AI4YouthWork
Project Newsletter
Newsletter #1 - April 2024

Official Project Start

AI4YouthWork, a *Cooperation Partnership* in the Youth field co-funded by the **Erasmus+ Programme of the European Union**, officially started on **3 March 2024**. Our goal: support youth workers and youth organisations in harnessing the potential of AI for their work.

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Kick-off Meeting in Caserta

On March 27th, 2024, representatives of the consortium members - **Lascò** (Italy), **Team 4 Excellence** (Romania), **KEAN** (Greece) and **Contextos** (Portugal), convened in Caserta, Italy, for the project's kick-off meeting.

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Towards the Identification of AI Competence Needs for Youth Work Professionals

One of the goals of the project is identifying the **competences needed** by youth work professionals **to employ artificial intelligence in their work** and guide young people in the context of AI revolution.

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OFFICIAL PROJECT START

ENHANCING YOUTH WORK THROUGH ARTIFICIAL INTELLIGENCE

AI4YouthWork officially started on the 3rd of March 2024. The project, co-funded by the Erasmus+ Programme of the EU, is coordinated by the Italian SME **Lascò** and implemented in partnership with Team 4 Excellence (Romania), KEAN (Greece) and Contextos (Portugal).

The project, over **24 months**, will pursue the following objectives:

- **Identify AI skills needs and gaps** for Youth Work professionals in Italy, Romania , Portugal, and Greece and **develop a AI Competence Fremework for Youth Workers** by July 2024;
- Validate the relevance and effectiveness , with at least 100 youth professionals in the four pilot countriesand and **release the Framework** by September 2026;
- Develop, by October 2026, **open educational resources on AI** to support continuing education and training providers in integrating the project AI skills development solutions.

Three **main outputs** will be produced by the consortium.

AI COMPETENCE FRAMEWORK FOR YOUTH WORKERS

A Framework Identifying the knowledge, attitudes and skills youth work professionals need to effectively employ artificial intelligence in their work and guide young people in the context of the AI revolution. Drawing from results of primary and secondary data analysis and the multidisciplinary expertise of the participating organisations, the Framework will cover technical subject-matter expertise on AI and address the human, social, and environmental dimensions of AI integration in youth work.

Co-created with young workers themselves, the Framework will be built upon relevant European and international frameworks, like the European Digital Compentece Framework for Citizens (DigComp) and Educators (DigCompEdu). The Framework will encompass various components, including key competence areas, specific competencies (covering knowledge, attitudes, and skills), proficiency levels, and accompanying descriptors. Furthermore, it will provide practical guidelines and recommendations for youth workers to develop these competencies effectively. Each area of the framework will guide the design of a **Digital Catalogue of Learning Experiences on AI** for youth workers.

DIGITAL CATALOGUE OF MIN. 48 AI LEARNING EXPERIENCES FOR YOUTH WORKERS

A collection of digital e-learning experiences on AI addressed to youth workers and tailored **to foster each competence outlined in AI4YouthWork's Competence Framework**. The digital catalogue will be freely available on the project's platform in English, Italian, Greek, Romanian and Portuguese.

AI TRAINING TOOLKIT FOR YOUTH WORKERS

A Training Toolkit for youth workers including:

- a **map of free web-based AI tools for youth workers** (e.g., for automation of administrative tasks, digital content creation, inclusion and communication, data analysis, provision on personalised support for young people) meeting the requirements defined by the EC's High-Level Expert Group on AI in The Ethics Guidelines for Trustworthy AI,
- min. 15 **youth-centred workshop plans on AI** that youth workers can implement with young people.

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external link to the project website: **ai4youthwork.eu**

KICK-OFF MEETING IN CASERTA

HIGHLIGHTS

Our journey to enhance AI integration in youth work began with a **productive and insightful kick-off meeting** on 27 March 2024 at the headquarters of Lascò in Caserta, Italy. The meeting convened an enthusiastic group of representatives of the project partners, each bringing unique insights and a shared commitment to the success of the project.

The meeting was marked by a series of interactive discussions and presentations focused on the project's roadmap and activities, as well as the methodologies that will be employed to conduct the research activities and to ensure the effectiveness and impact of the project's training and learning resources.

As we move forward, the insights and enthusiasm generated during this kick-off meeting will undoubtedly fuel the next phases of the project setting a solid foundation for the consortium's pathways towards increasing the capacity of youth workers to harness the potential of AI to improve the quality, attractiveness and effectiveness of their work.

TOWARDS THE **IDENTIFICATION OF** AI **COMPETENCE NEEDS** FOR **YOUTH WORK PROFESSIONALS**

The consortium started its research on the AI competence needs for youth workers. Led by Team 4 Excellence, research includes four main activities:

- **Desk research**, covering existing AI competence frameworks, literature and scientific papers;
- **Focus groups with youth workers** in Greece, Italy, Portugal and Romania;
- **Development of the AI Competence Framework** for youth workers;
- **Validation of the Framework** with at least 100 youth workers from the participating countries.

Two main deliverables will be released as a result of these activities by September 2024: the **"AI Competence Needs for Youth Workers" Research Report**, consolidating the outcomes of the research activities, and the **AI Competence Framework for Youth Workers**, addressing key AI competence needs for youth workers.
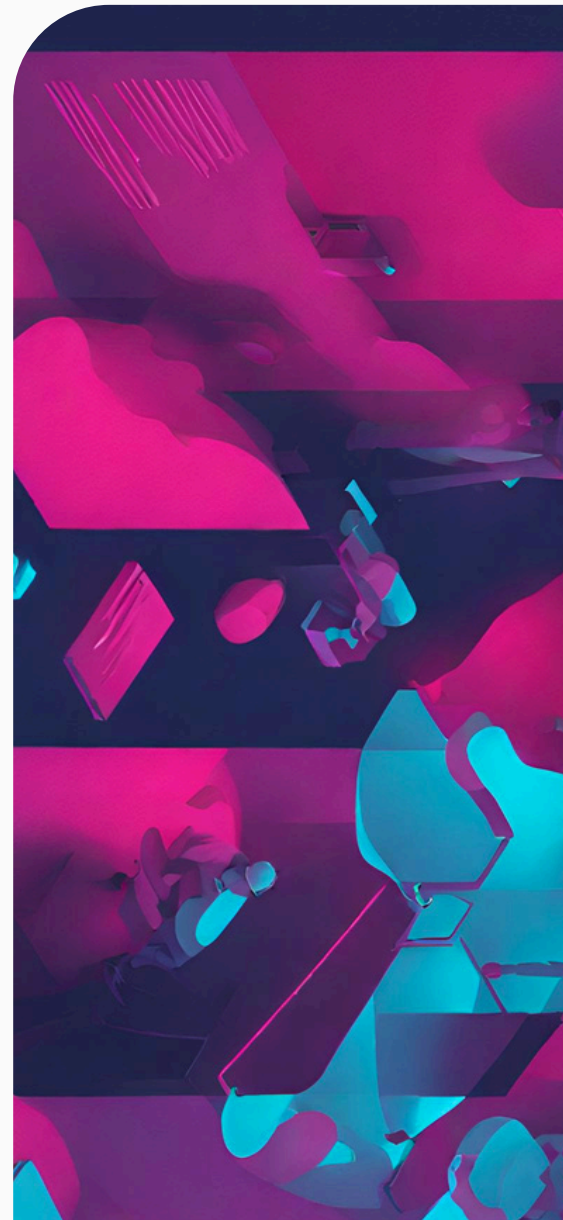
Are you a youth worker?

Share your experience with us and contribute to the research!

Contact Us ➔

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