

Dutch Cities of Learning Digital Youth Work Strategy 2025

IMPACT (above 5 years)	IMPACT: Dutch Cities of Learning Digital Youth Work Strategy Empowered, digitally capable and socially engaged youth in Dutch Cities of Learning, supported by an inclusive internal network of youth work organisations, skilled professionals, and accessible youth participation pathways.							
	Digital youth work embedded into our Dutch Cities of Learning <i>Embed digital practices directly into our daily youth work operations and local platform management to ensure inclusive access, safe digital spaces, and measurable impact for all young participants.</i>		Digitally skilled and co-creative youth workers <i>Enhance digital competencies and co-creation capabilities among youth workers to deliver meaningful, fair digital experiences.</i>		Internal innovation and accessible tech pathways <i>Adopt existing open-source tools and foster creative internal spaces where youth and staff experiment safely with technology.</i>		Youth as digital creators, learners, and civic actors <i>Empower youth as active agents in shaping inclusive, safe, and empowering digital spaces through participation and creativity.</i>	
SHORT-TERM IMPACT (2-4 years)	1.1 Digital youth work is recognized as a standard, active component of our local platform's daily operations.	1.2 Digital activities on our Cities of Learning platform are fully accessible to all local youth, including those with limited hardware or connectivity at home.	2.1 Youth workers feel confident in digital skills and ethical technology use.	2.2 Shared methods for co-creation are used across our youth work teams.	3.1 Internal creative spaces are set up for youth to experiment with tech.	3.2 Experienced staff or senior youth mentor others in digital projects.	4.1 Young people actively design their own digital youth work activities.	4.2 Digital literacy, safety, and critical thinking skills among youth are improved.
	1.3 Co-creation routines are established, ensuring young people regularly help design our platform's digital badges and activities.	1.4 Basic digital skills updates and peer-sharing are part of our team's standard, recurring meeting schedule.	2.3 Youth workers use digital tools to make participation more inclusive.	2.4 Staff actively track and adapt to new, relevant digital trends.	3.3 Existing open-source, youth-friendly platforms are adopted and used.	3.4 Youth workers use digital insights to inform local youth work practices.	4.3 Youth launch their own digital initiatives to tackle local community issues.	4.4 Open Badges are used systematically to validate youth achievements.
	1.5 Local platform data (such as badge completions and simple youth surveys) is used directly by our team to review and improve our digital offerings.		2.5 Youth workers act as mentors for youth developing digital skills.		3.5 Real-world digital skills (like problem-solving) are promoted among youth.		4.5 Safe and respectful online environments are maintained by youth themselves.	
OUTPUTS - Activities	1.1.1 Conduct an internal digital tool and connectivity check across our locations.	1.2.1 Provide basic hardware or internet access to youth who need it on-site.	2.1.1 Map staff training to existing EU frameworks (like DigComp and ETS).	2.2.1 Organise internal staff sessions to test new digital tools before using them with youth.	3.1.1 Set up a dedicated "digital corner" or mobile tech kit in our youth centre.	3.2.1 Start an internal project where tech-savvy youth mentor peers or staff.	4.1.1 Run participatory design sessions where youth lead the program planning.	4.2.1 Provide interactive sessions on digital safety, fake news, and online privacy.
	1.3.1 Run internal workshops where youth and staff plan digital programs together.	1.4.1 Set up regular, brief training moments for staff on digital tools.	2.3.1 Use accessible digital platforms (like Miro, Padlet, or Kahoot) to gather youth feedback.	2.4.1 Establish regular online peer-sharing meetings for our own youth workers.	3.3.1 Deploy free, accessible, and safe digital tools tailored for youth engagement.	3.4.1 Organise internal reflection sessions on how digital tools impact our youth.	4.3.1 Help youth create small-scale digital content (podcasts, videos, local campaigns).	4.4.1 Design and issue local Open Badges via the Cities of Learning platform.
	1.5.1 Implement simple feedback forms for youth to evaluate digital activities.		2.5.1 Set up a basic peer-mentorship routine between staff and youth during projects.		3.5.1 Run simple workshops building digital skills through creative projects (e.g., vlogging, basic coding).		4.5.1 Create a youth-led "digital code of conduct" for your online spaces and groups.	
INPUTS	Funding: Local municipal youth work funding and existing Erasmus+ KA2 grants for small-scale internal developments.	Infrastructure: Current physical youth work locations, existing connected devices (laptops, tablets), and reliable high-speed internet access for on-site youth.	Time Allocation: Dedicated working hours integrated into youth workers' job roles specifically for peer-learning, digital experimentation, and knowledge-sharing meetings.	Training & Mobility: Erasmus+ KA1 grants eligible for staff mobility, digital competence training courses, and peer-learning networks.	Physical & Digital Space: Dedicated "digital corners" or mobile tech kits within existing youth centres, alongside free online co-design spaces (e.g., digital whiteboards, communication tools).	Software & Toolkits: Free, accessible, and safe digital tools tailored for youth engagement (e.g., media production tools, game-based learning software, and interactive platforms).	Recognition Platform: The existing, ready-to-use Cities of Learning Open Badge infrastructure, software, and learning pathway tools.	Participation Frameworks: Pre-established co-creation templates, youth panels, and design-sprint formats integrated into standard session planning.
	Frameworks & Guidelines: Publicly available national digital youth work strategy templates and internal toolkits for data privacy compliance (GDPR).		European Frameworks: Free, publicly available competence models to structure self-assessments (e.g., DigComp and the European Training Strategy / ETS).		Methodologies: Open-source guidelines like the European Guidelines for Digital Youth Work and Verke's digital youth work methodologies.		Educational Content: Free digital and media literacy educational materials focusing on online safety, ethics, privacy, and digital citizenship.	
TARGET GROUP	Youth Work organisations (Management) Adapt internal operations, allocate staff time for digital training, and ensure fair hardware and internet access across locations.		Youth Workers Deliver inclusive digital activities, participate in internal peer-learning, and co-design programs directly with young people.		Peer Innovators & Tech Leads Set up internal digital spaces, test creative open-source tools, and share digital expertise through peer-to-peer mentoring.		Young People Co-create digital activities, launch small-scale internal projects, and earn recognition for their skills through Open Badges.	