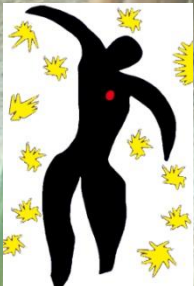


# Youth Exchange



## Digital Intercultural Youth



Funded by the  
Erasmus+ Programme  
of the European Union



# Youth Exchange - Digital Intercultural Youth



## Aims

To increase:

- a conscious use of digital tools among youngsters
- digital competences to spread values of tolerance and mutual understanding
- intercultural competences

## Countries

Italy, Belgium, Estonia, Slovakia, Spain

## Participants

27 young people aged from 17 to 25 also from disadvantaged background, and group leaders

## Objectives of the project

- promoting active tolerance and intercultural understanding
- developing young people's critical thinking
- knowing media as a tool for active participation
- enhancing young people's digital skills

# Daily Agenda

	Morning	Afternoon	Evening
Day 1	Welcome and introduction	Team building activities	Intercultural night: Italy
Day 2	Values and Cultures	Stereotype and media: understanding stereotypes , how they are influenced by media. Get to know own stereotypes.	Intercultural night: Slovakia
Day 3	What is culture	What does interculturalism mean in my country? What does interculturalism mean to me?	Intercultural night: Belgium
Day 4	How to communicate online through the use of social media, app, blog/vlog. How to create a message through photo, text, video to promote active participation.	Understanding active tolerance and its purposes/effects	Intercultural night: Spain
Day 5	Mid-Term evaluation	Free Time	Intercultural night: Estonia
Day 6	Social media and how to act online: Introduction to NETIQUETTE (code of conduct)	Human Right for internet users : Get to know the guide – practical activity	Organised by participants
Day 7	Digital Activism - What's that? What's the aim?	Preparation of the online campaign	Organised by participants
Day 8	Preparation of the final event	Finalising the final event	Final event open to public (local youngsters, NGOs, family and friends)
Day 9	Erasmus+/ ESC/ Solidarity Projects YouthPass	Final Evaluation	Farewell party

## Some examples of activities in the frame of digital education

### STEREOTYPE AND MEDIA

- **Aim:** understanding how stereotypes and prejudices are influenced by media and shape people's ideas of others' cultures and individuals.

### HUMAN RIGHT FOR INTERNET USERS

- **Aim:** Get to know the guide and change habits

### BLOG/VLOG

- **Aim:** How to create a message through photo, text, video to promote active participation

### NETIQUETTE (code of conduct)

- **Aim:** Spread information about the Code of Conduct while using online communication.

# Some examples of activities in the frame of digital education

## STEREOTYPE AND MEDIA

**Aim:** understanding how stereotypes and prejudices are influenced by media and shape people's ideas of others cultures and individuals.

The moderator should select images from the web/News papers which could mislead opinions. (You can find some example in the next pages)

- Stick images in different places of the room, far from each other (e.g. in the walls)
- let participants going around to watch the images . Ask them to take notes (what they see, which feelings they feel, what the image tell according to them)
- once all have finished, ask participants to stand next to the picture have shocked them the most.
- Divide participants in groups combining them **not** according the image choosen but forming mixed groups where they can discuss and share different points of views.

### After groups are made

**Important:** Make you sure that each group has a group leader that can moderate the discussion!

**Before to start**, make it clear the meaning of prejudice and stereotype to young people. You can ask them what do they know and later introduce a definition (prepared in advance). It is recommended to clarify those meaning before to go deep in the discussion.

Ask each participant to tell about the notes taken in advance concernig the quetions:

1. What did you see?
2. Which feelings have you felt?
3. What do the images tell?

It is recommended to make one round for each question avoiding to make all questions in one. The group leader has to encourage the discussion /debate and control it in case is leading into stigma or prejudices. Give equal space to all participants in the group to talk as much as they feel.

After all the 3 questions are answered it is time to talk about the image chosen. Ask to explain the reason why that picture is shocking for them.

The group leader has to guide the debate in case some prejudices arise and help to deconstruct visions. This can be helped by changing the perspective of the discussion.

Closure: All participants gather in a plenary where they can share what they have learnt, if some discussion let them to change opinions.

## HUMAN RIGHT FOR INTERNET USERS

**Aim:** Get to know the Rights

For the moderator: read and select the articles you wan to be deepen.

- Divide participants in groups of 4/5 persons. Each group receives two articles to read and create a small video of 3 min.
- Give each group 30-40 minutes for discussing the articles and deciding how to performe it.
- Give each group 10 minutes to shoot both articles using a smartphone.
- Collect all the videos in one laptop to project them.
- Show the video one by one with pause for interpretation
- Open a discussion in plenary after each projection, to make it sure that the article is well understood.
- After the vision of a video, ask participants (who were not involved in that video) what they have seen/understood – to enhance their critical thinking - and only after, ask the protagonists of the video, to explain what they made.

The moderator will add information or clarifications in case of need.

### Link to HR for internet users guide

<https://www.coe.int/en/web/freedom-expression/guide-to-human-rights-for-internet-users>



Some examples of activities in the frame of digital education

## STEREOTYPE AND MEDIA

Some Images used for the activity



## Some examples of activities in the frame of digital education

### **BLOG/VLOG**

**Aim:** How to create a message through photo, text, video to promote active participation

This activity was introduced by a participant.

He made a general presentation of blog and vlog by proposing some examples.

He gave some information how to edit video and photos by using App for smartphone.

In order to make some practice, he invited participants to create photos and videos giving them some scenario to reproduce where each group added their own ideas too.

### **NETIQUETTE (code of conduct)**

**Aim:** Spread information about the Code of Conduct while using online communication.

**For the moderator:** read the rules beforehand and adapt the language according to the background of participants.

We introduced the 10 rules discussing them one by one.

**Rule 1. Remember the human.**

**Rule 2. Adhere to the same standards of behaviour online that you follow in real life.**

**Rule 3. Know where you are in cyberspace.**

**Rule 4. Respect other people's time and bandwidth.**

**Rule 5. Make yourself look good online.**

**Rule 6. Share expert knowledge.**


**Rule 7. Help keep flame wars under control.**

**Rule 8. Respect other people's privacy.**

**Rule 9. Don't abuse your power.**


**Rule 10. Be forgiving of other people's mistakes.**

We used the following source (surely, more are available online): <http://www.albion.com/netiquette/corerules.html>  
Here you can also find more information which will help you to lead the conversation and to explain better each rule.

1. REMEMBER  
THE  
HUMAN


2. ADHERE TO THE SAME  
STANDARDS OF BEHAVIOR ONLINE  
THAT YOU FOLLOW IN  
REAL LIFE

ONLINE LIFE  
REFLECTS  
REAL LIFE

3. KNOW WHERE YOU ARE  
IN THE CYBERSPACE


4. RESPECT OTHER PEOPLE'S TIME  
AND BANDWIDTH

RECOGNITION  
OF  
LEARNING


YOU  
ARE NOT  
THE CENTER

5. MAKE YOURSELF

NETIQUETTE

6. SHARE EXPERT  
KNOWLEDGE

✓ SHARE  
EXPERIENCES  
✓ CREATE  
SUMMARIES

7. HELP KEEP FLAME WARS  
UNDER  
CONTROL









COMMENT OVER  
IDEAS NOT  
OVER PEOPLE

8. RESPECT OTHER  
PEOPLE'S PRIVACY

NO  
WITHOUT  
PERMISSION

with  
appropriate  
license  
CC BY

9. DON'T ABUSE  
YOUR POWER

BEFORE YOU SHARE	
       	
THINK	
T	Is it true?
H	Is it helpful?
I	Is it inspiring?
N	Is it necessary?
K	Is it kind?





# Online campaign

**#wearethesame** is the name of the campaign created by young people to raise awareness about diversity.

Main aims of the campaign are:

- To make people aware about racism and intolerance
- To spread the message that “we are equally different and similar to others because we are not only appearance, we are also a story”.

Link on ISSUU:

[https://issuu.com/associazioneicarus/docs/digital\\_intercultural\\_youth\\_digital\\_campaign](https://issuu.com/associazioneicarus/docs/digital_intercultural_youth_digital_campaign)



**#Ecoforce** is the name of the campaign created by participants to tackle environmental issues by taking new habits.

Link on Youtube:

[https://www.youtube.com/watch?v=qwuyHM4Sq8U&list=PLB1jO8\\_jgxZXy5xTFFM1YsksWuMGEKTo0](https://www.youtube.com/watch?v=qwuyHM4Sq8U&list=PLB1jO8_jgxZXy5xTFFM1YsksWuMGEKTo0)





# What participants said about the experience...

*"I learnt a lot about digital activism and I think I'll use it more in future"*  
Michel

*"I have learnt that anyone is different but everyone can also change my point of view and bring values to my life"*

*"It was so fun to get to know others and listen to them and find common interests. It is one of my favorite memories because I saw how easy it is to communicate with people from other countries and how many similarities we all have"*  
Carleta.





## What participants said about the experience...

*"I did improve my ability to express my thoughts in a way that is comprehensible for everyone" - Severin*

*Ho imparato un po' l'inglese, quindi inizierò a studiare l'inglese - Virginia*



*I think the activities were very funny and I liked the most the activities where we had the opportunity to discuss about different topics with other participants.*

*I learnt that If I believe that I can do something then I will manage - Loretta*





This booklet is created by  
group leaders that took part in the Youth Exchange  
**"Digital Intercultural Youth"**

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#### **Partner Organizations**

Service Volontaire International – Belgium

EstYES - Estonia

Inex – Slovakia

De Amicitia - Spain



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