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DiGi YOUTH 2.0

DIGI YOUTH 2.0
ERASMUS+

FRAMEWORK CURRICULUM

DiGi YOUTH is a platform for digital and inclusive youth work that has been developed in the framework of DiGi Youth II project. It is empowering youth workers and organisations to fully embrace opportunities and be prepared for challenges in the world of digital technologies and media, so that they can plan, carry out, and promote successful and innovative digital youth work activities. For this purpose, DiGi YOUTH provides a variety of offers to youth workers and staff and representatives of youth organisations. Youth will then benefit from increased diversity and quality of future digital youth work activities

You can find out more [HERE](#)

Framework curriculum of training for youth workers is a document which aims to improve capacity of youth workers and organisations to develop and realise high-quality digital youth work activities; new connections between partner organisations and target groups.

Topics

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Suggested Formats

Digital Youth Work: an introduction					Quizzes (both online and offline)	Seminar, workshop, webinar, media library (both online and offline)	Interviews (both online and offline)
Digitalisation of youth work - the story is open	Youth work and disadvantaged youth						
Digital youth information & consulting	Youth participation & empowerment	Challenges Of Digital Youth Work			Projects		Practical tests (both online and offline)
Media in Youth Work (including GDPR and copyright)	Human Rights And Internet (including AI)	Ethics	The Role Of Safety, Security, and Privacy In Youth Work				Simulation Games (online)
	Digital Well-Being And Health	Developing critical perspective on the digital transformation	Building Digital Resilience	Self-development of youth workers			
		Opportunities of Digital Youth Work	Promoting youth work activities	Networking, cooperation, and best practices			Games and gamification



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Tools

Manual

Exercise

Living library,
media and
multimedia
materials

Info
session

Videos

Podcasts

Infographics

Simulation
games

Group
activity

Pitching,
debate

Multimedia
presentations

Online
meeting
tools

Methods

**Communication
based**

interaction,
dialogue,
mediation;

**Activity
based**

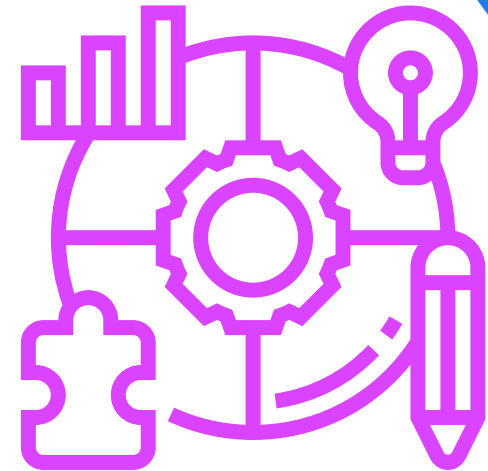
Experience,
practice,
experimentation;

**Socially
focused**

Partnership,
teamwork,
networking;

**Self
directed**

Creativity,
discovery,
responsibility



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Skills

Analytical and critical thinking skills	Skills of listening and observing	
Empathy	Cooperation skills	Flexibility and adaptability
	Problem solving, risk/conflict prevention & management	Communication skills

Knowledge

Self-development and self-assessment	Information and data literacy, management	Digital content creation
	Media and information literacy, media making, storytelling	Learning from others
		Learning to learn, peer-to-peer approach,

Attitudes & values

Openness to different cultures, ideas, views & practices

Respect

Civic-mindedness

Freedom of speech and its limits, hate-speech

