



# Youth Work in the Digital Age – What Next?

## DRAFT Agenda - 3<sup>rd</sup> September 2019

### **09:30 Registration and coffee**

10.00 Welcome from the Chair

10.05 Good practice films

10.15 Youth Work in the Digital Age – What Next? - Dr Jane Melvin, University of Brighton

10.50 Intro to the European Guidelines for Digital Youth Work - Liz Green, YouthLink Scotland

### **11.00 Break**

11.20 Good practice films

11.30 Digital Youth Work: The secret formula - Claire McGinley & Inigo Sands, Paisley YMCA

11.45 *Workshops 1*

### **13.00 Lunch**

*Drop in to VR Care experienced YP stories project*

14.00 Our Digital Rights - Young Scot 5Rights Young Leaders

14.15 Good practice films

14.30 *Workshops 2*

15.45 Lightning talks - Digital Youth Work in my country  
European Project Partners

16.15 Action planning

16.30 Evaluation and Closing remarks

### **16.45 Close**

# Youth Work in the Digital Age – What Next?

## Workshops 1 11.50-13.00

### Knowing the 'You' in Digital YOUth Work: increasing confidence in your ability to use digital technologies in practice

*Dana Jupp, Digital Youth Work Consultant*

How confident are you about how digital technologies impact your personal and professional life? Whether you see yourself as a newbie digital youth worker or think you're a digital youth work 'rock star', you question the role devices, social media, platforms, etc. play in your life and practice. Join this session to identify your digital outlook, strengths, and possible training required. You'll leave the session with your 'digital philosophy' and a '3-item take-away' list in hand – this one-hour reflection will increase your digital confidence and help focus your digital youth work practice.

### Getting Started with STEAM Projects for Young People

*Janice Feighery, Camara Education Ireland and National Youth Council of Ireland*

A taster workshop to introduce participants to three introductory level STEAM activities for young people from a STEAM Starter Kit. Participants will get to make a scribble bot, a paper LED circuit greeting card or a STEAM racer car in three small groups. The workshop will finish with a small showcase and each group will share their STEAM creations and share how they were constructed.

Participants will be introduced to exciting new STEAM resources including a STEAM Toolkit, a sample STEAM programme plan and three advanced STEAM activities for young people.

### Let's Get Innovative with Innobox!

*Juha Kiviniemi and Suvi Tuominen, Verke*

In this workshop, participants get to try out exercises from Verke's brand new Innobox, which was developed during the Digital Youth Work project. Innobox is a toolkit that helps youth work organisations to develop new operating methods, procedures or services for youth work. The Innobox can be used alone, in a group or even with the entire working community.

Read more about Innobox here:

<https://www.verke.org/material/innobox/?lang=en>

### Movie Time – Good Practice Collection in Digital Youth Work

*Digital Youth Work Project partners*

Watch a selection of the short films showcasing good practice in digital youth work across Europe. Get ideas and inspiration and discuss what you have seen.



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## Workshops 2 14:30-15:35

### Digital pedagogy - advising vulnerable children and young people online

*Anni Marquard, Centre for Digital Pedagogik*

The workshop gives you insight into 20 years of experience in digital counselling of vulnerable children and young people. We visit 2-3 online platforms and immerse ourselves in the online counselling educational tools. What methods can you take advantage of in digital counselling?

### #DIGI\_impact >> Digital Youth Work Evaluation

*Alicja Pawluczuk, Digital Beez, Napier University and Liverpool University*

Apparently, nearly everyone has an evaluation horror story to tell - what is yours? The aim of #DIGI\_impact is to examine opportunities and challenges associated with social impact evaluation of digital youth work. During the session we will explore some of the impact tools and methodologies currently available. Digital youth work social impact evaluation recommendations (co-created by digital youth workers and young people in Scotland) will also be presented.

### Skills Summary - The easy way to track and develop your life skills

*Katrin Wolschke, National Youth Council of Ireland*

In the Skills Summary workshops you will:

- get an introduction into the Skills Summary pilot project
- explore the features of the tool [www.skillssummary.ie](http://www.skillssummary.ie)
- discuss how to use the tool in different youth work settings
- get information about how to use Skills Summary as a measurement tool

Participants need to bring own internet-enabled device (smart phone, tablet computer, laptop)

### Working in Digital Spaces and Places

*Jane Melvin, University of Brighton*

Explore how a digital contexts impact on face-to-face youth work and professional practice, considering scenarios for youth work practice using the facets of the 'Digital Spaces and Places' model.