

Go Digital

A European Training Course with the support of Erasmus+



Project type: Erasmus+ Key Action 1. Mobility of Youth Workers.

Youth Workers' Training & Networking.

Leading Partner: [SEAL CYPRUS](#)

Partners: [Fundacja "Instytut Badan i Innowacji w Edukacji"- INBIE, Poland](#)

[Praxis, Greece](#) / [JUGEND- UND KULTURPROJEKT E.V. , Germany](#) / [ADEL, Slovakia](#) /

[WalkTogether, Bulgaria](#) / [EUROTEAM, Czech Republic](#) / [MTU ISLANDER, Estonia](#)

Main theme of the project: Digital Competence.

Main objectives:

- a) To promote the Digital Competence and Media Literacy among the individual participants (youth workers/ volunteers) and the target groups of the organisations and
- b) To use Information Society Technology (IST) and Information Communication Technologies (ICT) to improve the visibility of youth work.

Participants' profile: Youth workers, youth leaders and volunteers with interest in engaging in communities and networks for cultural, social and professional purposes.

Number of participants: 3 people from each partner

Age of participants: there is no age limit.

Venue: [Hotel Flamingo in Larnaca](#) in McKenzie area, very close to the airport of Larnaca.

Training dates: Saturday, 17 March 2018 (arrival)- Sunday 25 March 2018 (departure)

Duration: 7 days of training and 2 days for travelling.



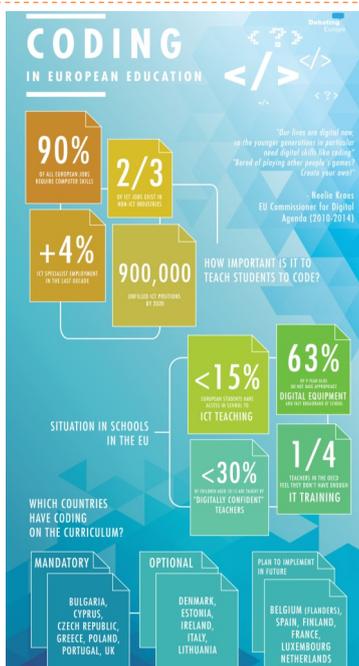


BACKGROUND OF THE PROJECT

Work, employability, education, research, and participation in society are only some of the areas that are becoming increasingly “digitised” as information and services are increasingly available through the Internet. Consequently, digital competence is vital in today’s society and economy. Young Europeans must not only keep their specific job-related skills up-to-date but also possess the key-competences that will enable them to adapt to change. Their competences also contribute to their motivation and job satisfaction in the workplace, thereby affecting the quality of their work. As a traversal competence, digital competence helps us master more key- competences such as communication, language skills, creativity and innovation or basic skills in math and science.

Digital competence is one of the eight key competences for lifelong learning. Versatile digital skills are becoming a must particularly in working life but also for active citizenship.

Go Digital is a training course for youth workers, youth leaders and volunteers with an interest in engaging in communities and networks for cultural, social and/or professional purposes.



While it is estimated that up to 90% of jobs will require digital skills shortly, the skills gap is already visible: the European Union youth unemployment remains high at 22%, but at the same time there is a lack of skilled digital technology experts. Being digitally competent in today’s world requires not only access to and use of ICT but also the appropriate knowledge, skills and attitudes towards them.

According to [a 2014 survey](#) published by the European Commission on digital inclusion and skills in the EU, up to 47% of the EU population has insufficient digital competence, including 23% who has no digital competence at all.

SPECIFIC OBJECTIVES

- To provide a sound understanding and knowledge of Information Society Technology (IST) and Information Communication Technologies (ICT) and the opportunities they represent for youth work.
- To explore ways to incorporate in project management computer applications such as word processing, spreadsheets, databases, information storage and management, and an understanding of the opportunities and potential risks of the Internet and communication via electronic media (email, network tools).
- To cultivate critical and reflective attitude towards available information and responsible use of the interactive media to support the partners' target- groups especially young people with fewer opportunities.
- To promote digital competence in the sense of
(a) skills such as the ability to search, collect and process information and use it in a critical and systematic way, assessing relevance and distinguishing the real from the virtual while recognising the links and (b) skills to use tools to produce, present and understand complex information and the ability to access, search and use Internet-based services.
- To explore ways in which the youth organisations can use Information Society Technology (IST) to support employment, critical thinking, creativity, and innovation among their members.
- To support the partners in using the social media for the dissemination of their work.

METHODOLOGY

All working activities will aim at fostering intercultural learning and exchange between participants from diverse backgrounds. The methodology will include practical exercise on digital tools, interactive lectures, audio-visual presentations, small and large group discussions, self- assessment and more.

WHO WE ARE

SEAL CYPRUS is an NGO located in Nicosia. We support competence development of individuals by offering customised education, training and career resource solutions.

We assist capacity building of organisations by offering training in leadership, project management and visibility/ dissemination strategies with the use of digital marketing.

We are coordinating two KA2 Strategic Partnerships

["ARTSQUAD"](#) (2017– 2019) on competence development of youth professionals and the creation of material for the inclusion of young people with the use of Drama, Music, Digital Media and Storytelling.

["CURSOR"](#) (2018– 2020) on Grafting Career Roadmaps.

Our Training Courses:

["Biodiversity and Active Learning"](#). (2014).

["Make an Impact!"](#) (2015). Dissemination and Exploitation of the results of youth work (DEOR) with the use of digital tools and the social media.

["Know the Way- Go the Way- Show the Way"](#) (2015). Leadership skills.

["Making Ideas Happen"](#) (2016). Entrepreneurship and the Business Model Canvas and

["ARTrepreneurship"](#) (2016). The art of entrepreneurship.

["Youth Minded"](#) (2017). The mental health of the young people in the era of the social media.

["YOUTHPASS Expanded"](#) (2017)

Recognition and Certification of Non-formal Learning.

PRACTICAL INFORMATION

COST

Food and accommodation is covered 100% by SEAL CYPRUS. Participants will be reimbursed (paid back) for the travel cost on display of their boarding passes. The reimbursement will be done according to the real travel expenses. The travel budget per person is:

275 euros for participants travelling from Bulgaria, Greece, Slovakia

360 euros for participants travelling from Estonia, Poland, Germany, Czech Republic

Participants will be required to pay a **participation fee of €30** in cash during registration.

There is no participation fee for members of SEAL CYPRUS.

Safety & Insurance: a responsibility of the participants.

HOW TO PARTICIPATE

Participants from Cyprus

Visit the website <http://www.sealcyprus.org/projects/go-digital>

At the bottom of the web page you will find the form 'Application_Local participants_activity in Cyprus'. After you fill the application form, send it to sealcyprus@gmail.com with the subject "Go Digital".

Participants from the partners' counties

Visit the website <http://www.sealcyprus.org/projects/go-digital>

At the bottom of the webpage you will find the form 'Application_International participants_activity in Cyprus'. After you fill the application form, send it to the partner organisation in your country with the subject "Go Digital". Do not send the form directly to SEAL CYPRUS.

	<p>The Facebook Group where the <u>selected</u> participants will communicate is; https://www.facebook.com/groups/GoDigitalEU/ Visit our Facebook page www.facebook.com/sealngocy To mention us on Facebook, type: @sealngocy</p>
	<p>https://twitter.com/SealCyprus @SealCyprus The hashtag of the project on Twitter is #GoDigitalEUproject</p>
	<p>Linkedin www.linkedin.com/company/seal-cyprus Instagram www.instagram.com/SealCyprus Website http://www.sealcyprus.org Email: sealcyprus@gmail.com</p>