



Project presentation: **ACTIon**

DigiPAC (Digital Participation and Active Citizenship)



Promoting active citizenship through civic education and active online participation of youth role models

Co-funded by the Erasmus+ Programme of the European Union 

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PROJECT TITLE: ACTIon – promoting active citizenship through civic education and active online participation of youth role models


About **ACTIon**

The project is being implemented in:


- Bulgaria
- **Germany (coordinator: nexus Institute)**
- Greece
- North-Macedonia
- Publicity: Belgium

Erasmus + Promoting social inclusion,
Key Action 3: policy support

Duration:
01.2021 – 01.2024



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Background

Why is ACTIon necessary?

- Increasing digitalisation of societies and widespread use of the internet – particularly among young people
- However: few young people use digital technologies for civic engagement and political participation

What does ACTIon aim to do?

- Close this gap in use of digital technologies
- Strengthen **digital competences** and **civic education**
 - Empower youths (14-25 years) in a range of social contexts and learning environments – particularly from socially disadvantaged groups – to become **active digital citizens**



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Project goals

Development of two modular training curricula for education professionals (youth workers, social workers, teachers etc.)

Implementation of competence-building workshops for youths in formal and informal learning environments in four countries

Piloting phase of youth e-participation

Roll-out through multipliers: country workshops/EU dissemination conference



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Expected results

Adaptation / enhancement of pre-existing tools for digital participation (app F.I.R.E. and platform OPIN)

120 trained youth role models (DigiPAC & MOLA)

Overall: 300 to 500 involved young people in peer-lead activities

Country-specific case studies on examples of good practice and lessons learned



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The ACTION training curricula:

Programme (partner)	DigiPAC: Digital Participation and Active Citizenship (nexus)	MOLA: Model for Opinion Leaders Activation (HESED)
Learning environment	Formal: secondary schools	Informal: community-based education
Participants	Children and adolescents (approx. 14-18)	Young adults (up to 25)
Instructors	Teachers	Community/social workers
Central aims	<ul style="list-style-type: none"> • Training digital and democratic competences of young people • Enabling use of online tools to actively participate in their community/broader society 	<ul style="list-style-type: none"> • Training digital competences of young leaders in disadvantaged communities (Popular Opinion Leader approach) • Enabling use of online tools to improve health literacy in their community



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DigiPAC

- **Digital Participation and Active Citizenship (DigiPAC)**
- 3-module training programme (Module A, B, C)
- Each **module** contains 4-6 different activities
- **Activities** are based on pre-existing online education tools, adapted to goals of the project
- Designed as three-day workshop, but adjustable to specific learning environment
 - Adjustable time frame
 - Can be implemented online/offline



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Digital Competences

Digital competences ...

- Integral part of **civic competences** in digitalised societies
- Prerequisite for **digital citizenship**

The programme's activities target **digital competences** in three main domains:

 Being Online	 Wellbeing Online	 It is my right!
<ul style="list-style-type: none"> • Access and Inclusion • Media and Information Literacy 	<ul style="list-style-type: none"> • Ethics and Empathy • Health and Wellbeing 	<ul style="list-style-type: none"> • Active Participation • Rights and Responsibilities

Competence domains based on the Council of Europe's model of Digital Citizenship (2021).



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Cognitive Domains (Bloom's taxonomy)

The programme's activities target a range of (higher- and lower-level) **cognitive skills**:

Level 1: Remember & understand	Level 2: Apply & analyse	Level 3: Evaluate & create
<ul style="list-style-type: none"> • Raise awareness • Increase understanding • Recognition 	<ul style="list-style-type: none"> • Develop skills • Increase competences 	<ul style="list-style-type: none"> • Evaluate values • Advocate values • Cultivate values among others • Create content

Skills and their categorisation based on & adapted from Bloom's taxonomy of cognitive domains (1956).



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Structure of DigiPAC

Module A – Interacting online

- Aims to introduce participants to the programme, establish basic rules of interaction during the workshop and collectively explore themes of being and interacting online.

Module B – Living in a democracy

- Aims to convey and deepen a basic understanding of digital citizenship, democracy and central democratic/civic principles and processes.

Module C – Participating online

- Aims to introduce participants to youth e-participation through presenting and exploring online tools (app F.I.R.E./platform OPIN) for active, self-organized participation.



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Module A

Module A – Interacting Online (day one)		
Nr.	Name of Activity	Duration
1.	Introduction and establishing a safe space	30 – 45 min
2.	Dos and Dont's of the Online World (Netiquette)	45 min
	Break	15 min
3.	Introduction to basic concepts of media literacy	40 – 45 min
4.	Stories... Experiences... Sensitisation...	45 min
	Break	15 min (online) / 1 hour (offline)
5.	Scenario workshop	45 – 60 min
6.	Feedback / learnings	20 min



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Module B

Module B – Living in a Democracy (day two)		
Nr.	Name of Activity	Duration
1.	Me and social media	20 min
2.	Introduction to democracy / civic principles	45 min
	Break	15 min
3.	Storytelling exercise	45 min
4.	Fake news	45 min
	Break	15 min (online) / 1 hour (offline)
5a.	Electioneering	60 min
5b.	Making Links	120 min
6.	Feedback / learnings	20 min



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Module C

Module C – Participating Online (day three)		
Nr.	Name of Activity	Duration
1.	On the ladder – introduction to youth participation	120 min
	Break	15 min (online) / 1 hour (offline)
2a.	OPIN – European toolbox for youth eParticipation projects	45 min
2b.	F.I.R.E. – a capacity building tool	45 min
	Break	15 min
3.	Feedback / learnings	20 min
Follow-up session (6-8 weeks later)		
4a.	OPIN – European toolbox for youth eParticipation projects	45 min
4b.	F.I.R.E. – a capacity building tool	45 min



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The DigiPAC handbook

- Easy-to-use guideline for implementation of programme (for teachers, youth workers, etc.)
- Contains...
 - Overview of programme's overall structure
 - Overview of 3 modules
 - Detailed presentation of each activity
 - Materials
 - Helpful tips for adjusting training to group/learning environment (time frame, online/offline format etc.)



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Piloting DigiPAC in Germany

Nexus is looking for secondary schools and/or youth centres to test the training programme

What are we offering?

Complete workshop concept, presented in handbook for instructors

Preliminary support/training of educators

Free of cost

What do we require?

Time for the implementation (in project days/during normal lesson time)

Motivation

Your feedback

Time frame: if possible, in the current school year (until summer 2022)



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Thank you!

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