Knowledge share: encouraging positive online content creating behaviors

An Erasmus + KA1 youth workers training

Contents:

- Objectives of a mobility program for youth workers
- Introduction to DigiJeunes & Project objectives
- Project Methods & Tools
- Project Framework
- Outcomes

Objectives of a mobility project for youth workers

Support learners in the acquisition of learning outcomes (knowledge, skills and competences)

Support the professional development of those who work in education, training and youth with a view to innovating and improving the quality of teaching, training and youth work across Europe.

Enhance notably the participants' foreign languages competency.

Raise participants' awareness and understanding of other cultures and countries,

Increase the capacities, attractiveness and international dimension of organisations active in the education, training and youth fields

Reinforce synergies and transitions between formal, non-formal education, vocational training, employment and entrepreneurship.

Ensure a better recognition of competences gained through the learning periods abroad.

Digijeunes is a non-profit organization active in the field of digital mediation. Digijeunes gathers members from a variety of backgrounds, from social work to online marketing. It delivers a wide variety of activities in different contexts and targeting people from all backgrounds

Project objectives:

Foster solidarity and social cohesion between youth from different social, cultural, economical backgrounds

Shape active citizens, capable of contributing to the emergence of a participatory culture, especially through use of latest forms of technology
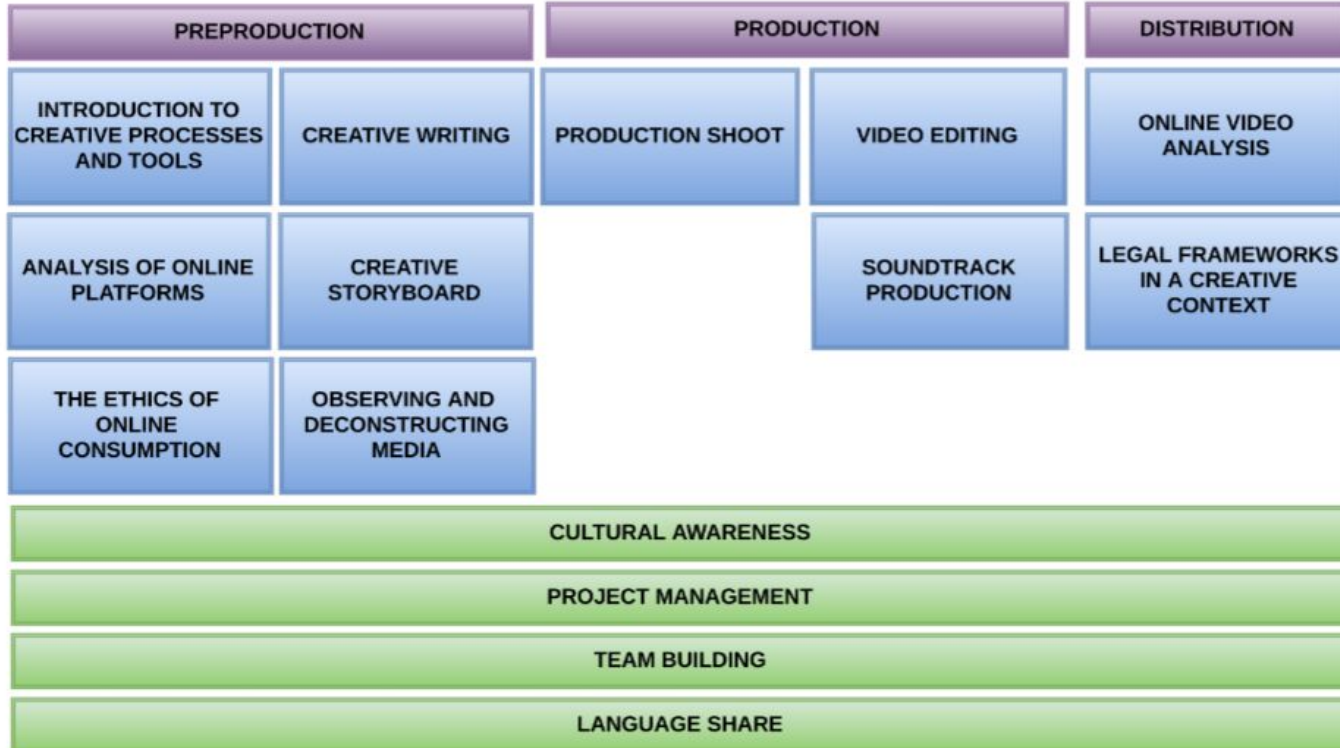
Promote digital and media literacy

Fight against the digital divide and digital exclusion

- provide youth workers and educators with practical tools and techniques to transform youth online behaviors into meaningful learning processes

- provide youth workers from different backgrounds with the opportunity to exchange about their experiences regarding youngsters use of media technologies

- motivate youth workers and educators to develop activities involving media technologies

- provide youth workers with ideas and strategies to combating the digital divide

Project Tools & Methods

PREPRODUCTION		PRODUCTION		DISTRIBUTION
INTRODUCTION TO CREATIVE PROCESSES AND TOOLS	CREATIVE WRITING	PRODUCTION SHOOT	VIDEO EDITING	ONLINE VIDEO ANALYSIS
ANALYSIS OF ONLINE PLATFORMS	CREATIVE STORYBOARD		SOUNDTRACK PRODUCTION	LEGAL FRAMEWORKS IN A CREATIVE CONTEXT
THE ETHICS OF ONLINE CONSUMPTION	OBSERVING AND DECONSTRUCTING MEDIA			

CULTURAL AWARENESS

PROJECT MANAGEMENT

TEAM BUILDING

LANGUAGE SHARE

Outcomes

As a result of the training participants will be able to:

Initiative and supervise activities for youngster on collaborative digital video production and editing

Guide youngsters in selecting the most appropriate online video sharing platform where to upload their creations to ensure that they feel a sense of self-worth and empowerment as a result of their work

Transform youngsters' current practices involving media technologies into learning processes

Ensure that youngsters engage in online content crafting behaviors responsibly, that is to say, in line with copyrights restrictions, intellectual rights, etc.

DIGIJEUNES

www.digijeunes.com
info@digijeunes.com