**Description of the Prototype for the Digital Youth Work / Digital Competence Development**

**Prototype project title:**

**Team members:** add names

| **1. What?** | *1.1 What kind of digital youth work or training activity/ topic/ tool do we want to design/build?*  *1.2 What digital topic or skill would this workshop introduce or explore? (e.g., coding basics, social media awareness, online collaboration)* |
| --- | --- |
| Respond here to the questions above… | |
| **2. Why?** | *2.1 What needs and interests of participants do we want to address?*  *2.2 What do we wish to achieve with this tool/ topic/ activity? What competences people should improve by attending the activity/ using the tool?*  For inspiration, you can check the following models [digital competence model for youth workers](https://docs.google.com/document/d/19xmZLiHRpE0gv60-fgmxK6a48oBBD3YPnPqafuxnms0/edit?usp=sharing) introduced in 2023.  [EU’s DigiComp for Educators](https://joint-research-centre.ec.europa.eu/digcompedu_en) - an adapted DigiComp model for Educators. |
| Respond here to the questions above… | |
| **4. Activity/ Tool prototype? How?** | *4.1 What is a minimum functioning version of this prototype that we can create quickly?*  *4.2 What materials or resources are readily available to us?*  *4.3 Can we adapt existing tools, spaces, games or activities for a digital focus?*  *4.4 How do we make it engaging for our target group?* |
| Respond here to the questions above… | |

Be ready to present your Digital Youth Work Activity/Tool prototype on the 8th July, 15:00. You will have 5 minutes to present and more time to answer questions or collect feedback.