Digital skills for youth inclusion – Poronin 4 – 11 February 2023

The Digital tools for youth inclusion project was organized by Erasmus. The main aim of this mobility is: Counteracting digital exclusion among young people of the European Union by reaching directly with non-formal education program for a group of 40 young people, including 20 people who describe themselves as directly affected by this phenomenon, and through additional promotional activities and dissemination of results to a much wider group of indirect beneficiaries. Digital exclusion is a huge problem in Poland and only 6 EU countries are worst in that aspect, including Portugal and Romania. That's why it is so important for us to increase our skills and promote combating digital exclusion.

8 participants from each partner organization attended the youth exchange. The participating countries were Cyprus, Hungary, Poland, Portugal and Romania.

Program of the youth exchange:

Day 1:
- Arrival day
- Introduction to the program
- Introducing ourselves

Day 2:
- Video creation
    - Including every single person (their names the country and the city they come from).
    - Interviewing five people who did Erasmus projects at least five times before. They say what projects they did. What they learned. Why every young European should experience it in their lifetime.
    - About what social inclusion is.
    - A promo video about this project. Introducing its objectives, some participants, venue, organizers.

Day 3
- Introduction to digital skills
    - Discussion and reflection of the video creation activity
        - What worked
        - What could be improved
    - Digital skills market: Participants identified their own digital skills and tried to experience through a game how job market works.

Day 4:
- Digital skills in European Union
    - DigComp Framework presentation (https://publications.jrc.ec.europa.eu/repository/handle/JRC128415)
        - Group activity for introducing the digital competences included in the European union
    - Algorithmic thinking:

- Group activity for introducing the algorithmic thinking to the participants promoting group collaboration and peer evaluation.

Day 5:
- Digital tools
  - Think about a system that will help tourist in Zakopane
- Visit to Zakopane
  - Interview the locals and learnt new thinks about their culture

Day 6:
- Digital skills and tools
  - Wish box: participants shared the digital skills and tools they would like to know, and participants helped each other to achieve theirs wishes
- AI literacy
  - What is AI and how AI is a part of our daily lives
  - Risks and potential in AI systems
- Erasmus projects aims
  - Why is important to participate in Erasmus projects
  - How do Erasmus projects work

Day 7:
- Use of digital skills and tools
  - Group activity for the creating digital content (e.g., videos and photos, social media pages, skills dataset, podcast)
- Youth pass ceremony
- Evaluation and reflection

Day 8:
- Departures

Outcomes of the youth exchange:

To summarize our week, it was a unique experience, and we gained a lot of knowledge. For some of us it was a challenge as we didn't have any previous connection with the world of technology. Luckily, there were some professional participants among us who were happy to share their knowledge with us, while they could also learn from each other. We will definitely use the acquired skills in our daily lives and the lifetime connections will always stay with us.

Interesting links:

1. https://joint-research-centre.ec.europa.eu/digcomp/digcomp-framework_en?fbclid=IwAR3i-7j05kiUzWSYMUj7jv1GJX2lhA6asszieu8pvvXYxGE1X09bPz1n8LQ
2. https://www.weforum.org/agenda/2022/04/europe-basic-digital-skills/?fbclid=IwAR1VeVcJjbZFdW7lwJXda1tgmtqf2ckiXypB75tJ0iA068zTy-PcVCdmH0I
3. https://apps.apple.com/app/id1010391170?fbclid=IwAR28NneeQyruWh9ij5CqcTdvQCsbMHm5m1XjZlitNIL0Z0O5OhsXXxlmoxM
4. https://www.youtube.com/watch?v=Ct-lOOUqmyY&ab_channel=NowI%27veSeenEverything
5. https://play.google.com/store/apps/details?id=co.au.goalhero&fbclid=IwAR1Sf2cmRKerNl5HPwqUAQNMmqqpMyVJDZeQ0MEN79_CjHe5w4MJZLFuMYE
6. https://medium.com/mlearning-ai/5-ai-art-generators-you-should-know-about-ed1591cee3b9
7. https://creator.nightcafe.studio/?fbclid=IwAR3QvF-nwlj5t0ORGh04RS6a1l2nqnUWc0Sa0MbW19EfnF-hUkfncT3HHYs
8. https://play.google.com/store/apps/details?id=com.jellyworkz.mubert&referrer=utm_source%3Dapps.facebook.com%26utm_campaign%3Dfb4a%26utm_content%3D%257B%2522app%2522%253A0%252C%2522t%2522%253A1676026903%252C%2522source%2522%253Anull%257D&fbclid=IwAR2BEon1PHil8W53qNEo9aiLzi0BT0Q35gKWOZRn7yuV-9aHVJGCL0Rl7Ms&pli=1
9. https://www.youtube.com/watch?v=oJC8VIDSx_Q&ab_channel=Google
10. https://www.youtube.com/watch?v=QghjaS0WQQU&ab_channel=GCFLearnFree.org
11. https://www.youtube.com/watch?v=kopoLzvh5jY&t=80s&ab_channel=OpenAI
12. https://www.youtube.com/watch?v=pT-k1kDIRnw&ab_channel=GCFLearnFree.org

Follow us on:

1. Facebook → https://www.facebook.com/digital.poronin
2. Instagram → https://www.instagram.com/digital_poronin/