



DIGIJEUNES



Technological upcycling
An Erasmus + KA1 youth workers training

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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 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



Our objectives are:

- 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



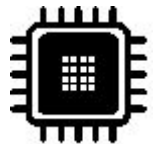
Project Background and Context



There exists two common approaches to developing activities in the field of youth work: one based on environmental education, another centred on the latest forms of technology. Unfortunately, it is very often the case that youth workers side with either of these two, without ever experimenting the other.

We believe the two mindsets are complementary, and by combining them a vast number of innovative and original initiatives can come into being.

Technological upcycling is the practice of transforming or repurposing junk items bound to be thrown away, with the aid of technological gadgets such as microcontrollers, motors and sensors. This can provide the missing link between the environmental and technological approaches to youth work. Thus, technologically-minded youth workers can employ the tools they privilege to tackle environmental issues, whilst environmentally-minded practitioners can integrate new methods in their professional settings.



Project Objectives

- Innovate youth work by introducing new practices based on the combination of environmental education and technology-based activities
- Exchange on the emergence of digital youth work
- Sensitize youth workers to initiatives around DIY and digital culture



Project Activities



The project will consist in two activities:

- 1) A week-long training
- 2) Participation of the Erasmus + team to a public event on DIY and digital culture in France (Open Bidouille Camp)

The week-long training will serve to introduce participants to the practice of technological upcycling, and to ways to integrate this into youth work.

At the Open bidouille camp, participants will be able to showcase and exchange on their findings about combining digital technologies with environmental education in the field of youth work.

Project Outcomes



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

- Get youngsters involved in initiatives on digital and DIY culture
- Initiate and supervise activities targeting youth on the topics of technological upcycling
- Identify and seize opportunities to constantly innovate youth workers' professional practices
- Encourage youth to transform, upcycle and repurpose objects they were bound to throw away

Target Public

- Anyone with a passion/interest in digital technologies, and interested in youth work
- Individuals active in the promotion of DIY and/or digital culture interested in running educational activities targeting young people
- Youth workers with an experience in environmental and/or digital education



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