

DALI4YOUTH

Brochure

About the Droject The project targets youth workers and young people, especially NEETs, to prepare them to face the needs of the youth sector, by gaining more and improved digital skills, a higher level of creativity and more awareness of the situation NEETs are experiencing. As young people are strongly keen on digital technologies, and art is a great means to express themselves and to connect to others, combining these two elements will manage to promote social inclusion.







The project aims at boosting youth workers' knowledge and competences of ICT tools to create inclusive environments in their daily practice. The main objective is to make Youth more capable of entering the labour market and taking an active role in the society. The project will prioritize the development of digital skills through creativity and art, and raising awareness about the importance of social inclusion among young NEETS, often victims of stereotypes that lead to social exclusion.

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Results

- 1) carry out a mapping of youth workers' skills and competences;
- 2) establish the methodology and the training framework of the online training KIT;
- 3) prepare the online training KIT for youth workers and conduct a pilot test of the KIT;
- 4) define the training content and pedagogical structure along with the design and development of the macro structure of the online training game;
- 5) establish youth networks at EU level to boost cooperation;
- 6) create an online learning platform. Long term results include: more general knowledge about digital art

The Consortium











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