ACTIVITY PROGRAMME - PROFESSIONAL DEVELOPMENT ACTIVITIES Q!te Work -Supporting digital competences of youth workers in the Activity no transition of digital youth work Kamu Araştırmaları Vakfı (E10300921 - TR); Vila Nova de Gaia Municipal Chamber (E10191988 - PT); Madiba Social Cooperative Society (E10187439 - IT); "Penktas Kampas" Association (E10265355 - LT); Youth Vision e.V. (E10307383 - DE); Participating organisations ASOCIATIA TINERII 3 D (E10070966 - RO); AYUNTAMIENTO DE MARACENA (E10164981 - ES); Helix - Social Innovation Hub (E102392857754); EUROREAN CULTURAL EPICENTER Bitola (E10014747 - MK); YOPA - YOUTH FOR CIVIC PARTICIPATION PUBLIC BENEFIT ASSOCIATION Activity 9 days Duration Venue (if more than 1, please add additionnal Dates rows) City/Town Country Start date End date Ankara Türkiye 25.06.2025 3.07.2025 Activity Programme Tim e ta b Activities Non-formal and informal learning methods used 25.06.2025 (ARRIVAL) JOURNEY DAY AM The names of the participants will be written on individual pieces of paper and distributed to all participants in mixed order. Participants will be asked to search for their names in a digital environment and obtain as much information about them as possible. The information obtained will then be presented to everyone anonymously and information will continue to be provided until that person realizes that they are being talked about. In this way, both participants will get to know each other better and will have an PM Dating Games, Ice Breakers awareness of their digital footprints. 26.06.2025 The official opening of the project will be done by the trainer. During these sessions, information about the project will be given. The aim, content and expected learning outcomes AM **Project Opening Project** of the project will be explained. The official opening of the project will be done by the trainer. During these sessions, information about the project will be given. The aim, content Opening Learning and and expected learning outcomes of the project will be explained. Peer-to-Peer Learning: Participants will work together on the terms "Learning", "Types of Learning (Informal, PМ Terminology Learning Informal, Formal)", "Youth Work" to better understand these concepts. Peer-to-Peer Learning: Participants will work together on the terms "Learning", "Types of Learning and Terminology (Informal, Informal, Formal)", "Youth Work" to better understand these concepts. 27.06.2025 Role Playing and Simulations: The event will be held at this link. The aim of this event is to show how participants connect with nature and themselves, who are a part of nature, AM Connecting with nature - awakening the Role Playing and Simulations: A group activity will be held for participants to better understand the concepts of Assimilative and Accommodative Learning. Peer-to-Peer Learning: senses How do we learn? Types of Learning Seminars and Webinars published by Snezana Baclija Knoch, European Commission Trainer and Youth Worker, in March 2022 and published by the Youth Partnership. An online PM Mobility Seminar: Snezana Baclija Knoch meeting will be held with Snezana Baclija Knoch, European Commission Trainer and Youth Worker. The necessary information for this meeting will be provided. 28.06.2025 Group Work: Published in March 2022 by Snezana Baclija Knoch, European Commission Trainer and Youth Worker, and published in the publications section of the Youth Types of Learning Mobility SWOT Analysis AM Partnership "Digital youth work self-assessment" developed by the Digital Youth Work Expertise Centre - VERKE in Finland is applied to the participants and the results are shared among the participant. **Digital Self-Assessment** The historical and cultural places of Ankara will be visited. The places to be visited are as follows: Anitkabir, Kızılay Square and Atatürk Boulevard, Ankara Castle and Rahmi M. Koc Museum, Hamamönü or Tunalı Hilmi Street. PM Cultural Trip

		The historical and cultural places of Ankara will be visited. The places to be visited are as follows: Anitkabir, Kizilay Square and
		Atatürk Boulevard, Ankara Castle and Rahmi M. Koç Museum, Hamamönü or Tunalı Hilmi Street.
	Cultural Trip	29.06.2025
		29.00.2025
AM	Good practice changes Developing	Interactive Workshop: Participants will prepare a presentation about a tool, content or activity they have conducted or have knowledge about within the scope of digital youth work
	a Digital Transformation Strategy	and will be able to interact with each other. Interactive Workshop: A Digital Transformation Strategy will be developed for individuals and institutions using the strategy
PM	Free Time Free Time	development draft called "Strategy Blueprint" via Mural. Participants will be dropped off at a central point in the city and given free time to explore the city. At a certain time, the
		will be picked up from the same point and given accommodation. Participants will be dropped off at a central point in the city and given free time to explore the city. At a certai
		time, they will be picked up from the same point and given accommodation. 30.06.2025
AM	The Concept of Quality in Learning	Brainstorming: The concept of quality, quality approaches (quality control and quality management), quality assurance within the scope of learning mobility programs will be
	Mobilities The Concept of Quality in	explored through the work to be done with the participants. Brainstorming: The concepts of Norm, Standard and Criteria will be explored and evaluation indicators for differen
PM	Learning Mobilities Presentation of	activities of learning mobility programs will be determined. Seminar: Two important Quality Tools developed by EPLM in April 2019 to support quality in learning mobility: Q-App
	Norm/Standard/Criteria Quality Tools	and Relationship to Quality in Learning Mobility
		1.07.2025
AM	Practice Using Quality Tools	Interactive Workshop: Participants will be divided into groups and after opening an account via Q!App, they will use Rate Q!, Create Q! and Search Q! as a group. This tool
	Practice Using Quality Tools	Interactive Workshop: Participants will be divided into groups and after opening an account via Q!App, they will use Rate Q!, Create Q! and Search Q! as a group. This tool
PM	Free Time Free Time	Participants will be dropped off at a central point in the city and given free time to explore the city. At a certain agreed time, they will be picked up from the same point and given
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		the same point and given free time to explore the city 2.07.2025
AM	Practice Using Quality Tools	Interactive Workshop: Participants will be divided into groups and after opening an account via Q!App, they will use Rate Q!, Create Q! and Search Q! as a group. This tool will be
	Practice Using Quality Tools	used. Interactive Workshop: Participants will be divided into groups and after opening an account via Q!App, they will use Rate Q!, Create Q! and Search Q! as a group. This tool
PM	Evaluation Closing	will be used. Project evaluation studies will be conducted. The official closing of the project will be held and certificates will be distributed.
		3.07.2025
AM	Departures	Departures