Youth Work in the Digital Age – What Next?

DRAFT Agenda - 3rd 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
- 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.