ELSE'S STORY? • HOW DID THE IMAGES INFLUENCE THE STORY? • DID THE STORY DEVELOP IN THE WAY YOU EXPECTED? • HOW WAS IT WORKING TOGETHER ON ONE DIGITAL PLATFORM?
TIPS FOR THE FACILITATOR	• PREPARE PADLET OR JAMBOARD BEFORE THE ACTIVITY. • SHOW PARTICIPANTS HOW TO ADD TEXT AND IMAGES BEFORE STARTING. • ENCOURAGE PARTICIPANTS TO BE CREATIVE AND FUNNY. • REMIND PARTICIPANTS TO KEEP THEIR SENTENCES SHORT. • AT THE END, READ THE STORY TOGETHER – THIS IS USUALLY THE FUNNIEST PART. • YOU CAN SAVE THE PADLET/JAMBOARD AND SHARE IT WITH PARTICIPANTS AFTER THE ACTIVITY.

CREATIVE STORY CHALLENGE

40-60 MIN

GROUP WORK

DESCRIPTION	CREATIVE STORY CHALLENGE IS A CREATIVE GROUP CHALLENGE WHERE PARTICIPANTS CREATE A SHORT DIGITAL STORY WITHIN A LIMITED TIME. GROUPS FIRST GENERATE THEIR OWN STORY PROMPTS USING A CREATIVE METHOD, AND THEN BUILD A STORY BASED ON THOSE PROMPTS. THE STORY MUST INCLUDE A TITLE, VISUAL CONTENT, AND A TWIST ENDING. AT THE END, EACH GROUP PRESENTS THEIR STORY TO THE OTHERS.
MATERIALS	• LAPTOP, TABLET, OR SMARTPHONE (AT LEAST ONE PER PARTICIPANT OR PAIR) • INTERNET CONNECTION • PADLET OR GOOGLE JAMBOARD (SHARED DIGITAL BOARD) • FREE IMAGE WEBSITES SUCH AS PIXABAY OR UNSPLASH

STEP-BY-STEP EXPLANATION	1. DIVIDE PARTICIPANTS INTO SMALL GROUPS OF 3-4 PEOPLE.
	2. EACH GROUP GENERATES STORY PROMPTS USING A CREATIVE METHOD (FOR EXAMPLE STORY DICE, RANDOM OBJECTS, RANDOM WORDS, OR DRAWING PROMPTS FROM A BOX).
	3. BASED ON THE PROMPTS, EACH GROUP CREATES A SHORT STORY.
	4. THE STORY MUST INCLUDE:
	    ○ - A TITLE
	    ○ - A SHORT STORY
	    ○ - VISUAL ELEMENTS (IMAGES OR VIDEO)
	    ○ - A TWIST ENDING

STEP-BY-STEP EXPLANATION	5. GROUPS CREATE A PRESENTATION USING TOOLS SUCH AS CANVA OR GAMMA. 6. AT THE END, EACH GROUP PRESENTS THEIR STORY TO THE OTHERS.
DEBRIEF / REFLECTION	AFTER THE ACTIVITY, DISCUSS WITH PARTICIPANTS: • HOW DID YOU GENERATE YOUR STORY IDEA? • WAS IT DIFFICULT TO CREATE A STORY FROM RANDOM PROMPTS? • HOW DID YOUR GROUP ORGANISE THE WORK? • DID EVERYONE HAVE A ROLE IN THE GROUP? • WAS IT DIFFICULT TO WORK UNDER TIME PRESSURE?
TIPS FOR THE FACILITATOR	• PREPARE DIFFERENT WAYS FOR PARTICIPANTS TO GENERATE STORY PROMPTS (STORY DICE, RANDOM WORDS, OBJECTS, PICTURES, ETC.).. • REMIND PARTICIPANTS THAT THE STORY SHOULD BE SHORT AND CLEAR. • MAKE SURE THERE IS ENOUGH TIME FOR PRESENTATIONS. • ENCOURAGE CREATIVE AND FUNNY STORIES – THIS INCREASES ENGAGEMENT.
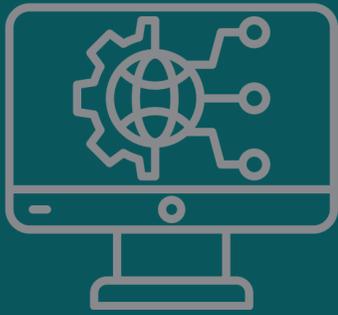
EXPLORING DIGITAL TOOLS

40-60 MIN

GROUP WORK

DESCRIPTION	IN THIS ACTIVITY, PARTICIPANTS EXPLORE DIFFERENT DIGITAL TOOLS BY TESTING THEM AND DISCOVERING HOW THEY WORK. EACH GROUP IS ASSIGNED ONE OR MORE DIGITAL TOOLS THAT THEY MUST EXPLORE, TEST, AND EVALUATE. AFTER EXPLORING THE TOOLS, EACH GROUP PREPARES A SHORT PRESENTATION WHERE THEY PRESENT THE TOOL AND SHARE THEIR EXPERIENCE USING IT. THE ACTIVITY HELPS PARTICIPANTS DISCOVER NEW DIGITAL TOOLS AND UNDERSTAND HOW THEY CAN BE USED IN YOUTH WORK, EDUCATION, AND EVERYDAY LIFE.
MATERIALS	• DEVICES • INTERNET CONNECTION P • RESENTATION TOOL (CANVA, POWERPOINT, GAMMA, ETC.)
STEP-BY-STEP EXPLANATION	1. DIVIDE PARTICIPANTS INTO SMALL GROUPS. 2. ASSIGN EACH GROUP ONE OR MORE DIGITAL TOOLS TO EXPLORE. 3. PARTICIPANTS TEST THE TOOLS AND TRY TO CREATE SOMETHING USING THEM (FOR EXAMPLE AN IMAGE, VIDEO, MAP, SCHEDULE, DESIGN, ETC.). 4. EACH GROUP PREPARES A SHORT PRESENTATION ABOUT THEIR TOOLS.

5. GROUPS PRESENT THEIR TOOLS AND EXPLAIN THEIR EXPERIENCE USING THEM.
6. AFTER ALL PRESENTATIONS, THE GROUP CAN DISCUSS WHICH TOOLS WERE THE MOST USEFUL AND WHY.

EXAMPLE TOOL GROUPS
GROUP 1: GRAPHICS - SORA
GROUP 2: AR - ARTIVIVE
GROUP 3: VIDEO TOOLS - PIXVERSE, VIDU
GROUP 4: AI TOOLS - CHATBOTS, TEXT HUMANISERS, ETC.
GROUP 5: USEFUL APPS - MAPS.ME, FLIGHTPASS, BRAVE, WHATTHEFONT, TEAMUP CALENDAR, MOOVIT, DAYSLEFT

QUESTIONS FOR THE PRESENTATION
EACH GROUP SHOULD ANSWER FOLLOWING QUESTIONS:
- WHAT IS THE NAME OF THE TOOL?
- WHAT IS THIS TOOL USED FOR?
- IS THE TOOL FREE TO USE?
- IS REGISTRATION REQUIRED?
- IS THERE A FREE VERSION AND A PRO VERSION?
- IS THE TOOL EASY OR DIFFICULT TO USE?
- WHAT CAN YOU CREATE WITH THIS TOOL?
- WHO COULD USE THIS TOOL (YOUTH WORKERS, STUDENTS, TEACHERS, ORGANISATIONS, ETC.)?
- HOW COULD THIS TOOL BE USED IN YOUTH WORK OR WORKSHOPS?
- WHAT ARE THE ADVANTAGES OF THIS TOOL?
- WHAT ARE THE DISADVANTAGES OF THIS TOOL?
- WOULD YOU USE THIS TOOL AGAIN? WHY?

STEP-BY-STEP EXPLANATION

DEBRIEF / REFLECTION	• WHICH TOOL DID YOU FIND THE MOST USEFUL AND WHY? • WHICH TOOL WAS THE EASIEST TO USE? • WHICH TOOL WAS THE MOST DIFFICULT TO USE? • DID ANY TOOL SURPRISE YOU? WHY? • WHICH TOOLS COULD BE USEFUL IN YOUTH WORK OR WORKSHOPS? • WHICH TOOLS COULD BE USEFUL IN EVERYDAY LIFE? • WOULD YOU RECOMMEND ANY OF THESE TOOLS TO OTHERS? WHY? • WHAT PROBLEMS DID YOU HAVE WHILE TESTING THE TOOLS? • DO YOU THINK DIGITAL TOOLS CAN MAKE WORKSHOPS MORE INTERACTIVE? HOW?
TIPS FOR THE FACILITATOR	• TRY THE DIGITAL TOOLS YOURSELF BEFORE THE ACTIVITY SO YOU CAN EXPLAIN THEM AND HELP PARTICIPANTS IF NEEDED. • MAKE SURE EACH GROUP CLEARLY UNDERSTANDS THE TASK AND WHAT THEY NEED TO PREPARE FOR THE PRESENTATION. • ENCOURAGE PARTICIPANTS TO REALLY TEST AND USE THE TOOLS, NOT JUST READ ABOUT THEM. • ASK EACH GROUP TO CREATE SOMETHING SMALL USING THE TOOL (FOR EXAMPLE AN IMAGE, VIDEO, DESIGN, MAP, OR SHORT TEXT). • KEEP THE PRESENTATIONS SHORT (3-5 MINUTES PER GROUP). • AFTER ALL PRESENTATIONS, DISCUSS TOGETHER WHICH TOOLS WERE THE MOST USEFUL AND HOW THEY COULD BE USED IN YOUTH WORK OR WORKSHOPS.

AUGMENTED REALITY AR

40-60 MIN

GROUP WORK

DESCRIPTION	IN THIS WORKSHOP, PARTICIPANTS EXPLORE HOW AUGMENTED REALITY (AR) CAN BE USED FOR YOUTH ACTIVISM, AWARENESS CAMPAIGNS, AND EDUCATIONAL PROJECTS. PARTICIPANTS WORKED IN GROUPS AND CREATED SMALL AR CAMPAIGN IDEAS AND SHORT VIDEOS RELATED TO SOCIAL TOPICS. THE WORKSHOP INTRODUCE PARTICIPANTS TO AR TOOLS AND SHOW HOW DIGITAL TECHNOLOGIES CAN BE USED FOR SOCIAL ENGAGEMENT AND CREATIVE CAMPAIGNS.
MATERIALS	• SMARTPHONES • INTERNET CONNECTION
STEP-BY-STEP EXPLANATION	1. THE FACILITATOR INTRODUCES AUGMENTED REALITY AND EXPLAINS HOW IT CAN BE USED IN YOUTH WORK, EDUCATION, AND ACTIVISM. 2. PARTICIPANTS ARE DIVIDED INTO SMALL GROUPS. 3. EACH GROUP RECEIVES A TOPIC FOR AN AR CAMPAIGN. 4. GROUPS DEVELOP A CAMPAIGN IDEA AND CREATE AR CONTENT AND SHORT VIDEOS RELATED TO THEIR TOPIC. 5. EACH GROUP PREPARES A SHORT PRESENTATION AND PRESENTS THEIR AR CAMPAIGN IDEA AND VIDEOS.

STEP-BY-STEP EXPLANATION	6. AT THE END, THE GROUP DISCUSSES HOW AR CAN BE USED IN YOUTH WORK AND EDUCATIONAL ACTIVITIES.
DEBRIEF / REFLECTION	AFTER THE ACTIVITY, DISCUSS WITH PARTICIPANTS: • HOW EASY OR DIFFICULT WAS IT TO USE THE AR TOOL? • WHAT DID YOU LEARN ABOUT AUGMENTED REALITY DURING THIS WORKSHOP? • DO YOU THINK AR CAN ATTRACT YOUNG PEOPLE'S ATTENTION? WHY? • HOW CAN AR BE USED FOR AWARENESS CAMPAIGNS OR SOCIAL TOPICS? • WAS IT EASY TO COMBINE TECHNOLOGY AND A SOCIAL MESSAGE? • HOW DID YOUR GROUP ORGANISE THE WORK?
TIPS FOR THE FACILITATOR	• REMIND PARTICIPANTS THAT THE GOAL IS COMMUNICATION AND AWARENESS, NOT TECHNICAL PERFECTION. • WALK AROUND AND SUPPORT GROUPS DURING THE CREATION PROCESS. • MAKE SURE GROUPS HAVE ENOUGH TIME TO PREPARE THEIR PRESENTATIONS. • ENCOURAGE CREATIVE AND MEANINGFUL CAMPAIGN TOPICS. • THIS WORKSHOP WORKS BEST WHEN PARTICIPANTS USE SMARTPHONES. • TEST THE AR TOOL BEFORE THE WORKSHOP TO AVOID TECHNICAL PROBLEMS.

VIRTUAL CLASSROOMS

40-60 MIN

GROUP WORK

DESCRIPTION	IN THIS WORKSHOP, PARTICIPANTS EXPLORE DIFFERENT VIRTUAL CLASSROOMS, ONLINE LEARNING PLATFORMS, AND DIGITAL LEARNING ENVIRONMENTS. THE WORKSHOP INTRODUCE MOOCS, ONLINE COURSES, AND VIRTUAL MEETING PLATFORMS THAT CAN BE USED FOR ONLINE LEARNING, TRAINING, MEETINGS, AND WORKSHOPS. PARTICIPANTS EXPLORE THE PLATFORMS AND DISCUSS ON SPECIFIC TOPIC.
MATERIALS	• LAPTOP OR SMARTPHONE • INTERNET CONNECTION

STEP-BY-STEP EXPLANATION	1. INTRODUCE THE TOPIC OF VIRTUAL CLASSROOMS AND ONLINE LEARNING PLATFORMS.
	2. PRESENT DIFFERENT TYPES OF PLATFORMS SUCH AS MOOCS, ONLINE COURSE PLATFORMS, AND VIRTUAL CLASSROOM PLATFORMS.
	3. DIVIDE PARTICIPANTS INTO THREE GROUPS:
	   ○ - GROUP 1 EXPLORES MOOC PLATFORMS
	   ○ - GROUP 2 EXPLORES ONLINE COURSE PLATFORMS
	   ○ - GROUP 3 EXPLORES VIRTUAL CLASSROOM PLATFORMS

STEP-BY-STEP EXPLANATION	4. **PARTICIPANTS EXPLORE THE PLATFORMS IN THEIR GROUPS AND TEST THE BASIC FUNCTIONS OF THE PLATFORMS.** 5. **EACH GROUP PREPARES A SHORT PRESENTATION ABOUT THE PLATFORMS THEY EXPLORED.** 6. **GROUPS PRESENT THEIR PLATFORMS TO THE OTHERS.** 7. **FINISH THE ACTIVITY WITH A GROUP DISCUSSION ABOUT VIRTUAL CLASSROOMS AND ONLINE LEARNING.** **TOOLS AND PLATFORMS:** **MOOC PLATFORM:** - **YOUTH-MOOC.EU** **ONLINE COURSE PLATFORMS:** - **ALISON.COM** - **OPEN.EDU/OPENLEARN** - **COURSERA.ORG** - **EDX.ORG** **VIRTUAL CLASSROOM / ONLINE PLATFORMS:** - **JITSI** - **TOPIA.IO** - **WORKADVENTURE** - **SPATIAL.CHAT**
DEBRIEF / REFLECTION	**AFTER THE WORKSHOP, DISCUSS WITH PARTICIPANTS:** - **HAVE YOU USED ANY ONLINE LEARNING PLATFORMS BEFORE?** - **WHICH PLATFORM DID YOU FIND THE MOST INTERESTING?** - **WHAT ARE THE ADVANTAGES OF VIRTUAL CLASSROOMS?** - **WHAT ARE THE DISADVANTAGES OF ONLINE LEARNING?** - **CAN VIRTUAL CLASSROOMS REPLACE TRADITIONAL CLASSROOMS?**

TIPS FOR THE FACILITATOR

- REMIND PARTICIPANTS THAT THE GOAL IS COMMUNICATION AND AWARENESS, NOT TECHNICAL PERFECTION.
- WALK AROUND AND SUPPORT GROUPS DURING THE CREATION PROCESS.
- MAKE SURE GROUPS HAVE ENOUGH TIME TO PREPARE THEIR PRESENTATIONS.
- ENCOURAGE CREATIVE AND MEANINGFUL CAMPAIGN TOPICS.
- THIS WORKSHOP WORKS BEST WHEN PARTICIPANTS USE SMARTPHONES.
- TEST THE AR TOOL BEFORE THE WORKSHOP TO AVOID TECHNICAL PROBLEMS.

JUGEND
für Europa

PARTNER ORGANISATIONS

HERE ARE THE EIGHT ORGANISATIONS THAT JOINTLY IMPLEMENTED THE PROJECT AND CREATED THIS E-BROCHURE, TOGETHER WITH ALL PARTICIPANTS OF THE PROJECT "YOUTH WORK 2.0"

TABANA NGO E. V. - GERMANY (COORDINATOR)
INFO FRONT - PRILEP - PRILEP, NORTH MACEDONIA
WONDERNATURE - DELNICE, CROATIA
MAIS CIDADANIA - LISBON, PORTUGAL
CRESCER SEM RISCO - SÃO VICENTE, PORTUGAL
DRUŽINSKI INŠTITUT OBJEM - MARIBOR, SLOVENIA
ASOCIAȚIA ZÖLD NAP - TARGU SECUIESC , ROMANIA
YOUNG SKILL DEVELOPMENT TEAM - BUCHAREST, ROMANIA

ERASMUS+
TRAINING COURSE
YOUTH WORK 2.0

Erasmus+