





Learning and Engaging with New Technologies: Digitally Agile Youth Work

Supported by:

Erasmus+ / Cooperation Partnerships

EU Youth Programme Priority:

Digital Transformation

Topic:

Youth Participation / Promoting Participation for All Digital Participation

Youth goals:

Quality Learning





Introducing new ways of learning using digital technologies can be confusing. That's why experts and youth workers from seven organisations came together to collect several innovative methods, tools and some brilliant new practices! With the dizzying number of online platforms and gadgets now being developed, this great project has provided valuable skills that educators can pass on to thousands of young people across Europe.

What is Participation for you?

"Participation means that young people have power, opportunities, more control over and more say in the issues that matter to them. And the digital world is a great vehicle for that."

Liz Green PROJECT COORDINATOR







Wow!

The fantastic open source documents created during this project help anybody working with children, adolescents and young adults keep track of the newest educational trends! Browse the digital training materials, good practices, policy guidelines and practical tips on their website.

Learn more about other amazing youth participation projects here: https://participationpool.eu/project/learning-and-engaging-with-new-technologies-digitally-agile-youth-work/