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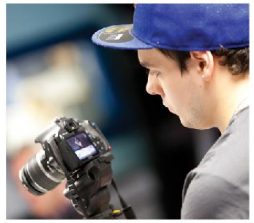
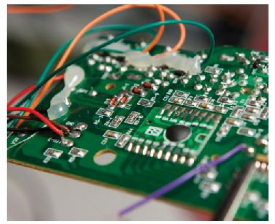
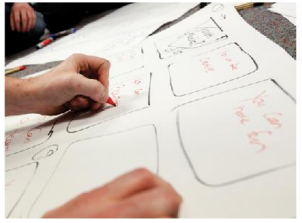






Don't Consume, Create!

01 April 2014

ICT Integration Challenge in Youth Work

A shift from consuming to creating...

Intergenerational Skills Gap

ICT Framework

Instructional Techniques

Educational Methodologies

Intergenerational Skills Gap

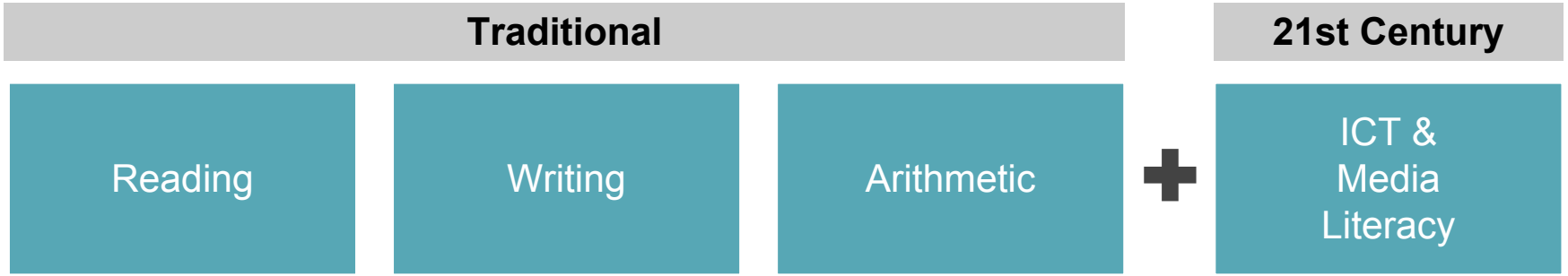
A new technology and one of the first mass forms of self-expression!

1564: Graphite came into widespread use following the discovery of a large graphite deposit in Borrowdale, England.
1812: William Monroe, a Concord, Massachusetts cabinet-maker, is credited withmaking America's first wood pencils - natural, unpainted high quality wood casings.
1890s: Pencil manufacturers saw an opportunity and started painting pencils and imprinting them with brand names!

Intergenerational Skills Gap

How do we keep up with changing technologies?

New literacies and skills...



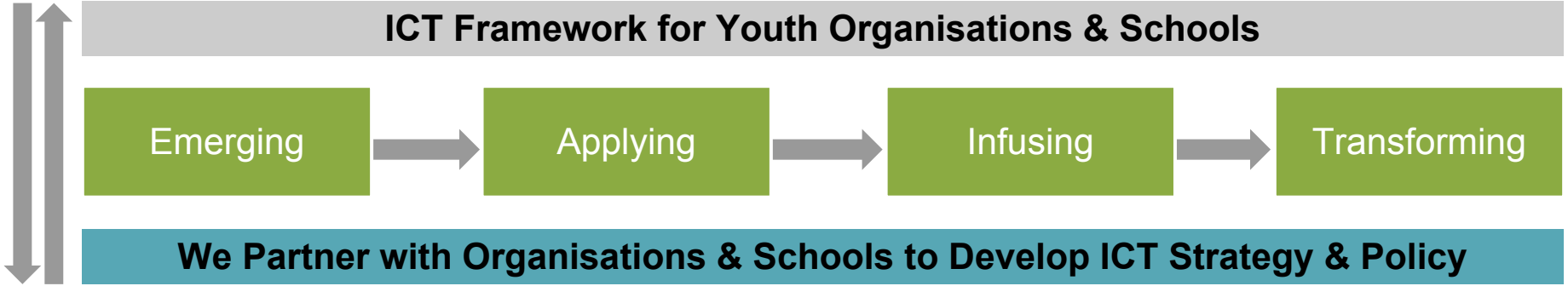
How do we facilitate young people to develop 21st century skills*?

* Partnership for 21st Century Skills: http://www.p21.org/

ICT Implementation Framework

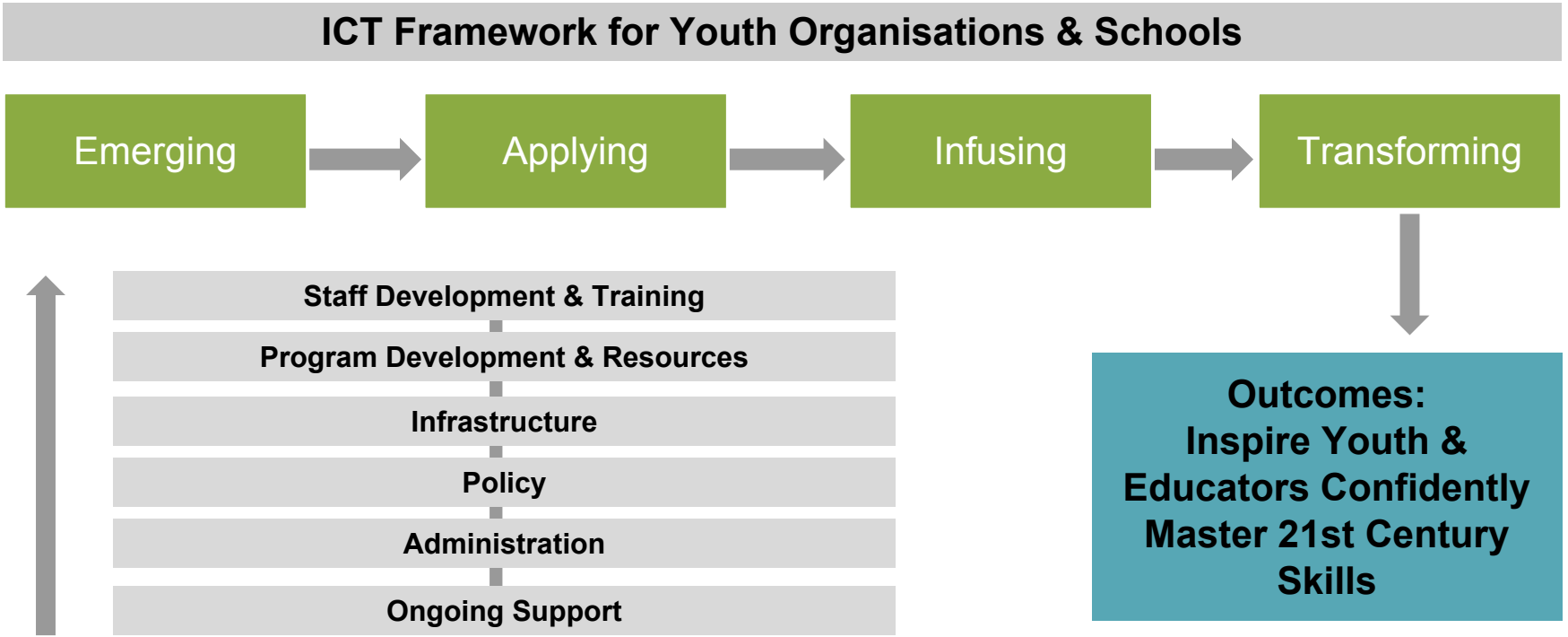
Addressing the challenges we face, together...

camara Ireland
transforming education



ICT Implementation Framework

Addressing the challenges we face, together...



TechSpace

Creative Technology Education Program

...of a national, creative technology, youth education program.
Camara Ireland manage the program on behalf of a consortium of partners.

TechSpace Consortium - Open Movement

The people behind the name...

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Creative Learning Educational Methodologies

Computer Clubhouse Program

LEARNING BY DESIGNING

People learn best when they are actively engaged in designing, creating, and inventing, not just passively receiving information.

FOLLOWING YOUR INTERESTS

When people care about what they are working on, they are willing to work longer and harder, and they learn more in the process.

BUILDING A COMMUNITY

When people collaborate with others of diverse ages, cultures, genders, and backgrounds, they gain new perspectives for understanding the world—and themselves.

FOSTERING RESPECT & TRUST

In places where everyone's ideas and opinions are respected, people are more likely to take risks and experiment—and thus more likely to learn and innovate.

* Lifelong Kindergarten, MIT Media Lab

Creative Learning Educational Methodologies

Adobe Youth Voices

Ignite creative confidence in youth. Empower them to find their voice and make it heard

AYV in Practice - YMCA Ireland

For AYV, creative confidence means helping youth develop five key skills:

- **Self-Expression** (Ability to express a point of view)
- **Ideation** (Ability to ideate and innovate)
- **Collaboration** (Ability to engage others)
- **Flexibility** (Ability to adapt)
- **Persistence** (Ability to stick with a challenge through completion)

More than just for media making, these skills can be applied beyond the program to help youth thrive and succeed.

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AYV's "Create With Purpose" Approach to Youth Media Making

What does it mean to "Create with Purpose?":

- **Relevance** (to the makers and the audience)
- **Intentionality** (an intended audience and impact)
- **Youth Voice** (Clear POV, specific perspective)
- **Youth Generated, but also Educator Facilitated**
- **Creativity & Innovation** (evident in content)
- **Inquiry-Based** (derived and led by youth questions)
- **Quality** (effective use of tools and techniques)

AYV Educators are key to facilitating this process.

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Application of Creative Confidence

*With this collection of creative skills honed through the AYV program, we now want to elevate how youth apply their **Creative Confidence** in their...*

EDUCATION

How does AYV motivate youth to apply creativity and passion to their learning?

COMMUNITY

How does AYV inspire youth to make their voice heard on issues that impact their world?

CAREER

How does AYV encourage youth to map new skills and interests to future career paths?

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Program Outcomes

Ignite creative confidence in youth.
Empower them to find their voice and make it heard.

	Attitudinal orientation toward creativity	Development of technical skills	Development of creative confidence	Application of creative confidence
Youth	Increase youth understanding of the importance of creative confidence	Increase youth ability to use media to express themselves	Increase creative confidence in youth	**Increase youth application of creative confidence in education, career or community engagement.**
Educators	Increase pool of educators commited to facilitating the development of creative confidence	Improve educator skills in and utilization of technology and media	Improve educator ability to facilitate the creative process	**Increase pool of educators facilitating the development of creative confidence in youth.**

The Program Evaluation is designed to measure Creative Confidence.

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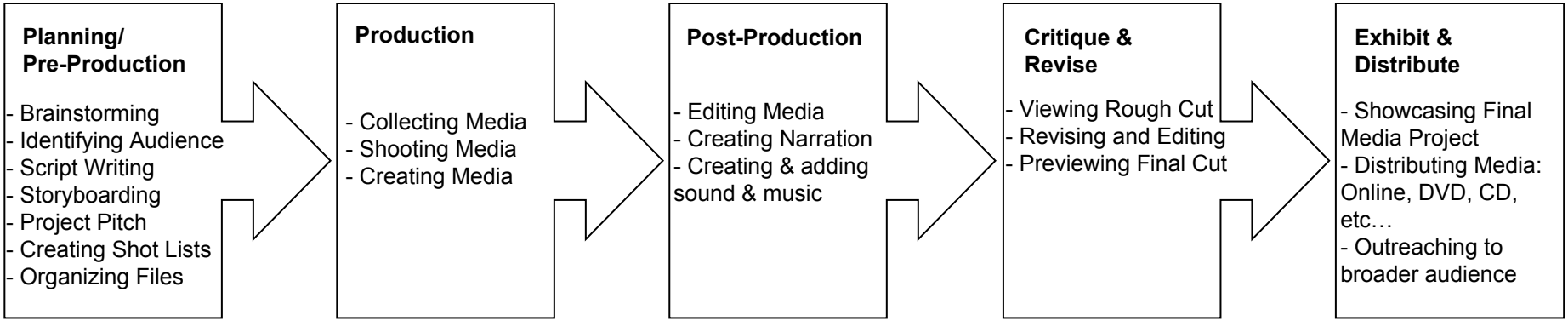
Youth Media Making Process

*A carefully planned youth media making experience has at least **five steps in the process**...*



*Educators and youth artists should anticipate **revision** and **audience engagement** from the start.*

*Through this adult facilitated process youth develop **creative confidence**, **find their voice** and **make it heard.***

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Instructional Techniques: Media Literacy

A shift from passive Consumer to active Creator!

SAMS Technique: Story – Audience – Message – Style

- What's the story?
- Who's the audience?
- What's the message?
- Describe the style.

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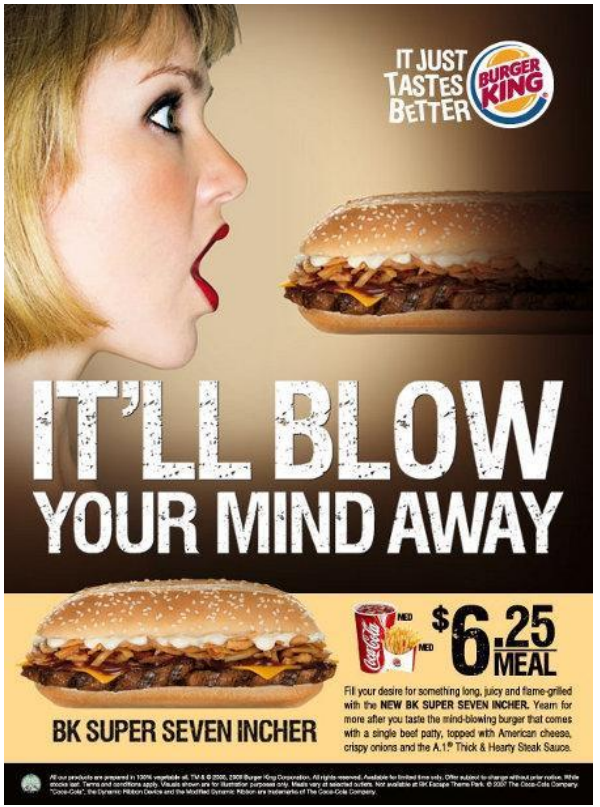
SAMS in Practice

Story - Audience - Message - Style



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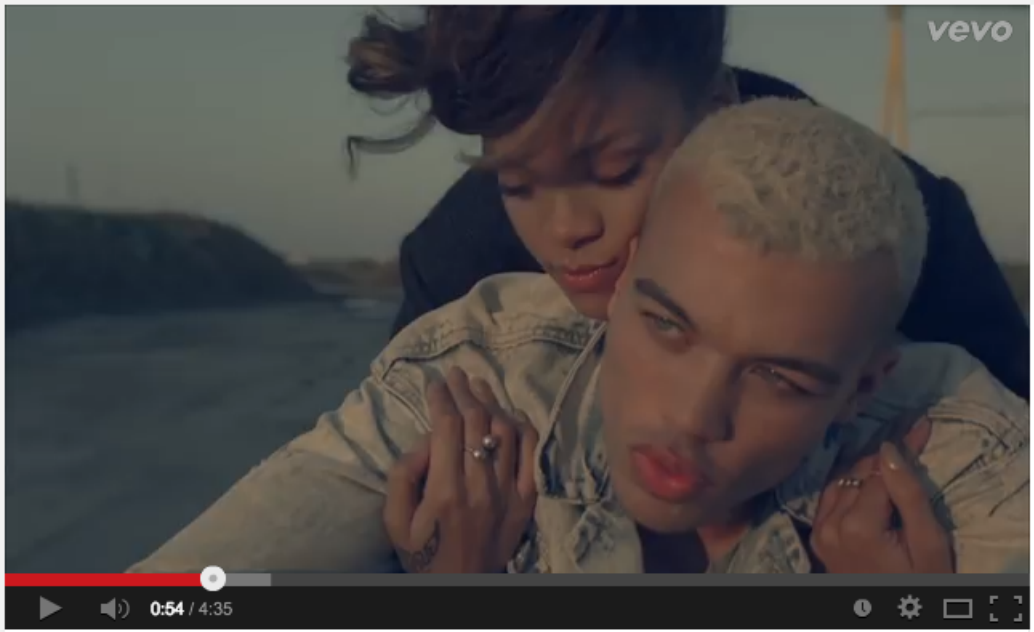
SAMS in Practice

Story - Audience - Message - Style



SAMS in Practice

Story - Audience - Message - Style

Flipped Learning in Youth Work

Google Apps in Practice - YMCA Ireland

Online: Young people learn new content outside the youth work setting (usually online) using Google Apps.
In Person: Together then tackle issues in face-to-face sessions
Benefits: Youth workers have more time to help young people with aspects they don't understand. For example: decoding media messages or practicing technical skills (e.g. experimenting with software or with media making equipment).
Challenges: New waters being navigated… ICT, Digital and Social Media Policies!