

# What on Earth is Digital Youth Work?

## A Workshop Plan for Introducing Digital Youth Work – Total time: 4 hours (can be broken down)

Aims:

- To demystify digital youth work for youth work staff and volunteers
- To get them thinking about how they could (or already are) incorporating digital considerations into their practice

Learning outcomes:

- Youth workers understand why digital youth work is important
- Youth workers learn about platforms or apps new to them and think about how they could apply to youth work practice
- Youth workers gain confidence in trying out new digital tools, even if there is a risk of failure

Time	Activity	Resources
20-30 minutes	<p><b>Apps game – what do you use?</b></p> <ul style="list-style-type: none"> <li>• Spread cut-outs of app logos across the floor of the room.</li> <li>• Ask participants to pick up two apps that they recognise.</li> <li>• Stand or sit in a circle. Ask participants to introduce themselves and the apps they have chosen, telling the group:               <ul style="list-style-type: none"> <li>- The name of the app, briefly describe what it does</li> </ul> </li> </ul>	<p>App logos printed and cut out. We have provided an example set, but please add your own, as app trends change over time, according to age group, setting and location.</p>



	<ul style="list-style-type: none"><li>- How you use it in your personal life, work or how young people use it</li><li>• Once everyone has spoken, check that every app has been introduced. If not, point out the missing apps and ask the group to shout out if they recognise them, and what they are for.</li></ul>	<p>For the UK, the most popular apps young people use can be found here: <a href="https://www.net-aware.org.uk/networks/">https://www.net-aware.org.uk/networks/</a></p>
10-25 minutes (depending on discussion)	<p><b>What is Digital Youth Work?</b></p> <ul style="list-style-type: none"><li>• Getting you thinking about these apps and platforms and the role they play in our lives and in young people's lives is important to our understanding of digital youth work.</li><li>• Here is a practice example of digital youth work from Ireland, building on young refugees' interest in photography to help them gain confidence: What's the Photostory?</li><li>• Digital Youth Work is defined as: Proactively using or addressing digital media and technology in youth work <i>More information on the handout – Defining Digital Youth Work. You could create a presentation and use the discussion questions on the handout as well as introducing the EU expert group's definition.</i></li><li>• Later in the session/ in follow up session, we will be trying out some digital youth work methods to get you exploring and thinking!</li></ul>	<p>Link to good practice collection film: <a href="https://www.digitalyouthwork.eu/?material=whats-photostory-syria-tipperary-en">https://www.digitalyouthwork.eu/?material=whats-photostory-syria-tipperary-en</a></p> <p>(more available here <a href="http://www.digitalyouthwork.eu/good-practices">www.digitalyouthwork.eu/good-practices</a>)</p> <p>Handout: Defining Digital Youth Work (could also be made into a slide)</p> <p>Source: EU expert group on digitalisation and youth <a href="https://publications.europa.eu/en/publication-detail/-/publication/fbc18822-07cb-11e8-b8f5-01aa75ed71a1">https://publications.europa.eu/en/publication-detail/-/publication/fbc18822-07cb-11e8-b8f5-01aa75ed71a1</a></p>





Time	Activity	Resources
Total: 1 hour  30 minutes investigation and planning  15 minutes presentation and questions  5 minutes Dragons' deliberation  5-10 minutes debrief	<p><b>Digital Youth Work Dragons' Den* – a practice exploration exercise</b></p> <ul style="list-style-type: none"><li>Split into groups of 3-4 participants and set them the following task:<ol style="list-style-type: none"><li>Choose an app or social media platform that you're not so familiar with – perhaps one that was introduced to you in this session</li><li>Spend some time investigating what it is all about</li><li>Plan a youth work project or process around this app using it as a tool /method or a content of your youth work. It <b>MUST</b> help to achieve your youth work goals.</li><li>Pitch your idea to the dragons in Dragons' Den!</li></ol></li></ul> <p>Facilitator note: as the project should be <b>using OR addressing</b> digital in youth work, this is a very broad brief. It could be that teams plan discussion sessions around an app/platform without ever utilising the app in practice – this is fine.</p> <ul style="list-style-type: none"><li>With co-facilitators in place as the 'Dragons', each team should then pitch their digital youth work idea to the dragons and the rest of the group. Encourage other group members to ask the presenting team questions at the end of their pitch.</li></ul>	<p>Computers/mobile devices with internet access (at least one per team)</p> <p>Flip chart markers/ screen for pitches</p> <p>'Dragon' masks – optional and changeable for location and over time</p> <p><a href="#">Dragons' den theme tune</a></p> <p>Prize – e.g. box of chocolates, merchandise</p> <p>*'Dragons' Den' is an entertainment show, broadcast in the UK by the BBC, in which entrepreneurs pitch their businesses to venture capitalists for investment. In this session we wouldn't judge the ideas in relation to profit, but on creative and effective youth work!</p>



	<ul style="list-style-type: none"> <li>• Dragons deliberate - choosing a winner, and then feedback to the group, giving some positive and constructive feedback to each project idea and announcing the winner.</li> <li>• Present the winning team with a prize</li> <li>• Debrief discussion (can be after a break):             <ul style="list-style-type: none"> <li>- How did you find that process?</li> <li>- Could you see your youth work goals/ outcomes through the project ideas?</li> <li>- What kind of new ideas did it give you for incorporating or addressing digital considerations in your youth work practice?</li> <li>- Make a note of any ideas or actions you are planning</li> </ul> </li> </ul>	
	<p><b>BREAK</b></p>	
<p>10 minutes</p>	<p><b>Diverse approaches to digital youth work – an introduction</b></p> <ul style="list-style-type: none"> <li>• <b>Good practice collection – another example</b></li> </ul> <p>Here is another example of digital youth work, from Denmark this time: Using gaming groups as a pedagogical tool.</p> <p>Open to discussion</p> <ul style="list-style-type: none"> <li>• Next we are going to try out two quite different approaches to digital youth work. More detailed resources are available within the training materials from wienXtra and Camara respectively.</li> </ul>	<p>Link to good practice collection film:</p> <p><a href="https://www.digitalyouthwork.eu/?material=gaming-groups-pedagogical-tool-eng">https://www.digitalyouthwork.eu/?material=gaming-groups-pedagogical-tool-eng</a></p> <p>(more available here <a href="http://www.digitalyouthwork.eu/good-practices">www.digitalyouthwork.eu/good-practices</a>)</p>



Time	Activity	Resources
30 mins (you can give more time if you have)	<p><b>Media Biography</b></p> <p><i>One of the Digital Youth Work project partners is wienXtra medienzentrum: the media centre of Vienna, Austria's municipal youth service. This activity and handout comes from them as part of a wider offer in media education training for youth workers.</i></p> <ul style="list-style-type: none"><li>• One approach to digital youth work, in helping young people to navigate the online aspects of their lives and to create content, be creative and have their voices heard in the digital world, is that of media education.</li><li>• In order to engage well with young people in media education, it is important and useful to consider the role that media played in our own development and adolescence. If we connect with our younger selves, it will help us to empathise with young people and the importance of media in their lives.</li><li>• Hand out the media biography worksheet (one per person).</li><li>• Participants have 10 minutes to think about their childhood and complete the worksheet.</li><li>• After 10 minutes, ask participants to form small groups of 3-4 people, and to share something from their worksheets, have a look for some similarities and differences about the role that media played in their younger years. (10 mins)</li><li>• Bring the group back together and ask for reflections on the activity and experience.</li></ul>	<p><a href="https://www.wienextra.at/medienzentrum/">https://www.wienextra.at/medienzentrum/</a></p> <p>Media Biography worksheets</p> <p>Pens /pencils</p>





Time	Activity	Resources
45 minutes	<p><b>Makey Makey Gamification*</b></p> <p><i>One of the Digital Youth Work project partners is Camara Education Ireland who deliver training and support for educators including youth workers and teachers. As part of their <a href="#">STEM in Youth Work Maker Project</a>, in partnership with NYCI, they introduced youth workers to Makey Makey as a tool for youth work.</i></p> <ul style="list-style-type: none"><li>• Ask participants if any of them have heard of, or used Makey Makey before. If so, ask for their experiences...</li><li>• Show this film, introducing Makey Makey: <a href="https://youtu.be/xaqUM_mfzTA">https://youtu.be/xaqUM_mfzTA</a></li><li>• Show the group a Makey Makey and point out the earth and the conductor points, and show how to attach the alligator clips to the makey makey and an item.</li><li>• Now we're going to have a go ourselves: Split into teams (as many teams as you have Makey Makeys – min 2 people) Your task is to complete these games as fast as possible. The team that completes all the games first wins.</li></ul> <p><b>Instructions</b></p> <ul style="list-style-type: none"><li>○ Plug the makey makey into the computer and open a browser window.</li><li>○ You need to make the controllers from found objects as in the instruction for each game – use anything you like.</li></ul>	<p>*Note this activity requires some specialist equipment – worth the investment!</p> <p>Camara's TechSpace programme: <a href="https://www.techspace.ie/">https://www.techspace.ie/</a></p> <p>Makey Makey website: <a href="https://makeymakey.com/">https://makeymakey.com/</a></p> <p>You can download an educator's guide here: <a href="https://makeymakey.com/pages/educators#resources">https://makeymakey.com/pages/educators#resources</a></p> <p>Makey Makeys and alligator clips (as many sets as you can get hold of)</p> <p>Computers with USB ports – as many as you have makey makeys</p> <p>Print out /list of websites with scratch makey makey games and 'controller' instructions</p> <p>Internet access</p> <p>Prize</p>





	<ul style="list-style-type: none"><li>○ Enter the url into the browser to get to the game that has been coded on scratch.</li><li>○ Play the game.</li><li>○ As soon as you win or complete it, move onto constructing the next game.</li><li>○ Good luck!</li></ul> <ul style="list-style-type: none"><li>● Award a prize to the winning team</li><li>● Discuss any ideas and inspirations that people have about how these could be used in youth work</li></ul>	Selection of conductive and non-conductive items e.g.: <ul style="list-style-type: none"><li>- Play dough</li><li>- Kitchen foil</li><li>- Fruit</li><li>- Sweets</li><li>- Plastic cups</li><li>- Cardboard</li><li>- Wire</li></ul>
15 minutes	<b>Summary and Evaluation</b> <p>This workshop has introduced approaches to digital youth work through social media, apps, media education, maker culture and more.</p> <p>Ask participants to identify:</p> <ul style="list-style-type: none"><li>○ Something they have learnt</li><li>○ Something they found challenging</li><li>○ Something they will take back to their practice setting</li></ul> <p>Feedback in person, on flipchart or using an online tool e.g. padlet.</p> <p>More short films to inspire you and links to resources for training can be found at <a href="http://www.digitalyouthwork.eu">www.digitalyouthwork.eu</a>.</p>	Flip chart and pens  Or <a href="https://padlet.com">https://padlet.com</a>

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