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Digital Capacity Development for Youth
Workers in Cultural & Creative Industries



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TRAINING PROGRAM



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INTRODUCTION

1.1 ABOUT THE DIGI-CCI PROJECT

The Digi-CCI Project, Digital Capacity Development for Youth Workers in Cultural and Creative Industries, is an Erasmus+ Small-Scale Partnership (KA210-YOU). Coordinated by CREATORIUM (Norway), in partnership with EDI – European Development Institute (Belgium) and EFTA – Eğitim ve Gelecek Teknolojileri Derneği (Türkiye), the project responds to the urgent need for digital transformation in youth work, particularly within the Cultural and Creative Industries (CCIs).

The COVID-19 pandemic accelerated the shift toward digital tools and online engagement, exposing significant gaps in the digital readiness of youth workers. Many practitioners, especially those active in creative and artistic fields, lacked the competences needed to fully integrate digital solutions into their practice. These gaps limited the quality of youth engagement and reduced the inclusiveness and sustainability of youth work activities.

Digi-CCI addresses this challenge by equipping youth workers with practical skills, innovative tools, and accessible training opportunities. The project is built around three main results:

- A 48-hour international **training program**, complemented by a 16-hour online version.
- A practical **toolkit** featuring 20 digital and AI-based tools, combining best practices with newly developed applications for youth work.
- An open-access **online platform** (www.digicci.com) that hosts training materials, toolkit resources, and certification modules.

The project directly involves youth workers with little or no digital background, with special attention given to disadvantaged or unemployed professionals in the creative sector. By bridging creativity, arts, and digitalization, Digi-CCI enhances professional competences and strengthens the resilience, quality, and innovation of youth work across Europe.

1.2. PURPOSE OF THE TRAINING PROGRAMME

The Digi-CCI Training Program was created to equip youth workers in the Cultural and Creative Industries (CCIs) with the digital competences needed to thrive in a rapidly evolving context. Its purpose is not only to strengthen the individual skills of youth workers but also to enhance the overall quality, inclusiveness, and innovation of youth work practices across Europe.

More specifically, the program aims to:

- Bridge the gap between creativity and technology by enabling youth workers to integrate digital tools and AI solutions into their artistic, cultural, and educational practices.
- Improve the employability and professional resilience of youth workers, with particular attention to those from disadvantaged or unemployed backgrounds.
- Foster innovation in youth work by introducing digital methods that make learning more engaging, interactive, and accessible.
- Promote peer learning and co-creation by bringing together youth workers from diverse contexts to test digital tools, exchange experiences, and collaboratively design new practices.
- Contribute to the wider digital transformation agenda of the European Union, in line with initiatives such as the Digital Education Action Plan and the EU Youth Strategy.

The program serves as a capacity-building pathway that enables youth workers to develop confidence, adaptability, and creativity in their use of digital technologies. In doing so, Digi-CCI contributes to a youth work sector that is better prepared for the digital age, more resilient to future challenges, and more inclusive for young people across Europe.

1.3. TARGET GROUP & PARTICIPANT PROFILE

The Digi-CCI Training Program is designed for youth workers active in the Cultural and Creative Industries (CCIs) who need stronger digital competences to remain relevant and effective in their practice.

Primary target group

- Youth workers in creative or artistic fields with little or no prior experience using digital tools.
- Youth workers who already apply some digital tools but seek to expand their skills and integrate innovative methods into their work.

Secondary target group

- Trainers, educators, and facilitators who support youth workers in the CCIs.
- NGOs, associations, and community organizations that focus on culture, creativity, and youth engagement.
- Stakeholders in the broader youth work ecosystem who are interested in applying digital methods.

Participant profile

- Open to youth workers of all genders and backgrounds.
- Typically aged between 20 and 40, though not restricted by age.
- Motivated to learn about digitalization and apply it to youth work practices.
- Willing to engage in non-formal education methods including group work, peer learning, and co-creation.
- Committed to disseminating the results of the program within their own organizations and communities.

In all target groups, Digi-CCI placed a strong emphasis on disadvantaged youth workers. By including participants from this profile, the program not only supports individual capacity building but also contributes to wider goals of social inclusion and employability.

1.4. TARGET GROUP & PARTICIPANT PROFILE

The Digi-CCI Training Program is based on the principles of non-formal education, peer learning, and co-creation. These approaches were chosen to ensure that participants do not only acquire new knowledge but also actively shape the learning process and apply it directly to their professional contexts.

Non-formal education provides a flexible and participant-centered learning environment. Interactive workshops, group activities, and hands-on sessions enable youth workers to explore digital tools in a practical and engaging way. The emphasis is on active participation, creativity, and experiential learning rather than passive knowledge transfer.

Peer learning is integrated throughout the program. Participants come from diverse cultural and professional backgrounds, which creates opportunities for mutual exchange and collaboration. By sharing experiences, challenges, and solutions, youth workers learn from one another and gain insights that are directly relevant to their own practice.

Co-creation ensures that participants contribute to the development of new digital methods and approaches for youth work. Through group projects, collaborative exercises, and the World Café method, youth workers design and test digital practices that can be applied in their organizations and communities. This not only strengthens individual competences but also generates innovative resources for the wider youth sector.

Together, these methodologies guarantee that the Digi-CCI Training Program is interactive, inclusive, and practice-oriented. Participants leave the training with concrete skills, tested tools, and co-created methods that respond directly to the realities of youth work in the Cultural and Creative Industries.

1.5. STRUCTURE OF THE TRAINING PROGRAM

The Digi-CCI Training Program is structured as a 48-hour international mobility activity complemented by a compact 16-hour online version. This design ensures that youth workers benefit from an intensive face-to-face experience while also having access to a flexible digital format that extends the reach and sustainability of the program.

The face-to-face training was delivered across six days, each dedicated to a specific theme that reflects the needs of youth workers in the Cultural and Creative Industries. Sessions combined theoretical input with hands-on practice, group work, and daily reflection to ensure both knowledge acquisition and practical application.

In addition, a more compact 16-hour online version is hosted on the Digi-CCI platform (www.digicci.com) and mirrors the structure of the full program in a condensed format. This version enables youth workers who cannot participate in international mobility to still access the core content and receive certification upon completion.

The six training days and corresponding modules are:

1. Introduction and Digitalization Foundations
2. Understanding Digital Youth Work
3. Skills, Tools, and Steps to Digitalization
4. Communication and Creativity in the Digital World
5. AI and Digital Tools for CCIs
6. Co-Creation and Sustainability

This structure allows participants to gradually progress from building foundational digital competences to exploring advanced tools and finally co-creating new practices that can be applied in their organizations and communities.

1.6.

STRUCTURE OF THE TRAINING PROGRAM

The Digi-CCI Training Program is structured into six modules, each corresponding to one full training day of the 48-hour international training. Together they follow a clear progression, enabling youth workers to move from building foundational digital competences to applying advanced AI tools and co-creating innovative practices for youth work in the Cultural and Creative Industries. The same themes are also available in a compact 16-hour online version hosted on www.digicci.com, ensuring wider accessibility and certification opportunities.

Module 1: Introduction and Digitalization Foundations

Introduces the program and digitalization in youth work, encouraging participants to reflect on the impact of digital transformation and map essential competences.

Module 2: Understanding Digital Youth Work

Defines digital youth work, explores opportunities and challenges, and connects it to the Cultural and Creative Industries through group work and peer exchange.

Module 3: Skills, Tools, and Steps to Digitalization

Builds practical skills through a structured “five steps to digitalization” framework and testing of tools applicable to creative and educational contexts.

Module 4: Communication and Creativity in the Digital World

Focuses on digital literacy, safe information use, and creative applications of digital tools to foster youth engagement and participation.

Module 5: AI and Digital Tools for CCIs

Explores the use of AI platforms for text, image, video, and audio creation, and their potential in artistic and creative youth work.

Module 6: Co-Creation and Sustainability

Concludes with collaborative activities where participants co-create new digital youth work methods, with emphasis on sustainability and application in their own organizations.

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**TRAINING
PROGRAM**

2.1. INTRODUCING TRAINING PROGRAM

The Digi-CCI Training Program is a practical resource for youth workers who want to strengthen their digital skills and apply them in the context of the Cultural and Creative Industries. It was created to provide a clear pathway from basic digital awareness to advanced applications of artificial intelligence, while keeping the focus on creativity, collaboration, and youth work practice.

The program is offered in two formats:

- A 48-hour international training program, delivered over six days.
- A compact 16-hour online version, available at www.digicci.com, which provides open access to the core content and certification.

Each day of the program corresponds to one module and follows a consistent structure. Participants are introduced to a specific theme, explore it through group work and hands-on activities, and close the day with reflection and evaluation. The content is designed to be interactive, adaptable, and ready to use in different youth work settings.

This section presents the full six-day program in detail. Each day is described with its objectives, key activities, and expected outcomes, so that youth workers and trainers can both understand and apply the material in their own practice.

2.1. TRAINING PROGRAM

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2.1.

DAY (MODULE) 1 - INTRODUCTION & DIGITALIZATION

Day 1 of the Digi-CCI Training Program introduces participants to the structure, goals, and methods of the program while laying the groundwork for learning and collaboration. The first part of the day focuses on group building. Through energizers and teambuilding activities, participants get to know one another, establish trust, and create a positive environment for shared learning.

The second part of the day turns to digitalization itself. Participants explore what digitalization means, how it affects youth work, and why it is particularly important in the Cultural and Creative Industries. Interactive discussions and group work allow them to connect personal experiences with broader trends, while mapping the digital skills they already use and identifying areas where they want to improve.

By the end of Day 1, participants will have:

- Built strong group dynamics and a sense of community.
- Gained an overview of the Digi-CCI project and the six-day training program.
- Reflected on the role of digitalization in youth work.
- Identified the essential competences that youth workers need in order to adapt to digital transformation.

This first day provides the foundation for the rest of the program, ensuring that all participants begin with a shared understanding of digitalization and the challenges and opportunities it brings to youth work.

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DAY 1

**Introduction &
Digitalization**

DAY (MODULE) 1 - INTRODUCTION & DIGITALIZATION

| | |
|----------------------------|---|
| Focused Skills | <ul style="list-style-type: none">• Group building and collaboration• Communication and presentation• Digital awareness and vocabulary• Orientation to digital tools• Critical thinking about opportunities and risks in youth work• Self-reflection and evaluation |
| Training Objectives | <ul style="list-style-type: none">• Build trust and a positive group atmosphere.• Introduce participants to the Digi-CCI project and the structure of the training program.• Develop a shared understanding of what digitalization means in the context of youth work and CCIs.• Explore participants' prior knowledge, experiences, and expectations.• Identify key digital competences that youth workers need today. |

Step by Step Flow for Youth Workers

Session 1: Energizer (10 minutes)

Purpose: Warm up the group, reduce anxiety, and create a positive energy.

Steps:

1. Ask participants to stand in a circle.
2. Lead a short movement or rhythm game that includes names (example: each person says their name with a gesture and the group repeats).
3. Debrief briefly, pointing out the importance of creating energy and focus before learning.

Tips for Youth Workers: Energizers should be simple and fun. They help participants feel relaxed and ready to contribute.

Session 2: Meeting and Name Learning (30 minutes)

Purpose: Support participants in learning each other's names and starting to form a community.

Steps:

1. Ask each participant to introduce themselves by name, role, and one digital tool they use in everyday life.
2. Use a "name chain" technique: each person repeats the names of those before them.
3. Invite participants to write down expectations on sticky notes and place them on a wall.
4. Cluster expectations into themes (skills, tools, personal growth, networking) for later reflection at the end of the training.

Instructional Materials: Sticky notes, markers, flipchart or wall space.

Tips for Youth Workers: Linking introductions with digital tools connects participants' personal lives with the training topic from the very start.

DAY (MODULE) 1 - INTRODUCTION & DIGITALIZATION

Step by Step Flow for Youth Workers

Session 3: Teambuilding – Build a Tower (1 hour)

Purpose: Strengthen group dynamics, teamwork, and creativity.

Steps:

1. Divide participants into small groups (4–6 people).
2. Provide limited materials (paper, tape, string, straws, etc.).
3. Explain the task: build the tallest free-standing tower within 20 minutes.
4. At the end, measure towers and allow groups to explain their strategy.
5. Debrief together:
 - What strategies worked?
 - How did the group communicate?
 - What can we learn for collaboration during the training?

Instructional Materials: Simple craft materials (paper, tape, string, scissors, straws).

Session 4: Introduction of the Training Program (30 minutes)

Purpose: Orient participants to the Digi-CCI project and the week ahead.

Steps:

1. Present the Digi-CCI project: aims, partners, and key results (Training Program, Toolkit, Online Platform).
2. Outline the 6-day training program and the compact 16-hour online version available on www.digicci.com.
3. Explain the working principles: active participation, respect, openness to creativity.
4. 4. Link the sessions to the Toolkit, noting that some of the tools explored later in the week are also described in the Toolkit for future use.

Instructional Materials: Flipchart or slides, projector.

Session 5: Introduction to Digitalization and Digital Tools (2 hours)

Purpose: Build a shared understanding of digitalization and explore tools already in use.

Steps:

- Brainstorm in plenary: What does “digitalization” mean in youth work? Capture key words on flipchart.
- Small group task: list the digital tools they already use in their daily work. Encourage them to think of tools for communication, collaboration, creativity, and learning.
- Groups create posters with their tool lists, benefits, and risks.
- Present posters in plenary. Facilitator highlights common themes and differences.
- Trainer provides short input to define digitalization clearly, addressing misconceptions.
- Create a “Tools and Uses Wall” in the room to be updated throughout the week.

Instructional Materials: Flipchart, sticky notes, markers.

Benefit from the Digi-CCI Toolkit: If appropriate, the facilitator may briefly introduce one example tool from the Toolkit (such as ChatGPT for text generation or Canva for visual creation) to show how digital tools can directly support youth work.

DAY (MODULE) 1 - INTRODUCTION & DIGITALIZATION

Step by Step Flow for Youth Workers

Session 6: Youth Work in a Digital Age (1 hour)

Purpose: Connect the concept of digitalization to the real practice of youth work.

Steps:

1. Trainer presents short case studies (examples of digital youth work successes and challenges).
2. Open group discussion: How does digitalization change access, inclusion, creativity, and ethics in youth work?
3. Participants write one opportunity and one challenge on cards, which are placed on a board divided into "Opportunities" and "Challenges."

Session 7: Keeping up with Digitalization (1 hour)

Purpose: Identify trends and strategies for continuous learning.

Steps:

- Provide trend cards on topics such as AI tools, online collaboration platforms, data privacy, accessibility, immersive media.
- Small groups pick one trend and discuss: What is the risk? What is the opportunity? What can youth workers do now to adapt?
- Groups present results in plenary.
- Facilitator compiles a simple checklist of "Ways to Keep Up with Digitalization."

Instructional Materials: Printed trend cards, flipchart.

Benefit from the Digi-CCI Toolkit: Mention that the Toolkit includes a selection of current AI and digital tools that can help youth workers stay updated.

Session 8: Digital Skills for Youth Workers (2 hours)

Purpose: Assess participants' digital competences and identify areas to strengthen.

Steps:

- Present a competence grid (based on DigComp: information literacy, communication, content creation, safety, problem solving).
- Participants self-assess by placing colored stickers on the grid (beginner, intermediate, advanced).
- Pair discussion: share strengths and areas for improvement.
- Groups create posters on "Skills to Strengthen" and first steps to build them.
- Plenary: present posters and agree on two shared priority areas for the whole group to revisit during the training.

Instructional Materials: Competence grid posters, stickers or dots, markers.

Outputs: Photographs of the competence grid and group action posters.

DAY (MODULE) 1 - INTRODUCTION & DIGITALIZATION

Step by Step Flow for Youth Workers

Session 9: Daily Reflection and Evaluation (1 hour)

Purpose: Consolidate learning and gather feedback.

Steps:

- Individual reflection: write one thing to continue, one to stop, and one to start on cards.
- Collect and cluster cards on a wall.
- Plenary "insight round": each participant shares one key takeaway from the day.
- Trainer summarizes key lessons and introduces the focus of Day 2.

Instructional Materials: Reflection cards, markers, flipchart.

Summary of Day 1

By the end of Day 1, participants will have:

- Built trust and community within the group.
- Understood the structure and goals of the Digi-CCI program.
- Reflected on what digitalization means in youth work.
- Mapped current tools and competences.
- Identified opportunities and challenges in digital transformation.
- Set a baseline for further learning during the week.

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DAY 2

**Understanding
Digital Youth
Work**

DAY (MODULE) 2 – UNDERSTANDING DIGITAL YOUTH WORK

| | |
|----------------------------|---|
| Focused Skills | <ul style="list-style-type: none">• Defining and framing digital youth work• Critical thinking and analysis• Peer learning and exchange of practices• Communication and presentation• Reflection on the role of CCI in digital transformation |
| Training Objectives | <ul style="list-style-type: none">• Develop a shared understanding of what digital youth work means.• Explore opportunities and challenges in applying digitalization to youth work.• Connect the concept of digital youth work to the Cultural and Creative Industries.• Encourage peer learning through group work and collaborative presentations.• Strengthen participants' confidence in identifying and addressing digital needs in their work. |

Step by Step Flow for Youth Workers

Session 1: Energizer (10 minutes)

Purpose: Activate energy, focus attention, and set a positive mood.

Steps:

1. Start the morning with a short movement or rhythm game.
2. Link the energizer to communication or creativity, reinforcing the theme of digital youth work.
3. Debrief in one minute, highlighting the role of energy and openness in collaboration.

Session 2: Discovering Digital Youth Work (1 hour 30 minutes)

Purpose: Introduce the concept of digital youth work and its relevance.

Steps:

1. Trainer gives a short input with examples of digital youth work practices from Europe.
2. Plenary brainstorming: What does "digital youth work" mean to you? Write key words on flipchart.
3. Facilitator highlights common themes and connects them to broader definitions.
4. Short discussion on how CCI can benefit from digital youth work.

Materials: Flipchart, markers, presentation slides.

Benefit from the Digi-CCI Toolkit: Highlight a simple example such as Canva for visual communication or InVideo for short video creation, showing how digital tools can make youth work more engaging.

DAY (MODULE) 2 – UNDERSTANDING DIGITAL YOUTH WORK

Step by Step Flow for Youth Workers

Session 3: Group Work – Defining Digital Youth Work (1 hour)

Purpose: Allow participants to co-create definitions based on their experience.

Steps:

1. Divide participants into small groups (4–6 people).
2. Task: create a short definition of “digital youth work” and give two examples.
3. Groups write their definitions on flipchart paper.
4. Present results in plenary. Facilitator clusters definitions into a collective working definition.

Materials: Flipchart, markers.

Expected Outputs: Collective definition of digital youth work to be displayed in the room for the rest of the training.

Session 4: How to Digitalize My Work? (30 minutes)

Purpose: Make the concept practical and personal.

Steps:

1. Small group discussions: Which elements of your current youth work could be digitalized?
2. Encourage participants to think of communication, content creation, outreach, or evaluation.
3. Each group shares one or two examples in plenary.

Materials: Sticky notes, markers.

Session 5: Digitalizing Youth Work – Opportunities and Challenges (1 hour)

Purpose: Explore benefits and barriers in digital youth work.

Steps:

1. Present a case study of successful digitalization in youth work.
2. In groups, identify one opportunity and one challenge of digitalizing their own practices.
3. Groups present findings. Facilitator compiles a list of opportunities and challenges on flipchart.

Materials: Case study handouts, flipchart, markers.

Benefit from the Digi-CCI Toolkit: Mention one or two tools from the Toolkit that address opportunities (such as ChatGPT for content creation) and challenges (such as tools for accessibility or online collaboration).

DAY (MODULE) 2 – UNDERSTANDING DIGITAL YOUTH WORK

Step by Step Flow for Youth Workers

Session 6: CCIs in a Digital World (2 hours)

Purpose: Connect digital youth work with the broader field of Cultural and Creative Industries.

Steps:

1. Introduce the concept of CCIs and their role in innovation and digital transformation.
2. Group activity: Participants map examples of CCIs in their countries and identify where digitalization is strongest or weakest.
3. Groups prepare short presentations with their findings.
4. Plenary discussion: How can youth work within CCIs use digitalization to become more inclusive, creative, and sustainable?

Materials: Flipchart paper, markers, projector.

Expected Outputs: Country-level maps and presentations that illustrate the digital realities of CCIs.

Session 7: Daily Reflection and Evaluation (30 minutes)

Purpose: Consolidate learning and collect participant feedback.

Steps:

1. Circle discussion: What did I learn today about digital youth work?
2. Quick written reflection: one new idea, one challenge, one tool to try.
3. Facilitator summarizes and links Day 2 results to the focus of Day 3.

Materials: Reflection cards, markers, flipchart.

Summary of Day 2

By the end of Day 2, participants will have:

- Defined digital youth work in their own words and created a collective definition.
- Reflected on how their own practice can be digitalized.
- Identified opportunities and challenges in digital youth work.
- Connected youth work to the digital realities of the Cultural and Creative Industries.
- Shared insights with peers and learned from diverse European contexts.

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DAY 3

**Skills, Tools, and
Steps to
Digitalization**

DAY (MODULE) 3 – SKILLS, TOOLS, AND STEPS TO DIGITALIZATION

| | |
|----------------------------|---|
| Focused Skills | <ul style="list-style-type: none">• Identifying and applying digital tools in youth work• Collaboration, brainstorming, and peer learning• Mapping digital competences using structured frameworks• Presentation and communication• Critical reflection on youth digital habits and perspectives |
| Training Objectives | <ul style="list-style-type: none">• Introduce practical skills and digital tools relevant for youth work.• Provide a structured framework for integrating digitalization step by step.• Explore how young people use digitalization in their daily lives.• Strengthen peer learning and exchange of experiences across contexts.• Support participants in identifying strategies for applying tools in their own organizations. |

Step by Step Flow for Youth Workers

Session 1: Energizer (10 minutes)

Purpose: Create focus and engagement at the start of the day.

Steps:

1. Facilitate a short creative energizer, for example a “digital mime” where each participant mimics using a digital tool and others guess it.
2. Debrief briefly: how many of these tools are already part of youth work?

Session 2: Skills and Tools for a New Era (1 hour)

Purpose: Introduce essential digital skills and tools for youth workers.

Steps:

1. Trainer presents an overview of core digital competences (information literacy, communication, content creation, safety, problem solving).
2. Provide examples of widely used digital tools that support youth work.
3. Open discussion: Which skills are most relevant for CCIs?

Materials: Flipchart, slides.

Benefit from the Digi-CCI Toolkit: Introduce one tool, such as Canva for content creation or Typedream for simple websites, to show how the Toolkit supports everyday youth work.

DAY (MODULE) 3 – SKILLS, TOOLS, AND STEPS TO DIGITALIZATION

Step by Step Flow for Youth Workers

Session 3: Group Work – Exploring Tools (1 hour 30 minutes)

Purpose: Test and share experiences with digital tools.

Steps:

- Divide participants into small groups. Assign or let them choose a set of tools to explore (examples: communication tools, design tools, collaboration tools).
- Each group spends 30 minutes testing or discussing how these tools could be used in youth work.
- Groups prepare a short presentation on the tool, its advantages, challenges, and youth work applications.
- Present results in plenary.

Materials: Internet access, laptops, flipchart paper, markers.

Outputs: Posters or short summaries of tools and their uses.

Session 4: Five Steps to Digitalization – Introduction (1 hour)

Purpose: Present a structured model for integrating digitalization into youth work.

Steps:

1. Trainer introduces the “Five Steps to Digitalization” framework:
 - Step 1: Understanding youth digitalization
 - Step 2: Youth perspectives
 - Step 3: Data literacy
 - Step 4: Communication channels
 - Step 5: Creativity in digital work
2. Explain that these steps will guide activities in the coming sessions.
3. Short discussion: Which step seems most relevant to you now?

Materials: Slides, flipchart.

Session 5: Step 1 – Understanding the Digitalization of Youth (1 hour)

Purpose: Explore how young people experience digitalization.

Steps:

1. Group brainstorm: How do young people in your country use digital tools?
2. Create mind maps showing platforms, tools, and practices.
3. Groups present mind maps in plenary.
4. Facilitator leads discussion: How do these habits affect youth work?

Materials: Flipchart paper, markers.

DAY (MODULE) 3 – SKILLS, TOOLS, AND STEPS TO DIGITALIZATION

Step by Step Flow for Youth Workers

Session 6: Step 2 – Youth Perspectives in Digital Youth Work (1 hour 30 minutes)

Purpose: Reflect on young people's expectations and attitudes toward digital youth work.

Steps:

1. Role-play exercise: Participants act as young people responding to digital youth work initiatives.
2. Groups discuss: What excites youth? What worries them? What barriers exist?
3. Write down perspectives and suggestions on posters.
4. Share results in plenary and identify key takeaways.

Materials: Role-play cards, flipchart paper, markers.

Benefit from the Digi-CCI Toolkit: Demonstrate how tools like ChatGPT can be used to generate surveys or questions that gather authentic youth perspectives.

Session 7: Peer Learning Exchange (1 hour)

Purpose: Share personal experiences and solutions among participants.

Steps:

1. Participants pair up with someone from a different country.
2. Exchange one success story and one challenge in using digital tools.
3. Return to plenary and highlight best practices.
4. Facilitator notes strategies on flipchart for future reference.

Materials: Flipchart, markers.

Session 8: Daily Reflection and Evaluation (30 minutes)

Purpose: Reflect on learning and prepare for Day 4.

Steps:

1. Quick individual reflection: Write one tool you want to try and one challenge you still have.
2. Go around the circle: each person shares one highlight of the day.
3. Facilitator summarizes and introduces Day 4 focus (communication and creativity).

Materials: Reflection cards, markers, flipchart.

Summary of Day 3

By the end of Day 3, participants will have:

- Explored essential digital competences for youth work.
- Tested and evaluated different digital tools.
- Learned about the structured "Five Steps to Digitalization" framework.
- Reflected on how young people use and perceive digital tools.
- Exchanged peer practices and strategies for digital youth work.

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DAY 4

**Communication
and Creativity in
the Digital World**

DAY (MODULE) 4 – COMMUNICATION AND CREATIVITY IN THE DIGITAL WORLD

| | |
|----------------------------|---|
| Focused Skills | <ul style="list-style-type: none">• Digital literacy and safe use of information• Effective communication in online environments• Creativity and innovation using digital tools• Collaboration and group problem-solving• Critical reflection on communication channels and digital ethics |
| Training Objectives | <ul style="list-style-type: none">• Strengthen participants' capacity to access, evaluate, and use digital information safely.• Explore communication channels relevant to youth work in the digital era.• Practice applying creativity through digital tools.• Link digital literacy and creativity to improved engagement with young people.• Encourage participants to co-create ideas that can be directly applied in CCIs. |

Step by Step Flow for Youth Workers

Session 1: Energizer (10 minutes)

Purpose: Activate creativity and energy.

Steps:

1. Run a short creative game, such as "Emoji Expressions," where participants mimic different emojis and others guess.
2. Debrief: link to how digital symbols and visual communication influence youth today.

Session 2: Step 3 – Data Literacy (1 hour 30 minutes)

Purpose: Strengthen awareness of information access, data use, and safe practices.

Steps:

1. Trainer explains digital literacy and data awareness, with a focus on safe online behavior.
2. In groups, participants analyze sample scenarios (fake news, data sharing, privacy risks).
3. Each group presents key takeaways and solutions.
4. Facilitator compiles a list of "Safe Digital Practices" on flipchart.

Materials: Case study sheets, markers, flipchart.

Benefit from the Digi-CCI Toolkit: Highlight tools like ChatGPT or Google Bard that can be used to fact-check or summarize content, while stressing the need for critical evaluation.

DAY (MODULE) 4 – COMMUNICATION AND CREATIVITY IN THE DIGITAL WORLD

Step by Step Flow for Youth Workers

Session 3: Step 4 – Communication Channels in a Digital World (1 hour 30 minutes)

Purpose: Identify and evaluate digital communication platforms used in youth work.

Steps:

1. Brainstorm: Which communication channels do youth workers currently use (social media, messaging apps, online platforms)?
2. Groups map platforms on a chart showing effectiveness, risks, and reach.
3. Present findings in plenary, discuss differences between countries.
4. Facilitator introduces key principles of effective digital communication.

Materials: Flipchart, sticky notes, projector.

Benefit from the Digi-CCI Toolkit: Introduce Typedream as a simple tool for building micro-websites, showing how youth workers can create professional communication channels with minimal resources.

Session 4: Step 5 – Creativity in the Digital World (1 hour 30 minutes)

Purpose: Show how creativity can be enhanced using digital tools.

Steps:

1. Trainer presents short examples of creative digital projects in CCIs.
2. Small groups design a mini activity or workshop that uses a digital tool to enhance creativity (e.g., art, music, design).
3. Groups prepare a short demonstration or concept pitch.
4. Plenary: groups share their ideas, discuss how these can be adapted in youth work.

Materials: Flipchart, markers, internet access.

Benefit from the Digi-CCI Toolkit: Mention creative tools such as MidJourney for image generation or Suno for music creation, highlighting how they can make workshops more engaging.

Session 5: Discovering Digital Tools – Digital 101 (1 hour 30 minutes)

Purpose: Provide hands-on experience with basic but powerful tools.

Steps:

1. Trainer introduces tools like Padlet, Trello, and Canva.
2. Participants work in small groups to test the tools and create a short example project (e.g., a Padlet wall of ideas, a Trello project board, or a Canva poster).
3. Groups present results in plenary.
4. Facilitator reflects on usability and transferability of tools.

Materials: Laptops, internet access, projector.

Expected Outputs: Examples of collaborative boards, posters, or project walls created by participants.

DAY (MODULE) 4 – COMMUNICATION AND CREATIVITY IN THE DIGITAL WORLD

Step by Step Flow for Youth Workers

Session 6: Learning AI and Digital Tools – Examples (1 hour)

Purpose: Experiment with AI-based digital tools in practice.

Steps:

1. Trainer demonstrates two AI tools (for example DALL·E for images and InVideo for short videos).
2. Participants experiment in pairs or small groups with one of the tools.
3. Volunteers share quick outputs with the group.
4. Facilitator links back to creativity, inclusion, and potential risks.

Materials: Laptops, internet access, accounts for tools.

Benefit from the Digi-CCI Toolkit: Encourage participants to consult the Toolkit for additional AI tools they can continue experimenting with after the training.

Session 7: Daily Reflection and Evaluation (30 minutes)

Purpose: Reflect on creativity and communication, collect feedback.

Steps:

1. Circle reflection: What new tool or idea from today will you try in your own work?
2. Written evaluation: one strength, one challenge, one suggestion for tomorrow.
3. Facilitator summarizes and links to Day 5 (AI and CCIs).

Materials: Reflection cards, markers, flipchart.

Summary of Day 4

By the end of Day 4, participants will have:

- Strengthened their understanding of data literacy and safe digital practices.
- Explored communication channels used in youth work and CCIs.
- Applied creativity in designing digital activities.
- Practiced using basic and AI-powered digital tools.
- Reflected on how digital literacy and creativity improve engagement with young people.

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DAY 5

**AI and Digital
Tools for CCI**

DAY (MODULE) 5 – AI AND DIGITAL TOOLS FOR CCIS

| | |
|----------------------------|---|
| Focused Skills | <ul style="list-style-type: none">• Understanding artificial intelligence in youth work and CCIs• Practical experimentation with AI tools for text, image, audio, and video• Prompt engineering and creative digital production• Critical reflection on opportunities, risks, and ethics of AI• Collaborative creation and presentation of outputs |
| Training Objectives | <ul style="list-style-type: none">• Introduce participants to AI concepts and their applications in youth work.• Provide hands-on experience with a variety of AI tools relevant to CCIs.• Develop skills in prompt engineering to improve outcomes with AI.• Encourage creativity through AI-supported artistic production.• Reflect critically on the benefits and risks of AI in youth work. |

Step by Step Flow for Youth Workers

Session 1: Energizer (10 minutes)

Purpose: Boost energy and creativity at the start of the day.

Steps:

1. Run a quick energizer, such as "AI Charades," where one person mimics using a tool (writing with ChatGPT, painting with MidJourney, speaking into ElevenLabs) and the group guesses.
2. Debrief with one question: Which AI tools are you already familiar with?

Session 2: Introduction to AI in Youth Work and CCIs (1 hour)

Purpose: Provide a foundation for understanding AI.

Steps:

1. Trainer presents the basics of artificial intelligence, with simple definitions and examples.
2. Discuss how AI is currently influencing CCIs (design, music, film, writing).
3. Plenary reflection: What opportunities and risks do you see in AI for youth work?

Materials: Slides, projector, flipchart.

DAY (MODULE) 5 – AI AND DIGITAL TOOLS FOR CCIS

Step by Step Flow for Youth Workers

Session 3: Experimenting with AI Tools (1 hour 30 minutes)

Purpose: Give participants hands-on experience with creative AI tools.

Steps:

1. Divide participants into small groups.
2. Assign different AI tools to each group (for example: DALL·E or MidJourney for visuals, Suno for music, InVideo for video, ChatGPT for text).
3. Each group explores the tool for 30 minutes and prepares a small creative output.
4. Groups present their outputs to the plenary, explaining process, opportunities, and limitations.

Materials: Laptops, internet access, accounts for AI tools.

Benefit from the Digi-CCI Toolkit: The Toolkit includes a curated list of AI tools with guidance on how to apply them in youth work, allowing participants to continue experimenting after the training.

Session 4: Prompt Engineering for Youth Workers (1 hour)

Purpose: Teach participants how to communicate effectively with AI tools.

Steps:

1. Trainer introduces the concept of “prompt engineering” and shows examples of good and weak prompts.
2. Participants test short prompts in tools such as ChatGPT or DALL·E.
3. Small groups refine prompts to improve quality of outputs.
4. Plenary: share examples of prompts that worked best.

Materials: Laptops, projector.

Expected Outputs: A collection of effective prompts created by participants.

Session 5: AI for Artists and Creative Applications (1 hour 30 minutes)

Purpose: Explore AI tools for creative production in CCIs.

Steps:

1. Trainer showcases AI-generated art, music, and writing examples.
2. Participants experiment with a creative AI tool of their choice.
3. Groups prepare a short presentation or creative piece (e.g., a poster, song, or story).
4. Plenary discussion: How could this be used in youth workshops?

Materials: Internet-connected devices, AI tools.

Benefit from the Digi-CCI Toolkit: Tools such as Suno (AI music) and ElevenLabs (AI voice) are highlighted in the Toolkit and can enrich artistic youth activities.

DAY (MODULE) 5 – AI AND DIGITAL TOOLS FOR CCIS

Step by Step Flow for Youth Workers

Session 6: Roundtable – Evaluating AI in Practice (1 hour)

Purpose: Critically reflect on using AI in youth work.

Steps:

1. Facilitator leads a roundtable discussion:
 - How can AI support inclusion and creativity?
 - What are the risks around ethics, copyright, or misinformation?
 - Where should we set boundaries in youth work?
2. Participants share personal views and suggestions for safe use.
3. Collect recommendations on a flipchart to form group “AI Guidelines for Youth Work.”

Materials: Flipchart, markers.

Expected Outputs: Group-generated guidelines on responsible AI use.

Session 7: Daily Reflection and Evaluation (30 minutes)

Purpose: Summarize the day’s learning and prepare for the final day.

Steps:

1. Reflection cards: one insight, one tool to apply, one question still open.
2. Go around in circle to share highlights.
3. Facilitator links results to Day 6: co-creation and sustainability.

Materials: Reflection cards, markers, flipchart.

Summary of Day 5

By the end of Day 5, participants will have:

- Learned the basics of artificial intelligence in youth work and CCIs.
 - Experimented with AI tools for text, image, audio, and video.
 - Practiced prompt engineering to improve AI outcomes.
 - Explored creative uses of AI in artistic contexts.
 - Reflected on opportunities, risks, and ethical considerations.
- Co-created group guidelines for responsible AI use in youth work.

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DAY 6

**Co-Creation and
Sustainability**

DAY (MODULE) 6 – CO-CREATION AND SUSTAINABILITY

| | |
|----------------------------|--|
| Focused Skills | <ul style="list-style-type: none">• Collaborative creation of digital youth work methods• Applying AI and digital tools in practical workshop design• Critical reflection on sustainability in youth work• Presentation and communication of results• Evaluation and self-assessment |
| Training Objectives | <ul style="list-style-type: none">• Enable participants to co-create new digital practices and methods for youth work in CCIs.• Apply skills and tools from previous days in practical workshop design.• Encourage reflection on sustainability, long-term use, and transfer of results.• Strengthen ownership of learning outcomes and peer-to-peer exchange.• Provide closure to the training program with evaluation and future perspectives. |

Step by Step Flow for Youth Workers

Session 1: Energizer (10 minutes)

Purpose: Start the final day with energy and connection.

Steps:

1. Run a short energizer such as “Digital Pictionary,” where participants draw a digital concept or tool on a flipchart and others guess.
2. Debrief with one question: Which digital tools did you find most memorable during the week?

Materials: Flipchart, markers.

Session 2: World Café – Introduction (30 minutes)

Purpose: Prepare participants for collaborative co-creation.

Steps:

1. Facilitator explains the World Café method (rotating tables with focused discussions).
2. Outline the four discussion rounds:
 - Round 1: Tools and methods for engagement
 - Round 2: Creative applications in CCIs
 - Round 3: Ethics, inclusion, and accessibility
 - Round 4: Sustainability and long-term use
3. Participants are divided into groups and introduced to their first table.

Materials: Flipchart paper on each table, markers.

Step by Step Flow for Youth Workers

Session 3: World Café – Co-Creation Rounds (2 hours)

Purpose: Generate new methods and ideas for digital youth work.

Steps:

1. Each group spends 30 minutes at a table topic.
2. Write down ideas, sketches, or diagrams on flipchart paper.
3. Rotate groups until all rounds are completed.
4. Hosts stay at each table to explain earlier ideas to newcomers.

Materials: Large flipchart sheets, colored markers, sticky notes.

Benefit from the Digi-CCI Toolkit: Encourage groups to use Toolkit resources (for example, Canva for visual design, InVideo for videos, or Suno for music) to shape their co-created methods.

Session 4: World Café Presentations (1 hour)

Purpose: Share co-created results with the whole group.

Steps:

1. Each table presents the methods and ideas developed during their discussions.
2. Facilitator collects presentations and compiles them into a single “Methods Portfolio.”
3. Open discussion on how these methods can be applied after the project.

Materials: Flipchart outputs from World Café.

Outputs: A set of co-created methods ready to be published and shared.

Session 5: Self-Reflection – What’s Next? (1 hour)

Purpose: Encourage participants to connect the program to their own future work.

Steps:

1. Individual exercise: Write down three concrete actions you will take after the training.
2. Pair exchange: Share and refine your actions with a partner.
3. Plenary: Volunteers share their action plans.
4. Facilitator emphasizes sustainability and long-term impact.

Materials: Reflection cards, pens.

Session 6: Final Evaluation and Wrap-Up (1 hour)

Purpose: Assess overall learning outcomes and close the program.

Steps:

1. Distribute evaluation forms or digital surveys.
2. Group reflection circle: What did I gain? What can I apply? What do I want to continue learning?
3. Facilitator summarizes key results of the training.
4. Ceremony: Distribute Youthpass certificates and celebrate achievements.

Materials: Evaluation forms (printed or digital), certificates.

Session 7: Closing Reflection (30 minutes)

Purpose: Provide closure and emotional wrap-up.

Steps:

1. Invite participants to share one word or symbol that represents their experience.
2. Place these on a collective board titled "Our Digi-CCI Journey."
3. Thank participants, partners, and facilitators.
4. Officially close the training.

Materials: Flipchart or board, markers, stickers.

Summary of Day 6

By the end of Day 6, participants will have:

- Co-created new methods for digital youth work in CCIs.
- Explored sustainability and future application of digital practices.
- Strengthened their ability to reflect on learning and plan concrete follow-up actions.
- Contributed to a portfolio of methods and practices to be shared beyond the project.
- Completed the program with evaluation, recognition, and closure.

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3

EVALUATION

&

IMPACT

3.1 LEARNING

OUTCOMES ASSESSMENT

Assessing learning outcomes is a vital part of the Digi-CCI Training Program. The purpose of evaluation is not only to measure progress but also to help participants recognize their own growth and to ensure that trainers can adjust methods to the needs of the group.

How to approach assessment?

- **Self-assessment:** At the beginning of the training, participants map their digital competences using a simple grid or questionnaire. This establishes a baseline of skills and attitudes. At the end of the program, they return to the same exercise to reflect on changes and improvements.
- **Observation:** Trainers and facilitators can track progress informally by noting participation, collaboration, and the ability to apply new tools. Observing how confidently participants contribute to discussions, how they use digital platforms, and how they engage with creative exercises provides evidence of growth.
- **Practical outputs:** Each day includes activities that generate tangible results, such as group posters, digital projects, or co-created methods. These outputs can serve as visible indicators of what has been learned and how it can be applied in practice.
- **Reflection activities:** Structured reflection circles or written notes at the end of each day allow participants to identify their own learning points. This is equally important as external evaluation because it helps youth workers internalize progress and set personal goals.

Why this matters?

A mixed approach that combines self-reflection, group work, and trainer observation ensures that learning outcomes are not reduced to numbers or grades. Instead, participants leave with a deeper understanding of their own competences, greater confidence to apply them, and a clear sense of how their growth connects to their professional practice.

Additionally, the Toolkit can support assessment by providing concrete examples of tools that participants can test during the training and then integrate into their follow-up plans. Facilitators can encourage participants to select one or two tools from the Toolkit and demonstrate how they might apply them in youth work, making their learning visible.

3.2

PARTICIPANT FEEDBACK & PEER LEARNING RESULTS

Feedback from participants is an essential part of evaluating the Digi-CCI Training Program. It does not only measure satisfaction but also provides valuable insights into the balance between input, practice, and collaboration. In this program, feedback is seen as a learning tool in itself, because reflecting on experiences helps participants consolidate knowledge and encourages peer-to-peer exchange.

Ways to gather feedback include:

- **Daily reflections:** Use quick and simple prompts such as “one insight, one challenge, one idea to try.” These can be collected on cards or digitally and then summarized by facilitators for review the next day.
- **Creative evaluations:** Move beyond traditional questionnaires by using posters, drawings, mood boards, or digital tools where participants can visually express their thoughts. This makes the process engaging and allows different communication styles to be valued.
- **Feedback forms or surveys:** At the end of the program, provide a structured questionnaire to capture participants’ views on relevance, clarity, usability of content, and perceived learning outcomes. This also allows facilitators to gather suggestions for improvement.
- **Peer exchange moments:** Set aside short sessions where participants share what they learned from each other. These exchanges validate the importance of peer learning and often reveal insights that may not emerge in formal feedback tools.

Why this matters?

Collecting and acting on feedback demonstrates respect for participants and reinforces the collaborative spirit of youth work. When facilitators summarize the key messages from feedback and adjust activities accordingly, participants feel their voices shape the program. This builds ownership, motivation, and trust.

Benefit from the Digi-CCI Toolkit

Feedback can also highlight which digital tools were most valuable in practice and which ones participants wish to explore further. These insights help organizations adapt the Toolkit to different needs and contexts, ensuring that it remains a living and relevant resource.

3.3 INSTITUTIONAL & COMMUNITY IMPACT

The Digi-CCI Training Program emphasizes that evaluation should extend beyond individual participants. The real impact is seen when organizations and communities change as a result of the training. Facilitators and partner institutions are encouraged to track outcomes at these broader levels.

Institutional impact can be observed by:

- Monitoring how organizations integrate elements of the training into their ongoing practice, such as repeating activities with staff or applying the Toolkit in professional development.
- Documenting changes in organizational capacity over time. This could include adjustments to project planning, increased use of digital strategies, or stronger competence in engaging young people online.
- Encouraging staff who attended Digi-CCI to run local workshops or share methods with colleagues, multiplying the impact within their institutions.

Community impact can be assessed by:

- Following up with youth workers after the program to understand how they applied their skills in local contexts.
- Collecting examples of youth activities where digital methods were introduced, such as collaborative platforms, AI-supported creative workshops, or improved communication strategies.
- Reflecting on inclusiveness: asking whether digitalization has made activities more accessible for young people who might otherwise face barriers.

Why this matters?

Evaluating institutional and community impact demonstrates that Digi-CCI is not only about individual development but also about strengthening the youth work sector as a whole. Organizations that can show these wider effects increase their credibility, sustainability, and capacity to build long-term partnerships.

European dimension

Facilitators are encouraged to link evaluation results to Erasmus+ priorities. Digi-CCI contributes directly to the goals of digital transformation, innovation, and inclusion. With its 48-hour training, compact 16-hour online version, and open Toolkit, the program offers a scalable and sustainable model for digital capacity building across Europe.

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4

ANNEXES

&

**FURTHER
INFORMATION**

4.1. TRAINING SCHEDULE (EXAMPLE)

DAY 1 – INTRODUCTION & DIGITALIZATION

| | |
|-------------|---|
| 09:30–10:00 | Energizer & Icebreakers |
| 10:00–11:00 | Name Learning & Teambuilding |
| 11:00–11:30 | Introduction of Program |
| 11:30–12:30 | Fears, Contributions & Expectations |
| 12:30–13:30 | Lunch |
| 13:30–14:30 | Youth Work in a Digital Age |
| 14:30–15:30 | Digital Skills for Youth Workers (Group Work) |
| 15:30–16:00 | Coffee Break |
| 16:00–17:00 | Group Work & Presentations (Digital Skills) |
| 17:00–18:00 | Reflection & Daily Evaluation |

DAY 2 – DIGITAL YOUTH WORK

| | |
|-------------|---|
| 09:30–10:00 | Energizer |
| 10:00–11:00 | Discovering Digital Youth Work |
| 11:00–11:30 | Group Work – Defining Digital Youth Work |
| 11:30–12:30 | Presentations & Sharing |
| 12:30–13:30 | Lunch |
| 13:30–14:30 | Opportunities & Challenges |
| 14:30–15:30 | CCIs in a Digital World (Mapping) |
| 15:30–16:00 | Coffee Break |
| 16:00–17:00 | CCIs in a Digital World (Group Presentations) |
| 17:00–18:00 | Reflection & Daily Evaluation |

4.1. TRAINING SCHEDULE (EXAMPLE)

DAY 3 – SKILLS & TOOLS

| DAY 3 – SKILLS & TOOLS | |
|------------------------|--|
| 09:30–10:00 | Energizer |
| 10:00–11:00 | Skills & Tools for a New Era |
| 11:00–11:30 | Group Work – Exploring Tools |
| 11:30–12:30 | Five Steps to Digitalization – Intro |
| 12:30–13:30 | Lunch |
| 13:30–14:30 | Step 1: Understanding Youth Digitalization |
| 14:30–15:30 | Step 2: Youth Perspectives (Role Play) |
| 15:30–16:00 | Coffee Break |
| 16:00–17:00 | Peer Exchange & Sharing |
| 17:00–18:00 | Reflection & Daily Evaluation |

DAY 4 – COMMUNICATION & CREATIVITY

| DAY 4 – COMMUNICATION & CREATIVITY | |
|------------------------------------|--|
| 09:30–10:00 | Energizer |
| 10:00–11:00 | Step 3: Data Literacy |
| 11:00–11:30 | Step 4: Communication Channels |
| 11:30–12:30 | Presentations & Sharing |
| 12:30–13:30 | Lunch |
| 13:30–14:30 | Step 5: Creativity in a Digital World |
| 14:30–15:30 | Discovering Digital Tools – Digital 101 |
| 15:30–16:00 | Coffee Break |
| 16:00–17:00 | Learning AI and Digital Tools – Examples |
| 17:00–18:00 | Reflection & Daily Evaluation |

4.1. TRAINING SCHEDULE (EXAMPLE)

DAY 5 – AI & CCIS

| DAY 5 – AI & CCIS | |
|-------------------|--|
| 09:30–10:00 | Energizer |
| 10:00–11:00 | Intro to AI in Youth Work & CCIs |
| 11:00–11:30 | Experimenting with AI Tools (Groups) |
| 11:30–12:30 | Experimenting with AI Tools (cont.) |
| 12:30–13:30 | Lunch |
| 13:30–14:30 | Prompt Engineering for Youth Workers |
| 14:30–15:30 | AI for Artists – Creative Applications |
| 15:30–16:00 | Coffee Break |
| 16:00–17:00 | Roundtable – Evaluating AI in Practice |
| 17:00–18:00 | Reflection & Daily Evaluation |

DAY 6 – CO-CREATION & SUSTAINABILITY

| DAY 6 – CO-CREATION & SUSTAINABILITY | |
|--------------------------------------|---|
| 09:30–10:00 | Energizer |
| 10:00–11:00 | World Café – Introduction |
| 11:00–11:30 | World Café – Round 1 |
| 11:30–12:30 | World Café – Round 2 |
| 12:30–13:30 | Lunch |
| 13:30–14:30 | World Café – Round 3 |
| 14:30–15:30 | World Café – Round 4 |
| 15:30–16:00 | Coffee Break |
| 16:00–17:00 | Self-Reflection – What’s Next? |
| 17:00–18:00 | Final Reflection, Closing, Certificates |

4.2

OVERVIEW / INTRODUCTION TO TOOLKIT

The Digi-CCI Toolkit was developed as a practical companion to the Training Program. While the sessions focus on building skills through active learning, the Toolkit provides youth workers with a structured collection of digital and AI tools that can be explored both during the training and in everyday practice afterwards.

The purpose of the Toolkit is to make digital transformation in youth work accessible, engaging, and sustainable. It brings together tested tools for communication, creativity, learning, and project development, showing how they can be applied in real youth work contexts. Each tool is presented with clear explanations, examples of use in youth work, and simple steps for getting started.

The Toolkit can be integrated into the Training Program in several ways:

- As a resource during sessions, when trainers introduce tools for group work, creative projects, or communication exercises.
- As inspiration for peer learning, encouraging participants to share how they might apply the tools in their own organizations.
- As a follow-up resource, giving youth workers the confidence to continue experimenting, adapt ideas to local contexts, and transfer competences to young people.

In this way, the Toolkit ensures that learning does not stop with the six-day program. It extends the impact by providing youth workers with practical, ready-to-use resources that support creativity, inclusion, and innovation in their communities.

A selection of tools is presented in the next page and the complete Toolkit is available at www.digicci.com

4.3

TOOLKIT (SELECTED TOOLS OVERVIEW)

| Tool | Category | What it Does | Application in Youth Work |
|----------------|---------------------|--|--|
| Canva | Creativity & Design | Online graphic design platform for posters, presentations, and social media. | Create workshop posters, youth event flyers, or collaborative visual projects. |
| Padlet | Collaboration | Interactive digital wall for brainstorming and group sharing. | Collect ideas, run quick evaluations, or document group work in real time. |
| ChatGPT | AI & Text | AI-based tool for generating text, prompts, and workshop content. | Draft training materials, create quizzes, or brainstorm project ideas with participants. |
| InVideo | Creativity & Media | Online tool for making short, engaging videos with templates. | Produce campaign clips, youth storytelling projects, or digital awareness content. |
| Miro | Collaboration | Digital whiteboard for visual collaboration. | Map project ideas, design workflows, or facilitate online workshops. |

4.3

TOOLKIT (SELECTED TOOLS OVERVIEW)

| Tool | Category | What it Does | Application in Youth Work |
|----------------------------|-----------------------|--|--|
| MidJourney / DALL·E | AI & Creativity | AI tools for generating images from text prompts. | Spark creativity in youth projects, design visuals for campaigns, or explore art and identity. |
| Suno | AI & Music | AI platform for generating original music and soundscapes. | Create soundtracks for youth videos, cultural workshops, or creative showcases. |
| Typedream | Digital Presence | No-code website builder for creating simple project or campaign sites. | Help youth create websites for projects, campaigns, or cultural initiatives. |
| ElevenLabs | Accessibility & Audio | AI voice generator and text-to-speech platform. | Improve accessibility with audio versions of content, or create engaging podcasts. |
| Trello | Project Management | Visual task management and collaboration tool. | Organize youth-led projects, assign tasks, and track progress in teams. |

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This publication was developed within the Digi-CCI Project as part of the Erasmus+ Programme. It serves as a resource to support youth workers in strengthening their digital competences and applying innovative tools in the Cultural and Creative Industries.

For more information, please visit:
www.digicci.com



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