

Key Action: Learning Mobility of Individuals
Action Type: Mobility of youth workers

Project Title

From Digital Mindset to Disable Inclusion: a youth worker challenge

Project Coordinator

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Project Information

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Project Summary

Objectives

The main goal of the project is to promote the figure of the digital youth worker and to improve the innovation of youth work at a local, regional, national, and European level. The digital youth workers that the project aims to train have the mindset to combine new technologies into non-formal education in a creative and innovative way, by using digital tools as inclusive and educational ones, and are able to involve and promote active participation among people with cognitive disabilities. In order to reach this goal, the project proposes a 8-day mobility based in Naples, Italy and aims to involve 28 youth workers coming from 7 different youth organizations active at a European level. By the end of the mobility, each participant will have broadened his/her personal skills by adding to them modern and advanced technologies (e.g. virtual reality; augmented reality; bci; robotics; digital painting softwares and 3D modeling). Furthermore, they will be able to create, organize and manage sociocultural and educational interventions inside their own organizations, with the goal of promoting the growth and the social inclusion of young people affected by cognitive disabilities. The mobility also intends to develop the spirit of initiative and self-entrepreneurship of digital youth workers, by training them in the field of crowdfunding and by encouraging them to actively support their organization. This can be reached thanks to the promotion of digital campaigns with the goal of raising funds to purchase new technologies for the organizations and to implement their activities.

The main objectives of the mobility may be briefly summarised as follows:

- Develop innovative practices which both integrate new technologies and non-formal education;
- Promote social inclusion of young people with cognitive disabilities through the integration of new technologies and non-formal education;
- Promote self-employment among social trainers and instructors;
- Share good digital youth work practices across the countries, by contributing to the innovation and improvement of youth work within the European Union.

Yet, at the same time, the project aims to encourage participants to develop soft skills such as creativity, problem solving, team building, leadership, effective communication, intercultural and linguistic skills, as well as European values, such as solidarity, collaboration, open-mindedness to diversity and tendency for inclusion. The project involves partner organizations engaged in the field of socio-educational animation with a strong expertise in non-formal education, a propensity towards social inclusion and with the desire to expand their expertise to face the transformations imposed by the digital era. By the end of the project, every participant and organization will have paved the way for a new way of interpreting youth work at a local, regional, national, and European level by introducing innovative, shared, and inclusive practices.

Activities

The project includes the following activities:

1. 28 youth workers will meet in Naples (Italy) for a 8day training during which they will improve their knowledge about cognitive disability by increasing their experience in the fields of non-formal education and new technologies as a tool for social inclusion.
2. Participants will visit a Rehabilitation Center familiar with the use of technologies in healthcare and specialized in the treatment of cognitive disability. They will interact with MD professionals and directly experience the use of virtual reality, augmented reality, and robotics in the rehabilitation field.
3. The last two days of mobility will see the participants creating and organizing – while split in small groups – 6 workshops which promote the use of digital tools in non-formal educational practices. These workshops will be

proposed during socio-educational events addressed to young people with disabilities.

4. Participants will receive intensive training about crowdfunding; this will lead to the creation of digital crowdfunding campaigns, perfect to promote the funding of autonomous ideas and initiatives helpful to find the means to buy the technologies to use in their organization once the mobility is over. This training will also grow in them a sense of duty and responsibility.

The working methodology is based on non-formal and informal educational methods and aims to enhance learning practices capable of stimulating interest and creativity among the participants. Furthermore, the methodology wants to convey a culture that encourages inclusion and diversity in its different forms. Participants taking part in the mobility correspond to 28 youth workers coming from 7 European organizations (1 from partner countries). They share the will to develop their digital mindset by using advanced technologies in a creative and innovative way in order to promote the involvement of young people affected by disabilities inside their communities. For this reason, youth workers with minor opportunities (due to social, economics, geographical, racial, and educational obstacles) are expected to participate in this project.

Impact

The main results of the mobility will be the conception, development, and dissemination of:

(O1) a workshop catalogue where it will be visible the use of digital instruments and advanced technologies in non-formal educational methods aimed to promote social inclusion of young people with disabilities inside youth organizations;

(O2) a small guide on self-employment, including 1 example of digital crowdfunding campaign;

(O3) a final videoclip which narrates the mobility in a dynamic and ironic way, filmed and created according to the youth workers' point of view.

All materials will be available in the English language on the Erasmus+ platforms. They will be shared on the main dissemination channels with the goal of promoting a responsible use among youth workers at a local, regional, national, and European level.

By taking part in the project, participants will:

1) strengthen their awareness on the importance of the integration and participation of people with disabilities in local, national and international activities;

2) increase the ability to involve young people with cognitive disabilities in the medium and long term, with the goal of making socio-educational training and voluntary initiatives of youth organizations more accessible and more effective;

3) raise awareness on technological, structural, and organizational requirements concerning the adoption of advanced technology in socio-educational training;

4) become proactive in crowdfunding practices for their own organizations. This will lead them to obtain the necessary funds to make their ideas and initiatives tangible realities;

5) transmit their knowledge, abilities and competences to their colleagues and to other youth workers. This will lead to the enhancement of the quality of socio-educational training at a local, regional, national, and European level;

6) develop soft skills such as creativity, problem solving, team building, leadership, effective communication, intercultural and linguistic skills, ecological awareness and European values, such as solidarity, collaboration, open-mindedness to diversity and tendency for inclusion.

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