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investing in youth work
 Event supported by the Youth Council for Northern Ireland



Education and Culture DG
 'Youth in Action' Programme

seminar partners

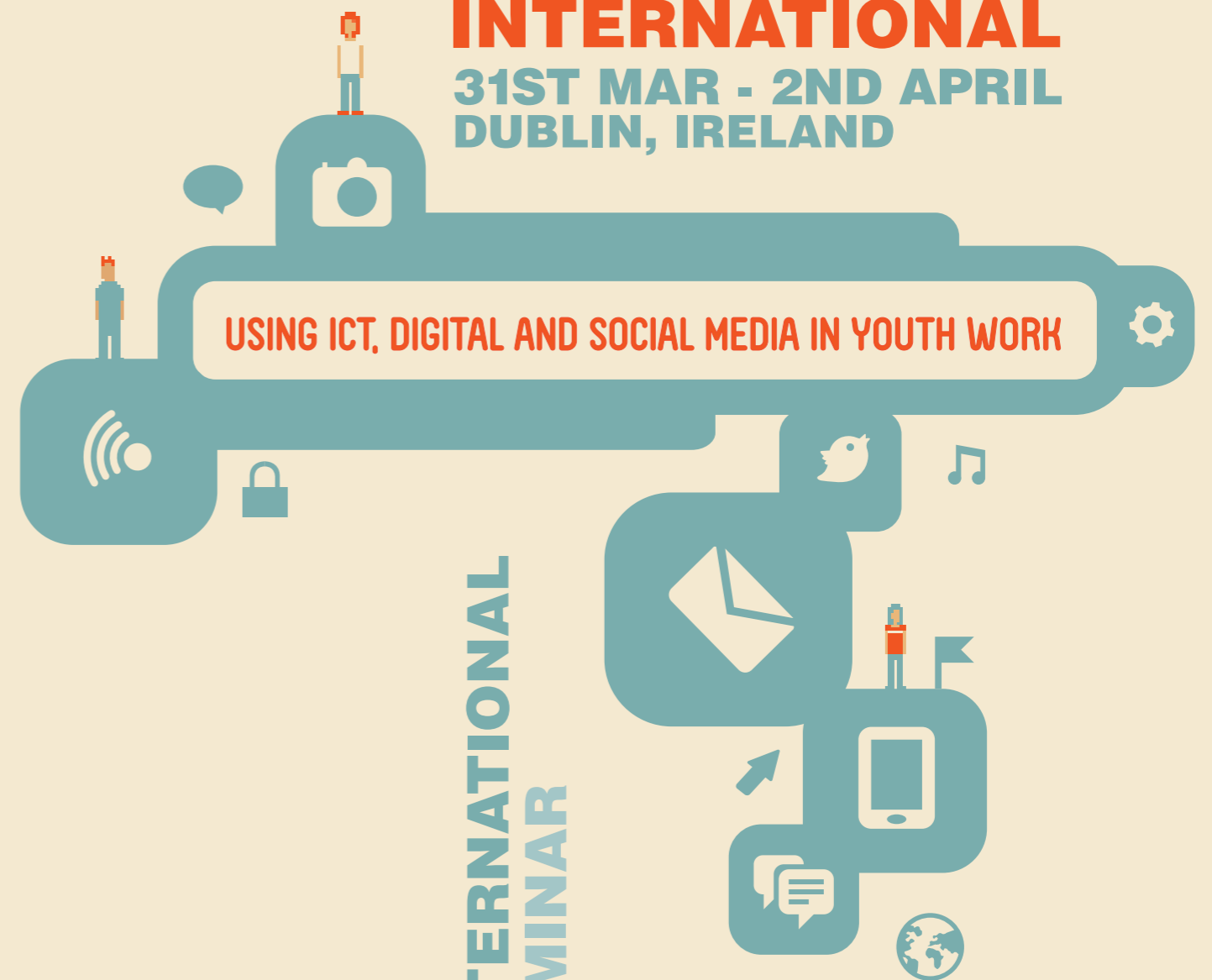


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SCREEN AGERS INTERNATIONAL

31ST MAR - 2ND APRIL
 DUBLIN, IRELAND



INTERNATIONAL SEMINAR



#SCREENAGERS



SCREEN AGERS INTERNATIONAL

USING ICT, DIGITAL AND SOCIAL MEDIA IN YOUTH WORK

PROGRAMME

MONDAY 31ST MARCH

- 13:00 REGISTRATION & LUNCH
- 14:00 INTRODUCTION AND WELCOME**
Mary Cunningham, Director, National Youth Council of Ireland
- 14:15 NETWORKING ACTIVITY**
- 14:35 SPEED-SHOWCASING**
Showcase of effective practice
- 15:35 BREAK
- 15:50 KEYNOTE ADDRESS**
Empowering the Digital Generation: Literacy, Safety, Creativity and Rights
Dr Brian O'Neill, Dublin Institute of Technology/EU Kids Online
- 16:30 GROUP DISCUSSIONS**
How can ICT, digital and social media support effective youth work?
- 17:15 PLENARY SESSION**
- 17:30 CLOSE
- 18:00 DINNER

TUESDAY 1ST APRIL

- 10:00 PRESENTATION**
Digital Literacy and the use of ICT in the Youth Sector
Cyberkids (NEELB) & Cyber Code
- 10:40 WORKSHOP SESSION I**
Themes: Digital literacy and the use of ICT in the youth sector & inclusion
- 12:10 BREAK
- 12:30 PRESENTATION**
Can ICT make young people active citizens?
WIMPS & SpunOut
- 13:30 LUNCH
- 14:30 WORKSHOP SESSION II**
Themes: Digital literacy and the use of ICT in the youth sector & inclusion
- 16:00 OPEN CAFÉ**
Outcomes of the Workshops (& refreshments)
- 17:00 PLENARY**
- 17:30 CLOSE**
- 18:00 DINNER

WEDNESDAY 2ND APRIL

- 10:00 PLENARY**
Where to now?
- 10:20 PRESENTATION**
Erasmus+
Discussion on engaging at international and national level
- 11:00 BREAK
- 11:20 PLANNING WORKSHOPS**
Future action on policy, workforce and partnerships
- 12:20 CLOSING PLENARY**
- 12:40 CLOSE & ACKNOWLEDGEMENTS**
David Guilfoyle, Youth Council for Northern Ireland
- 13:00 LUNCH



WORKSHOPS

SESSION I: 10.40 - 12.10

- 1. WEB SAFETY IN YOUTH WORK AWARENESS RAISING** National Youth Council of Ireland
This workshop contains elements of a longer training course and will explore digital citizenship, digital footprints, recognising and responding to cyberbullying and the support services that exist to get help when things go wrong.
- 2. SOCIAL MEDIA GUIDELINES** Association of Viennese Youth Centres
Explore the social media guidelines of the Association of Viennese Youth Centres, their implementation and the challenges in our daily work life.
- 3. SOMEJAM - INNOVATING WEB-BASED SOLUTIONS FOR YOUTH WORK** Verke
Creating new web-based services for youth work, communally. The workshop will demonstrate that it's possible to achieve great results quickly, using innovation and a new way of thinking. Services made in the workshop will be as ready as possible (without final coding).
- 4. REVENGE PORN OR HOW I MET YOUR MOTHER** Network of EuRopean Digital Youth
Can youth organisations address the issue of privacy in the online world? This workshop explores offline vs. online privacy aspects of society; privacy threats and challenges that youth deal with online; and privacy education.
- 5. HOW DIGITAL TOOLS CAN WORK FOR YOUTH ORGANISATIONS** No Label Project
Exploring online tools and creating a digital strategy for your project and organisation as a team.

SESSION II: 14.30 - 16.00

- 1. BRIDGING THE DIGITAL DISCONNECT** ReachOut.com
Exploring a new online resource, which addresses all aspects of safe online communication and provides tailored information on supporting youth mental health. This workshop presents the results of our needs assessment, outlines the website architecture for the youth workers' resource and provides a space for reflection and consultation on key issues surrounding youth mental health.
- 2. DON'T CONSUME, CREATE! HOW TECHSPACE IS WORKING FOR YOUTH WORK** Techspace
A major challenge for ICT in youth work is moving from consuming through technology to creating with technology. This workshop aims to identify and pose solutions to address these challenges. ICT topics covered are inter-generational skills gap, implementation frameworks, learn-by-doing educational methodologies, and instructional techniques.
- 3. GAMEOVER HATE** Network of EuRopean Digital Youth
This workshop explores hate in video games, raising awareness of the phenomenon and community based measures to address it.
- 4. POSSIBILITIES OF DIGITAL GAMING IN YOUTH WORK**
Tampere Lutheran Parishes & City of Helsinki Youth Department Finland
Introducing examples of using digital games and game development in youth work. What kind of new literacies young people learn from game development and what are the benefits of using games in youth work.
- 5. HOW TO ENGAGE YOUNG PEOPLE TO CONTRIBUTE TO ONLINE PEER-TO-PEER PROGRAMME**
Centre for Digital Youth Care
Social work in new media. This workshop explores digital education and a Danish example of online counselling for children and young people, Cyberhus, focusing on a peer-to-peer programme for young people.