

RECOGNISING YOUTH SKILLS

CITIES OF LEARNING AND OPEN BADGES



Katarina Gorenc

Head of Youth
Department Ljubljana



&

Sandra Zoomers

Coordinator of the
Dutch Cities of
Learning Network



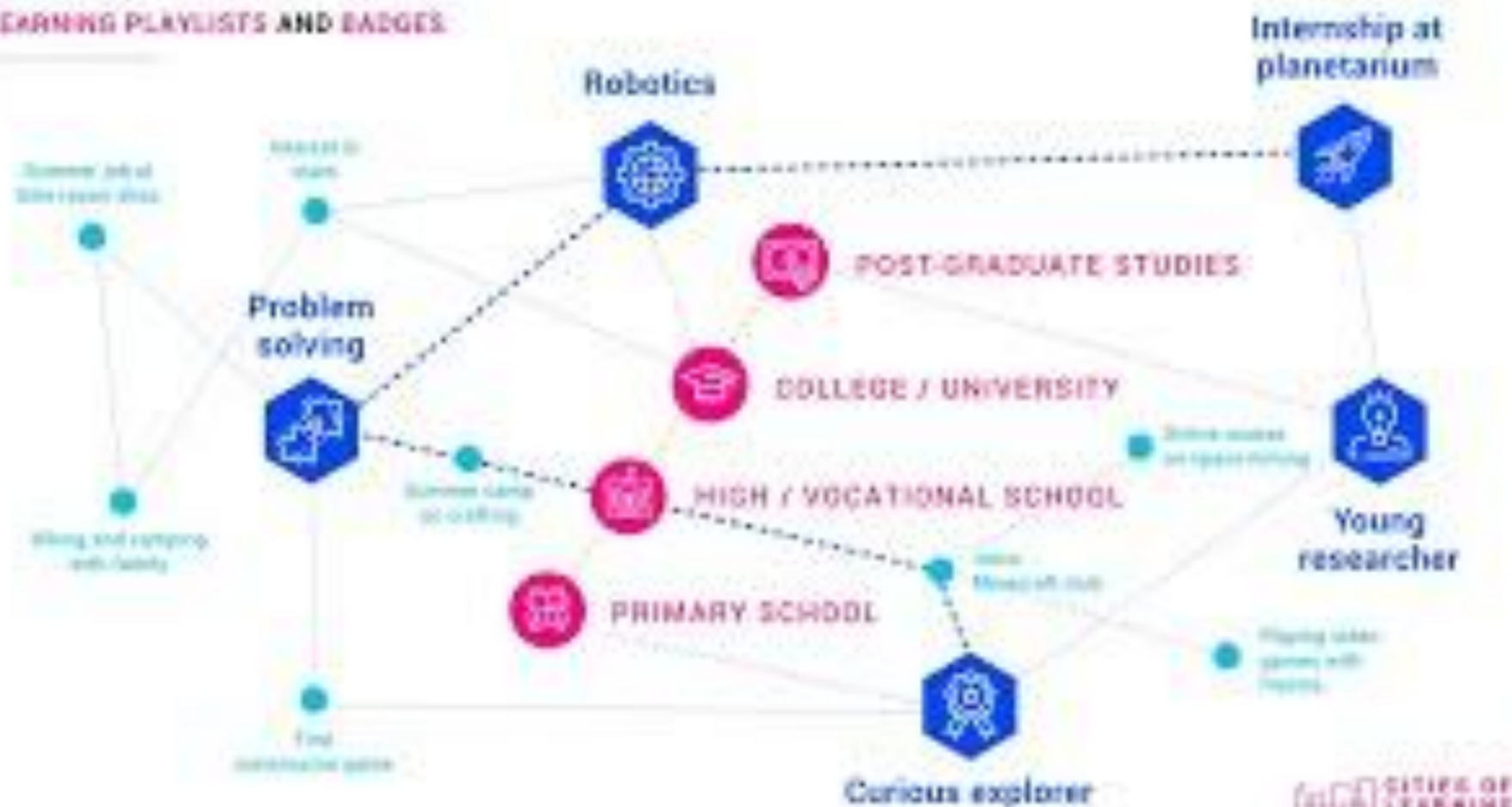
GETTING TO KNOW

ROLL THE DICE

- Play with another person and two dices.
- Roll the dices and ask the question that corresponds.
- Give both persons the possibility to talk about the question.
- When ready, roll the dices again and play.

					
	Have you tried any new learning techniques recently?	What's the most interesting skill you learned outside school?	Do you think non-formal education gets enough recognition?	How do you stay motivated to keep learning?	Have you ever got recognition for a skill you learned outside school?
	Do you find learning in informal setting more enjoyable?	How do you think employers should value skills gained outside school?	Have you ever had a mentor or guide who helped shaping learning outside school?	What role do you think self-reflection plays in improving your ability to learn?	Do you believe that failure is an essential part of a learning process?
	Name a learning challenge you've faced and how did you overcome?	Have you ever had a eureka moment while learning something outside school?	How do you think cultural differences influence the way people approach learning?	What's one thing that you wish people should understand better about learning?	What role do you think environmental factors play in learning?
	How can a holistic approach to education address societal challenges?	Do you believe in setting specific learning goals?	How do you celebrate your learning milestones?	Do you prefer learning alone or in a group?	What's your favourite learning resource (book, website, app, ...)?
	How do you think a positive attitude towards learning can impact other areas of your life?	Have you ever had to unlearn something in order to progress in your learning journey?	Have you ever had a role model who influenced your learning?	Have you ever noticed a habit that hinder your learning process?	Have you ever incorporated mindfulness techniques to improve your learning?
	How do you reflect on learning experiences and adjust your behaviour accordingly?	Have you ever used gamification to make your learning more effective?	What role do you think social interactions play in learning behaviour?	Do you think there should be more governmental support to promote recognition of learning?	How do you think assessment of learning can happen in non-formal learning?
					Give a piece of advice when someone wants to learn effectively?
					Have you ever used digital technology outside formal education?
					Do you believe that fostering empathy is important for learning?
					What's one skill you've always wanted to learn but haven't had the chance yet?
					What strategies do you use to stay organised while learning?
					Do you have a network where you learn easily?

LEARNING PLAYLISTS AND BADGES



More videos on Cities of Learning [Youtube channel](#)



More videos on Cities of Learning [Youtube channel](#)

Dedicated to lifelong learning and recognition

encompasses integrated digital solutions, offering competence development
and recognition across learning domains, plus, training
engaging methodologies.

[Explore](#)

70 badges



Better Than Coffee



Academy Contributor



Home



All activities



Map

Freiwilligendienste Naumburg
18 Mitte gömbki, Region Sachsen-Anhalt Nord

Join

JFZ Seehausen
18 Mitte gömbki, Region Sachsen-Anhalt Nord

Join

JFZ Osterburg
18 Mitte gömbki, Region Sachsen-Anhalt Nord

Join

[Load more...](#)

Featured Skills

#anticipate needs

#communicating

#prepare statistical reports

#recruit volunteers

#self-reflection

#reflexion on own behaviour

#sports events

#demonstrate willingness to learn

#develop a listening attitude when talking to players

#work for social inclusion

Learning Playlists

Complete Learning Playlist and earn digital Open Badges

1

Learning for everyone,
everywhere

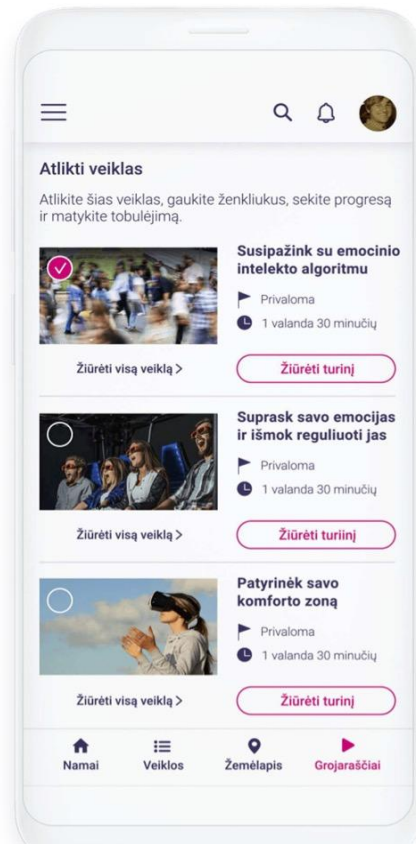
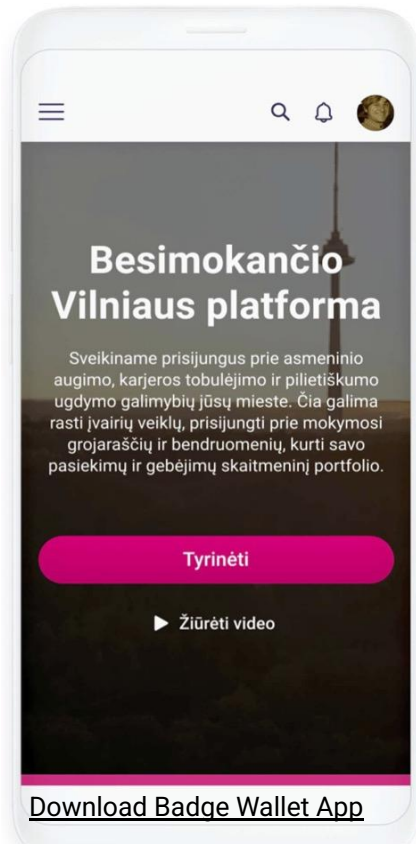
BADGE WALLET APP



PLAY STORE



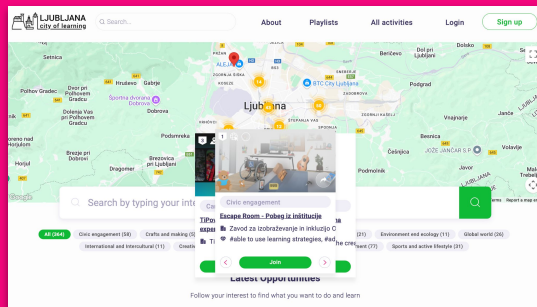
APP STORE



[Download Badge Wallet App](#)

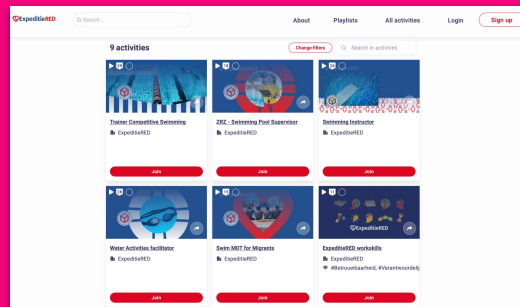
CITY OF LEARNING PLATFORM USE CASES

LJUBLJANA CITY OF LEARNING



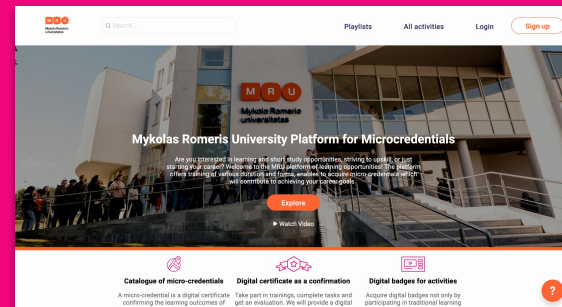
City, Region, Island level
platform for open and
location based learning
ecosystem

EXPEDITIERED NATIONAL VOLUNTEERING FOR YOUNG PEOPLE



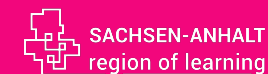
Organisation, Programme
level platform for
public/private learning
ecosystem

MYKOLAS RIOMERIS UNIVERSITY MICROCREDENTIALS



University Campus,
College, School level
platform for public/private
learning ecosystem

40+ locations in Europe and beyond





Katarina Gorenc



WHY CITIES BENEFIT FROM CITIES OF LEARNING

LEARNING BECOMES VISIBLE AND ACCESSIBLE

- One digital map of all learning opportunities
- Includes online & in-person activities
- Helps youth discover and plan learning journeys

EMPOWERS YOUNG PEOPLE

- Ownership of their learning path
- Track progress, reflect, and earn Open Badges



Katarina Gorenc



WHY CITIES BENEFIT FROM CITIES OF LEARNING

STRENGTHEN LOCAL PARTNERSHIPS

- Youth organisations, schools, libraries, employers collaborate
- Share a common platform and audience
- Co-create programs and refer learners

SUPPORTS LOCAL POLICY GOALS

- Aligns with goals like youth employment and inclusion
- Helps cities identify gaps and measure impact
- Promotes key 21st-century skills

THE BIG PICTURE



LJUBLJANA
city of learning



It builds a stronger, more engaged community

- Youth feel seen, valued, and supported
- Encourages civic engagement and belonging
- Fosters a lifelong learning culture

Short:

- Connects the dots between people, places and possibilities
- Unlocks a city's full potential as a learning community
- Not just a tool - a new way of thinking about what a city can be

But all of the good example of cities have a **dedicated staff or an organisation as coordinator** to make sure:

- Learning providers get proper support for presenting their learning opportunities
- To connect different stakeholders
- To follow up on the progress and build the international network



YOUTH WORK

EXAMPLES



5



YOUNG CO(L) CREATORS PROGRAMME

CITIES OF
LEARNING
by Badgecraft

Overview

Badges

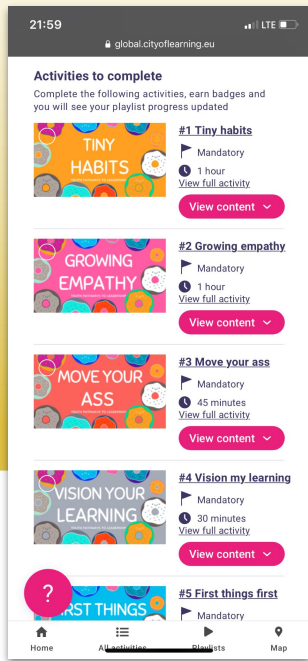
Endorsements



4

[Link to the playlist](#)





[Link to the playlist](#)



Content

Habits are a big part of your life, about **40 % of your actions are habits**. What if you would become aware of your habits and make conscious decisions instead of doing things automatically without thinking if it is an effective behaviour or not. A habit can be something small like taking a coffee every morning when you wake up, but it can also be more complicated as not taking action to change something that you don't feel comfortable with. These habits are not just there, they grow step by step until they become second nature. This can be very helpful because when something becomes a second nature, the action doesn't take a lot of energy anymore. Though it is very annoying when the habit is not

Badges 6





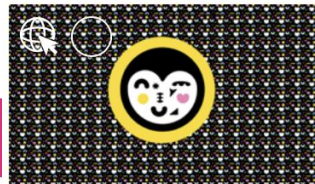
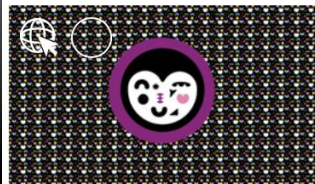
[Overview](#)

[Badges](#)

Embassy of Compassion

[Link to activity on platform](#)

Join



KEY PROJECTS

CITIES OF LEARNING NETWORK





What is an Open Badge?

► Mandatory

🕒 20 minutes

[View full activity](#)



How To Start Using Badges?

► Mandatory

🕒 1 hour

[View full activity](#)



How To Create a Quality Badge?

► Mandatory

🕒 1 hour

[View full activity](#)



How To Create a Badge System

► Mandatory

🕒 2 hours

[View full activity](#)

QUALITY LABEL for badge recognition

[Explore](#)

[About](#)[Playlists](#)[All activities](#)[Login](#)[Sign up](#)

Digital Youth Work Resources Hub

Follow interactive and engaging digital learning pathways to develop youth work digital readiness, resilience and capacity to embrace digital transformation and innovation through a systemic approach and at a strategic level.

[Explore](#)[▶ Watch Video](#)

Digital Youth Work Resources

Explore and share digital youth work resources and materials to develop digital youth work strategy



Digital Youth Work Capacity

Access digital youth work training programme for youth work managers and youth workers



Digital Youth Work Resources

Use digital youth work resources and materials to develop digital youth work strategy



Developing Digital Youth Work: needs, practices, policies.

[Deelnemen](#)[Overzicht](#)[Badges](#)

Inhoud

This activity supports youth workers and youth work managers in understanding and integrating digital youth work into their practices and organisational policies.

Through interactive tasks, you will explore ways to develop digital youth work strategies, ensuring that young people can engage in meaningful, innovative, and inclusive digital experiences.

By completing this activity, you will:

- Gain a clear understanding of what digital youth work is and how it relates to youth work goals.
- Learn practical ways to integrate digital tools and methods into youth work practice.
- Identify how your organisation can implement digital youth work strategies and policies.

Badges 3

[Technologie en computers](#)[Toegevoegd aan playlist \(0\)](#)

Delen:

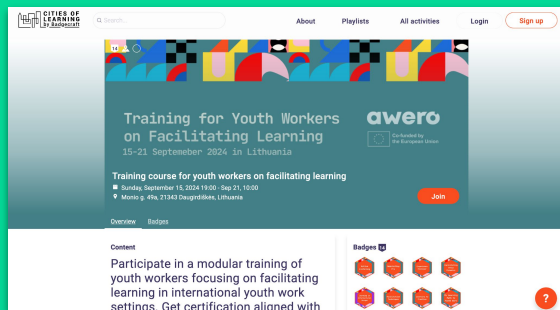
<https://www.digitalyouthwork.nl>[Kopieer](#)

Organisatoren

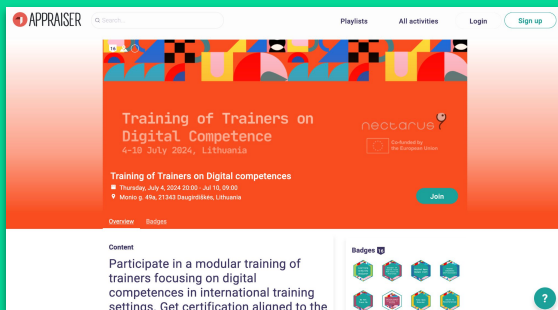


Digital Youth Work
Resource Hub

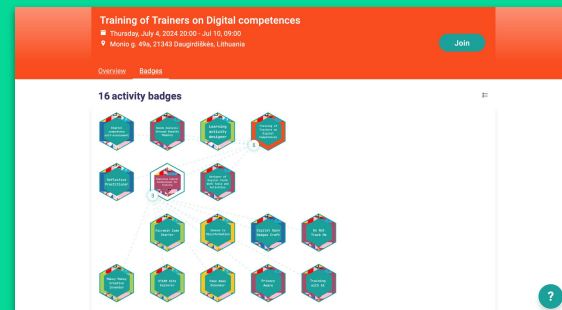
ERASMUS+ ACCREDITATION



Modular Trainings for Youth Workers



Modular Trainings for Trainers



Digital Recognition Solutions

ASSESSMENT OF YOUTH WORKERS COMPETENCES

trainersappraisal.com



Sandra Zoomers

[Activities](#)

[Playlists](#)

[My badge wallet](#)

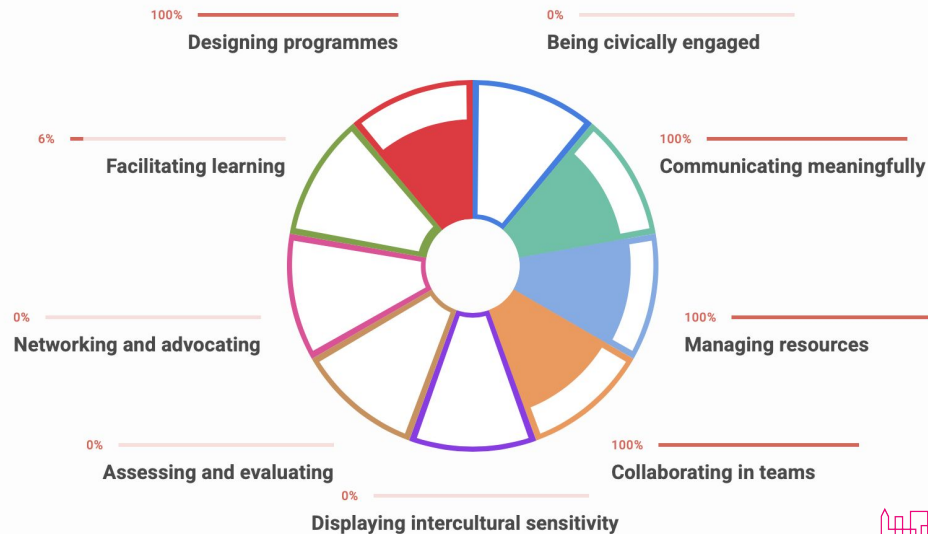
[My certificates](#)

[Assessment](#)



Assessment > ETS-YW model framework


Competence area



28 activities


Change filters


Q Search in activities



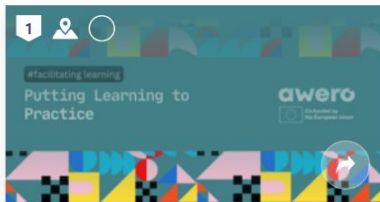
Facilitating learning

Handbook for Facilitators on Learning to Learn

 Nectarus


 #Ability to work with and on different


Join



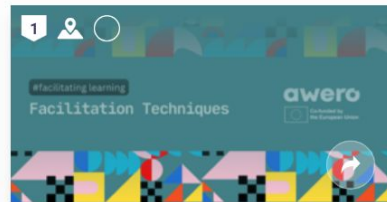
Facilitating learning

Putting Learning to Practice

 Nectarus


 #Readiness to upskill and stay up-to-


Join



Facilitating learning

Facilitation Techniques

 Nectarus

 #Being open towards learning/unexp

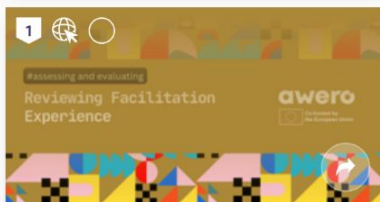
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Facilitating learning


Climate for All Facilitator Training

 International Youth Work Trainers Gu



Facilitating learning


Reviewing facilitation experience

 Nectarus



Facilitating learning

Experiential Learning and Debriefing

 Nectarus

STRATEGY DEVELOPMENT

CITIES OF LEARNING NETWORK



FOCUS STRATEGIES



THESSALONIKI CITY OF LEARNING					
	TARGETS	1 LEARNING PROVIDERS, KEY STAKEHOLDERS & HOSKISON MAKERS	2 YOUNG PEOPLE	3 YOUTH WORK & EDUCATION ORGANISATIONS	4 JOB PROVIDERS & JOB SEEKERS
	THE PLATFORM IS A CREATIVE TOOL FOR YOUTH ORGANISATIONS AND STAKEHOLDERS TO PROMOTE LEARNING ACTIVITIES AND SUPPORT YOUNG PEOPLE TOWARDS THE DEVELOPMENT OF 21ST CENTURY SKILLS				
IMPACT	Young, experienced, educated and job ready individuals who are equipped with the skills and knowledge to enter the labour market and contribute to the economic growth of the city. 20% of the city's young people will be employed by 2020.	Young people of Theosophic orientation, who are motivated, self-motivated and have the ability and the will to take the path of education and experience learning their skills by doing.	Youth work and education recognise the needs of young people and offer them resources to support their digital, educational and employment needs.	Local businesses, young organisations, employers and job seekers will be encouraged to "hire local and train local" in the city's central and inner city areas.	
THINK	Investment pattern of learning providers and young people will be aligned to the city's development. Young people will be encouraged to learn by doing, according to their learning needs. Learning providers will be encouraged to increase international cooperation and support young people for learning.	Young people requiring their own skills by doing. Young people can identify their own learning needs. Young people engaged in activities of education and experience learning their skills by doing. Young people will be engaged in learning by doing.	Increasing awareness of the importance of education and experience learning their skills by doing for young people. Increasing awareness of young people's needs and their learning needs. Encouraging young people to be open to new opportunities as they learn. Encouraging local youth work to be developed.	Employment and training opportunities will be highlighted for recognition and appreciation. Young people will be encouraged to support their apprenticeship and employment needs.	
OUTPUTS	Learning activities with the cooperation of the city's stakeholders. Learning providers, the city's stakeholders and young people will be encouraged to work together.	Research with all results having an impact on the city's development. Learning activities and learning activities with the cooperation of the city's stakeholders.	Development of digitality and activities with the cooperation of the city's stakeholders. Young people will be encouraged to work together with the city's stakeholders. Young people will be encouraged to work together with the city's stakeholders. Young people will be encouraged to work together with the city's stakeholders.	Assessment of the platform and the city's stakeholders. Assessment of the platform and the city's stakeholders. Assessment of the platform and the city's stakeholders.	
ACTIVITIES	Marketing, advertising and training activities. Marketing, advertising and training activities. Marketing, advertising and training activities.	Marketing young people's needs and skills that are relevant to the city's development. Marketing young people's needs and skills that are relevant to the city's development. Marketing young people's needs and skills that are relevant to the city's development.	Training of the city's stakeholders. Training of the city's stakeholders. Training of the city's stakeholders.	Informational information meeting. Informational information meeting. Informational information meeting.	

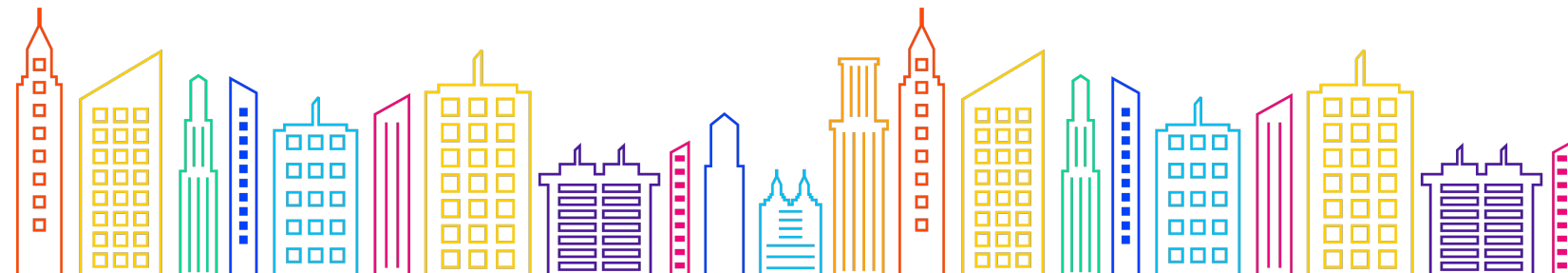
DISCUSSION TIME

1. How could the Cities of Learning framework, with its emphasis on mapping learning opportunities and issuing Open Badges, be integrated into your current practices?
2. Consider the example from Ljubljana, what are potential opportunities and challenges you foresee in implementing a City of Learning initiative in your own community?
3. In what way can the Cities of Learning platform contribute to making learning pathways more visible and accessible to all young people, including those from marginalised or disadvantaged communities?



QUESTIONS...

AND SOME ANSWERS



RECOGNISE YOUR LEARNING

EARN YOUR BADGE



LET'S KEEP IN TOUCH.



Sandra Zoomers, Dutch Cities of Learning

- [About](#) Cities of Learning Network
- Global [platform](#) for Cities of Learning & [locations](#) worldwide
- Cities of Learning [Newsletter](#)
- Cities of Learning [Youtube channel](#)
- [Blogs posts](#) about Cities of Learning
- [Facebook](#) and [LinkedIn](#)

WHAT IS CITIES OF LEARNING NETWORK?



CITIES OF LEARNING NETWORK
promote open, accessible, and
inclusive learning for all.

**We support thriving learning
ecosystems on various levels:**

- Cities
- Regions
- Islands
- Communities
- Organisations
- Schools and campuses

OUR VALUES:

- Inclusiveness
- Openness
- Diversity in learning
- Open recognition
- Democracy and respect for human rights
- Innovation

Mobile App Dashboard:

- 70 badges
- Better Than Coffee
- Academy Contributor
- Navigation: Home, All activities, Map

World Map:

- Activity counts by country: Norway (23), Finland (39), Sweden (245), Poland (219), Germany (217), France (62), Spain (49), Italy (61), Greece (29), Turkey (2), Syria, Iraq, Iran, Afghanistan, Pakistan, Kazakhstan, Kyrgyzstan, Turkmenistan, China, South Korea, Japan, Mongolia, Russia, Ukraine, Romania, Tunisia, Morocco, Portugal, Ireland, United Kingdom, Denmark, Norway, Sweden, Finland.

Latest Opportunities:

Follow your interest to find what you want to do and

Featured Skills:

- #anticipate needs
- #communicating
- #prepare statistical reports
- #recruit volunteers
- #self-reflection
- #reflexion on own behaviour
- #sports events
- #demonstrate willingness to learn
- #develop a listening attitude when talking to players
- #work for social inclusion

Learning Playlists:

Complete Learning Playlist and earn digital Open Badges



Q Search...

About

Playlists

All activities

Login

Sign up



European Youth Goals Awards 2024

Apply for nomination before 15 November 2024

European Youth Goals Awards 2024



Co-funded by
the European Union

Join

[Overview](#)

[Badges](#)

[Endorsements](#)

Content

Are you part of a youth team that has implemented a project supporting the European Youth Goals? We want to celebrate your effort!

eyg.cityoflearning.eu

Badges 1



10:47



Activities to complete

Complete the following activities, earn badges and you will see your playlist progress updated



**Media Masters:
Navigating the Info
Jungle**

Mandatory

Unknown duration

[View full activity](#)

[View content](#)



**Truth Trackers:
Spotting Fake News**

Mandatory

Unknown duration

[View full activity](#)

[View content](#)



**Speak Up: Recognising
and Reporting Hate
Speech**

Mandatory

Unknown duration

[View full activity](#)

[View content](#)



**Dialogue Drivers:
Engaging in
Constructive**



Home

Map

Activities

Playlists

eyg.cityoflearning.eu — Private

THE **CITIES OF LEARNING** PLATFORM



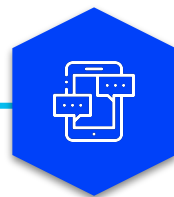
CONNECTED LEARNING SOLUTION

Learner driven solution
combining in-person
and online learning
activities



SCALABLE LEARNING ECOSYSTEM

Learning management
system tailored from
micro-learning to
macro level



360° REVIEW & ASSESSMENT

Visual and interactive
skills and competence
assessment



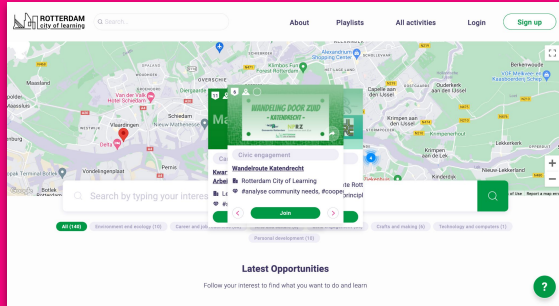
DIGITAL BADGES & MICRO-CREDENTIALS

Global standard of
digital Open Badges,
certificates and
micro-credentials

More about [platform features](#)

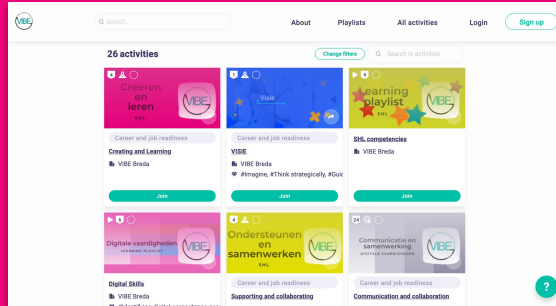
COL PLATFORM USE CASES

ROTTERDAM CITY OF LEARNING



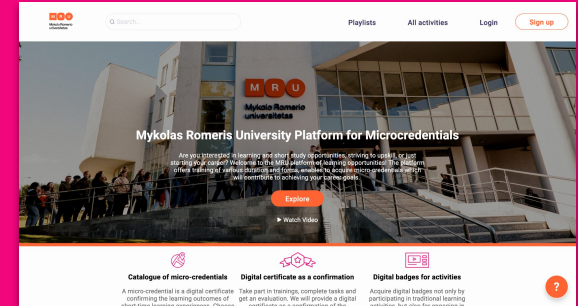
City, Region, Island level platform for open and location based learning ecosystem

VIBE NETHERLANDS CAREER & EMPLOYMENT SERVICES



Organisation, Programme level platform for public/private learning ecosystem

MYKOLAS RIOMERIS UNIVERSITY MICROCREDENTIALS



University Campus, College, School level platform for public/private learning ecosystem



Create

Configure



Name

DYW Reflection Tool

Description

This tool helps to connect educational framework with wider youth policies

Instructions

This GPT aims to identify links between digital youth work training content (training objectives, expected learning outcomes, competences) and international policy frameworks.



Conversation starters

what competences are most important for digital youth work?



what skills a youth worker needs to practice digital inclusion and diversity?



which youth related policies cover digital inclusion and diversity?



DYW Reflection Tool on ChatGPT

Knowledge

Preview



DYW Reflection Tool

This tool helps to connect educational framework with wider youth policies

what competences
are most important
for digital youth...

what skills a youth
worker needs to
practice digital...

which youth
related policies
cover digital...



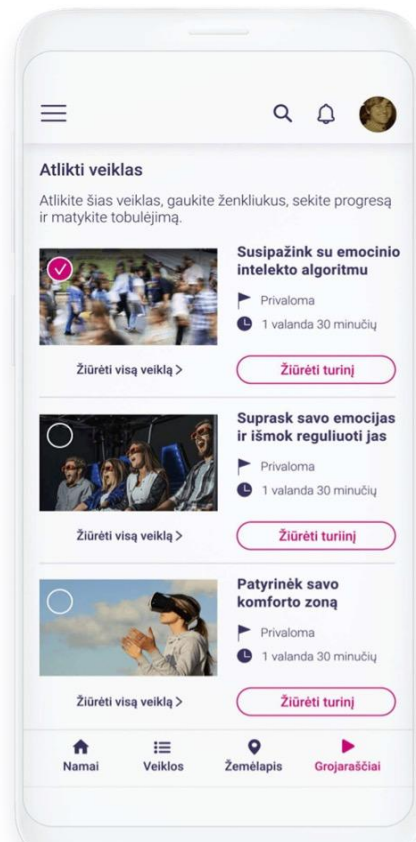
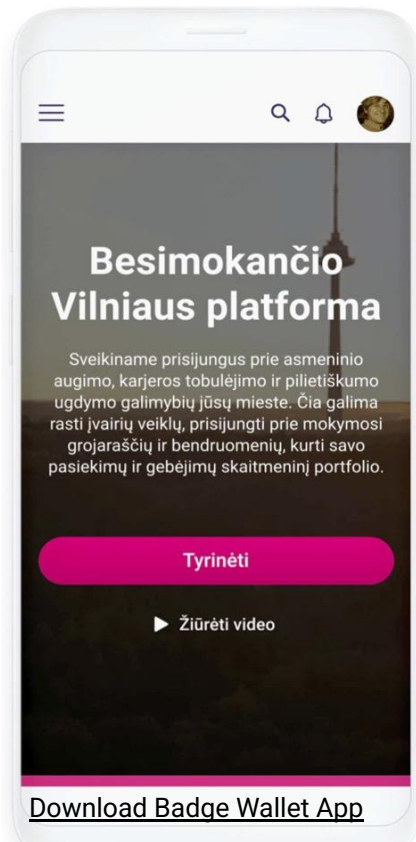
Get citation



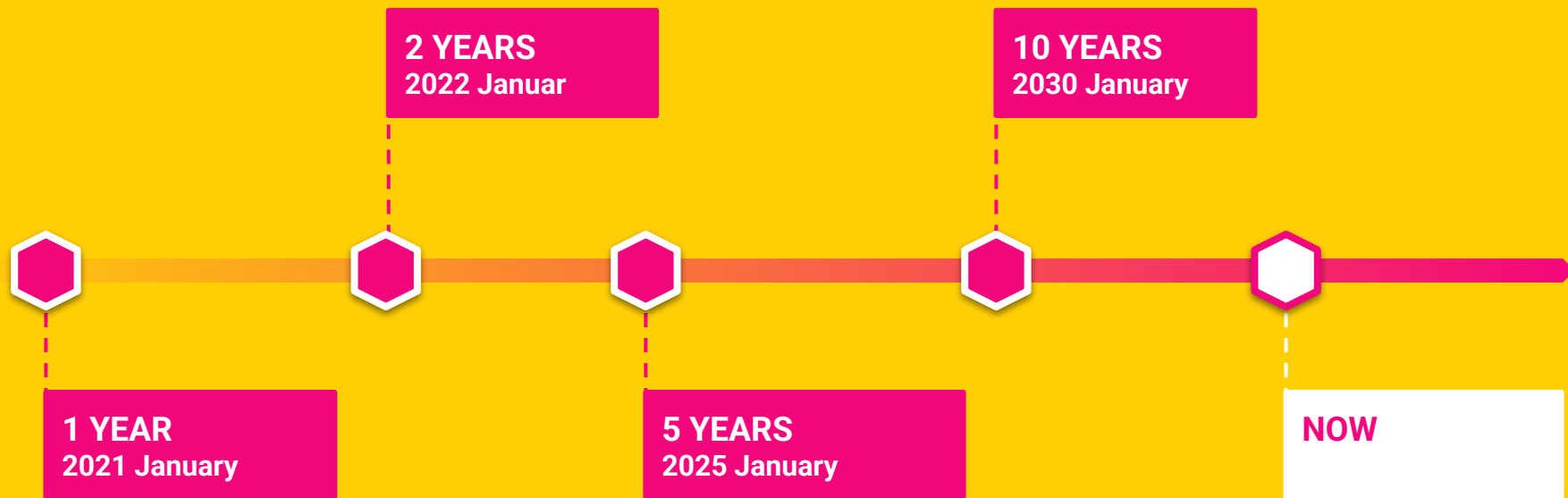
Message DYW Reflection Tool



BADGE WALLET APP



CITIES OF LEARNING STORY



Collaboration with trusted partners





ABOUT BADGES

Digital Open Badges is a global standard to recognise and verify learning and achievements.

citiesoflearning.eu/digital-open-badges



Deciding your badging path



Steps to take in decision making

- **STEP 1.** What goals do you want to achieve by using digital Open Badges?
- **STEP 2.** What type of badging programme(s) do you want to offer?
 - Activity/curricular based
 - Competency based
 - Assessment based
- **STEP 3.** Which platform to use?
 - Open and location based
 - Public/private platform

OPEN BADGES !

Digital. Up-to-date. Open.

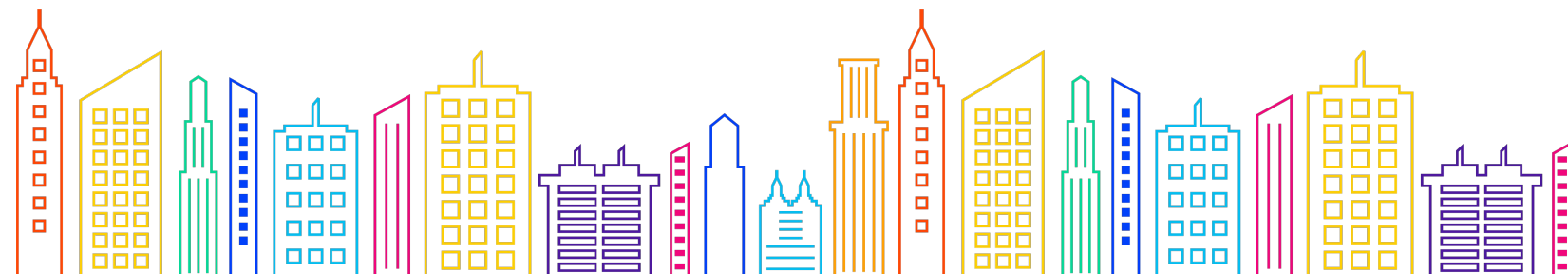




[Link to the video](#)

LET'S EXPLORE

digital platforms, resources and badges





I AM MORE THAN JUST MY GRADES



HONESTY
INTEGRITY
DETERMINATION
CHARACTER
SENSE OF HUMOUR
COLLABORATION
ENTHUSIASM
WORK ETHIC
CREATIVITY
KINDNESS
HUMILITY
CHARITY



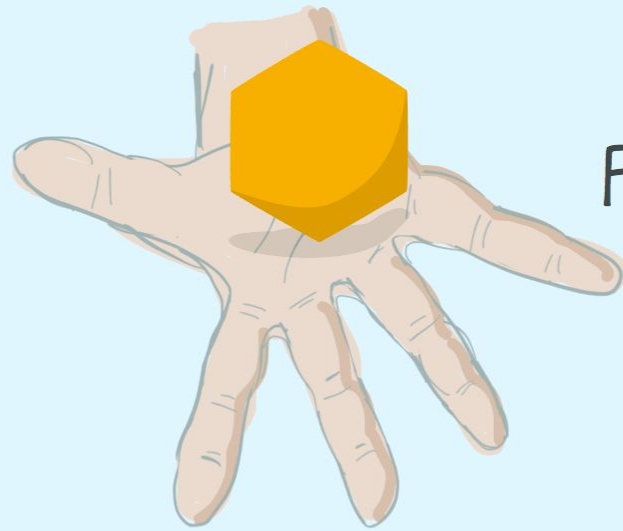
THERE'S
DATA INSIDE!

Evidence
based



Stackable

More Open Badges visuals



Free &
Open

Transferable



WHAT IS A PERSONAL ACCOUNT?



You need to register your *Personal account* should you wish to make the most of using the platform for Cities of Learning.

Having a *Personal account* you will be able to use the platform as a learner: join and complete activities; earn and display digital Open Badges.

Personal account is required to create and manage one or more *Organiser's accounts*.

WHAT IS AN ORGANISER'S ACCOUNT?

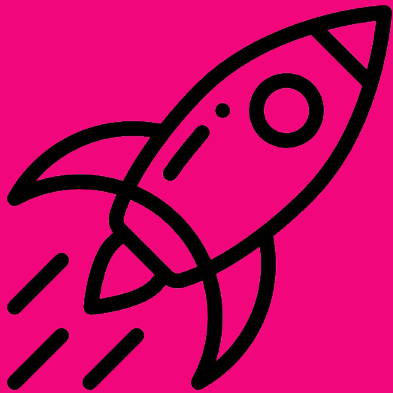


Organiser's account allows you creating and managing learning activities on the Cities of Learning platform.

Having an *Organiser's account* you will be able to promote your activities, invite people to join them, see completion progress and issue digital Open Badges

Organiser's account is required to create and manage *Activities, Playlists and Badges*

WHAT IS AN ACTIVITY?



An *Activity* can be any type of learning experience that is offered by *Organisers*.

This can be an event, internship, volunteering, digital experience, project, open space, course or workshop.

Completing an *Activity* leads to earning a digital Open Badge.

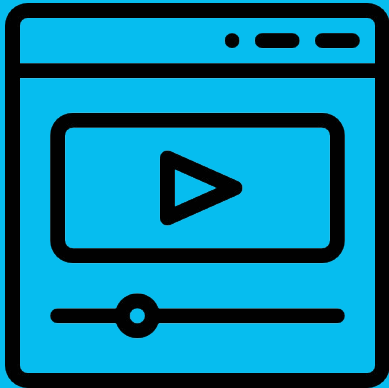
Activities can be stand-alone experiences or combined into *Playlists*.



HOW TO CREATE AN ACTIVITY ON THE PLATFORM?



WHAT IS A LEARNING PLAYLIST?



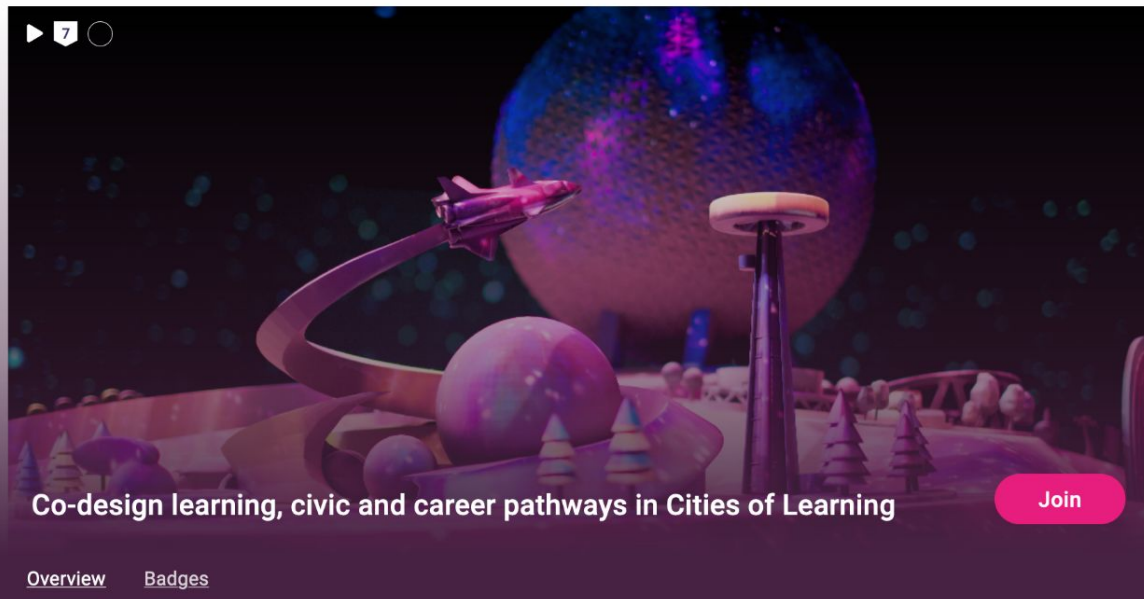
A *Playlist* is as an organised learning pathway with selected *Activities*.

Organisers can choose which *Activities* they want to include in one *Playlist*; set their order of appearance and decide on mandatory and optional *Activities* for completion.

Playlists enable learners track their progress. *Organisers* can use *Playlists* as a learning management system.



[Link to the video](#)


[Overview](#)
[Badges](#)

Content

In the previous [learning playlist](#) “Future makers” you were invited to imagine and build your future learning, civic and career pathways by exploring [Global Youth Skills](#). Another [learning playlist](#) “Pathway to Personal Leadership” hopefully prepared you to lead your own path to the future.

Now we call you to co-design learning, civic and career pathways for young people living in your city or region.

Badges 7



12:13

global.cityoflearning.eu

Activities to complete

Complete the following activities, earn badges and you will see your playlist progress updated



**Co-design pathways:
imagine futures of
Cities of Learning**

Mandatory
25 minutes

[View full activity](#)

[View content](#)



**Co-design pathways:
future scenarios for
Cities of Learning**

Optional
25 minutes

[View full activity](#)

[View content](#)



**Co-design pathways:
your role in making the
future of Cities of
Learning**

Mandatory
20 minutes

[View full activity](#)

[View content](#)



**Co-design pathways:
create activities on**

Home All activities Playlists Map

[Link to the playlist](#)



Blackpool Young Arts Adventurers - Silver - Arts Pathways

[Join](#)
[Overview](#)
[Badges](#)

Content

Welcome to **Blackpool Young Arts Adventurers Silver Arts Award** available now for **Claremont Magic Club** members.


Like the BYAA Bronze the BYAA Silver also has a Blackpool focus and is your chance to get a deeper understanding of the arts across Blackpool. Learn from local artists and those working in the cultural sector about a range of different

Badges 6




17:14
LTE


Activities to complete
Complete the following activities, earn badges and you will see your playlist progress updated




Me, Myself and I
Mandatory
1 hour 30 minutes
[View full activity](#)
[View content](#)



A: Participate & Experience
Mandatory
2 days
[View full activity](#)
[View content](#)



B: Arts Challenge
Mandatory
2 days
[View full activity](#)
[View content](#)



C: Visit & Review
Mandatory
3 hours
[View full activity](#)
[View content](#)

Home
Map
Activities
Playlists
blackpool.cityoflearning.eu

[Link to the playlist](#)



< [Future makers. Lead your learning, civic and career pathways to the future.](#)



Future maker. My Learning, civic and career pathway to the future.

[Badge information](#)

[Endorsements](#)

5 endorsements

Badge endorsement: Signed endorsement



Tilburg City of Learning

Tilburg City of Learning ziet dat het afronden van de learning playlist **Future maker. My learning, civic and career pathway to the future** impact heeft op de visie wat je **nu** wilt leren om klaar te zijn voor jouw toekomst.

Ben jij in het bezit van deze badge? Dan heb je voor ons een pre om bij Tilburg City of Learning je afstudeeropdracht, stage, cariere move, etc. een duwtje jouw richting op te geven. Daarnaast ben je ook eerste in de rij voor deelname aan internationale projecten waarbij je Cities of Learning vertegenwoordigd (hoeft niet Tilburg focus te hebben).

Badge endorsement: Signed endorsement



Sachsen-Anhalt Region of Learning

Activity



[Future makers. Lead your learning, civic and career pathways to the future.](#)

Organisation



[Network of Cities and Regions of Learning](#)

EFFECTIVE DIGITAL HABITS



iDigital Seminar



**Grow Digital Training
Course**



**Digital Harvest
Seminar**

DIGITAL COMPETENCES AND CAPACITIES



DIGITAL YOUTH WORK COMPETENCES:

- Critical digital literacy
- Digitalisation is glocal
- Balancing benefits & responsibility
- Participation in European projects
- Providing basic digital skills for young people
- Organising digital youth work
- Digital safety and well-being
- Problem solving

DIGITAL ORGANISATIONAL CAPACITIES:

- Managing digital transformation
- Innovative working culture
- Addressing learning–training needs
- Infrastructure
- Assessment

What is Digital Youth Work?



Digital Youth Work...

- means proactively using or addressing digital media and technology as a **tool**, **activity** or **content** in youth work
- can be included in any youth work setting and has the **same goals** as youth work in general
- can happen in **face-to-face** situations as well as in **online environments** – or in a mixture of these two.

GUIDELINES FOR DYW DEVELOPMENT



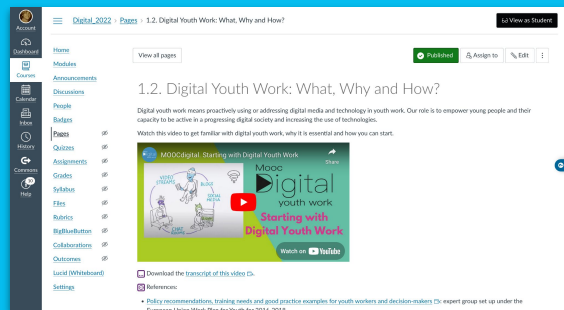
- **Strategy**
- **Culture**
- **Governance and Management**
- **Human Resources:** Provide regular training for staff and volunteers to build their competencies and challenge resistant mindsets
- **Infrastructure**
- **Partnerships**

PROFESSIONAL DEVELOPMENT FOR DYW

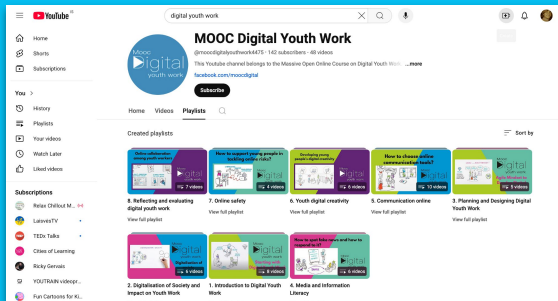


- Seek out training opportunities to **incrementally** build new knowledge and skills
- Challenge **mindsets** and contribute to a **digitally agile** culture in the youth work setting
- Engage in **peer learning, knowledge sharing** and **international collaboration**
- An **interest** towards digital technologies and an **agile mindset** are more important than being a technical expert

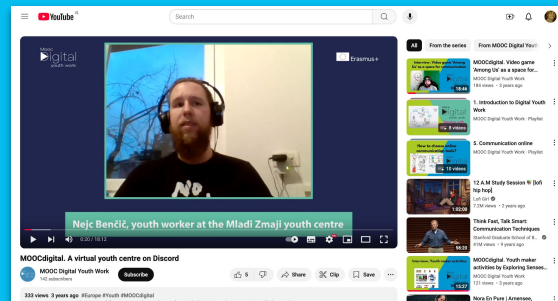
DIGITAL YOUTH WORK MOOC



Massive Open Online Course



Animated Videos



Good Practices Interviews

CREATIVE ORGANISATIONAL LEARNING

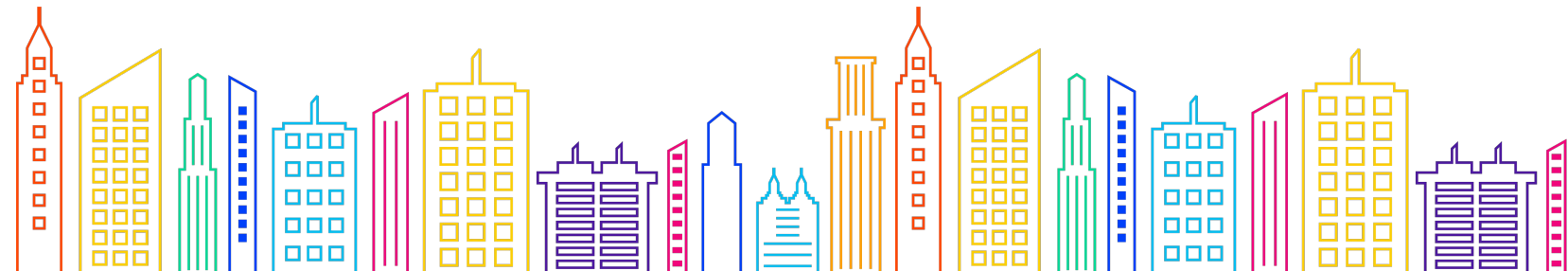


Using digital youth work to rethink the roles, approaches and working methods.

- Train staff to collaborate and network
- Promoting creativity and social and emotional skills
- Empowers and expects to rethink existing practices and innovate
- Learning what kind of youth work can be done digitally what offline
- empowers young people to imagine alternative uses of digitalisation and shape new visions of digitality.

EXAMPLES OF

competence and capacity development



PLAYLIST DESIGN STEPS

- Team-up and choose a topic
- Set your goals
- Design experiences
- Assemble a playlist
- Define a badge

[Download a copy of full playlist design presentation](#)



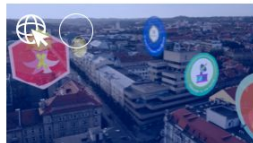
Co-design pathways: create activities on Cities of Learning platform

🚩 Mandatory

🕒 45 minutes

[View full activity](#)

[View content](#) ▾



Co-design pathways: create a playlist on the Cities of Learning platform

🚩 Mandatory

🕒 4 hours

[View full activity](#)

[View content](#) ▾



Co-design pathways - create badges on the Cities of Learning platform

🚩 Mandatory

🕒 1 hour

[View full activity](#)

[View content](#) ▾



Co-design learning, civic and career pathways in Cities of Learning

ACTIVITY AND PLAYLIST DESIGN WORKSHEETS



ACTIVITY DESIGN

CHOOSE TYPE OF ACTIVITY:
(8 options to choose from)

<input type="checkbox"/> Event	<input type="checkbox"/> Internship
<input type="checkbox"/> Project	<input type="checkbox"/> Open space
<input type="checkbox"/> Volunteering	<input type="checkbox"/> Digital experience
<input type="checkbox"/> Course	<input type="checkbox"/> Workshop

DESCRIPTION OF WHAT PEOPLE CAN DO AND LEARN IN THIS ACTIVITY:
(8 options to choose from)

DO	LEARN
----	-------

WHAT SKILLS WILL PEOPLE IMPROVE?

DATE AND LOCATION OF THE ACTIVITY :
(optional)

DATE	LOCATION
------	----------

NAME OF THE ACTIVITY:

INTEREST CATEGORY:
(11 options to choose from)

<input type="checkbox"/> Crafts and making	<input type="checkbox"/> Science
<input type="checkbox"/> Environment and ecology	<input type="checkbox"/> Technology and computers
<input type="checkbox"/> Career and job readiness	<input type="checkbox"/> Sports and active lifestyle
<input type="checkbox"/> Civic engagement	<input type="checkbox"/> Global world
<input type="checkbox"/> International and intercultural	<input type="checkbox"/> Creativity and design
<input type="checkbox"/> Personal development	

DURATION:

IDENTIFY ADDITIONAL MATERIALS:
(videos, online tools, text to read, etc.)

BADGE NAME:





LEARNING PLAYLIST DESIGN

PLAYLIST NAME:

BRIEF DESCRIPTION:

WHAT IS THE SEQUENCE OF ACTIVITIES?
(two choices: **Fixed** or **Flexible**)

MARK WHICH ACTIVITIES ARE MANDATORY FOR PLAYLIST COMPLETION:

IDENTIFY ACTIVITIES FOR THE PLAYLIST:

BADGE NAME:



Download [activity](#) and [playlist](#) design worksheets



HOW TO DEFINE A GOOD BADGE?



WHAT IS A BADGE?



A *Badge* is a digital micro-credential that shows learning, skill or achievement.

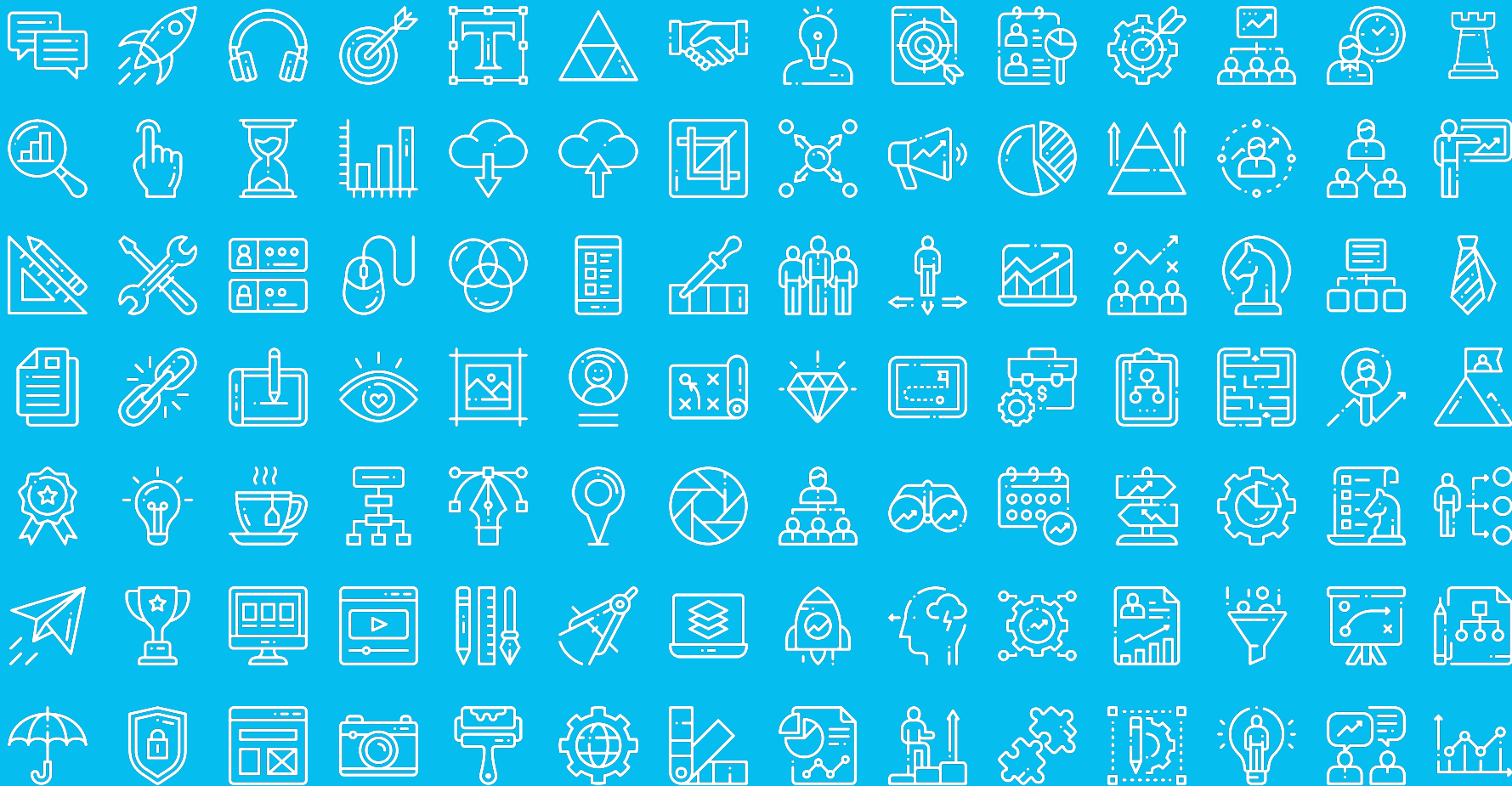
On Cities of Learning platform badges follow the technical standard of Open Badges that are used globally to validate and recognise learning and achievements.

Organisers can issue badges via email or through QR code for completing *Activities* and *Playlists*. Badges can be set to require evidence with peer review or by *Organiser*.



[Link to the video](#)

ICONS



ICONS

