

Materials on Digital Transformation

These materials support organisations in the digital transformation of education, training and youth work. The various types of materials introduce themes, frameworks and tools to support digital transformation as well as inspire new ideas about how to implement digital dimensions in practice.



2024

Theme Cards

The Theme Cards introduce themes relevant to digital transformation in education, training and youth work. Each card also includes questions to be pondered, supporting collaborative exploration of the theme and fostering a shared understanding.

THEME CARD



Artificial Intelligence (AI)

This theme card provides a brief introduction to AI with a focus on the new skills needed and ethical considerations.

Publication year: 2024

Link to the publication: <https://urly.fi/3Klk>

THEME CARD



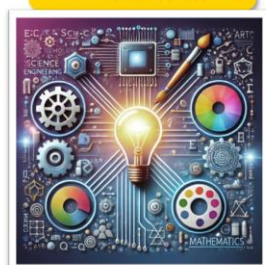
Digital and Green Transition

This theme card provides a brief introduction to the Twin Transition, the combination of the digital and green transitions that mutually reinforce one another.

Publication year: 2024

Link to the publication: <https://urly.fi/3Kmc>

THEME CARD



STEAM as an approach

This theme card provides a brief introduction to STEAM (Science, Technology, Engineering, Arts and Mathematics) as a multidisciplinary approach to preparing learners for real-world challenges.

Publication year: 2024

Link to the publication: <https://urly.fi/3Kmd>

One pagers

One-pagers are compact and easy-to-use resources that introduce various frameworks and tools for use in projects to support the digital transformation.



How to identify good practices on the Digital Transformation in the projects?

The framework for identifying good practices on the digital transformation serves as a tool for getting deeper insights on the implementation of the digital transformation within a project.

Publication year: 2024

Link to the publication: <https://urly.fi/3Kd3>

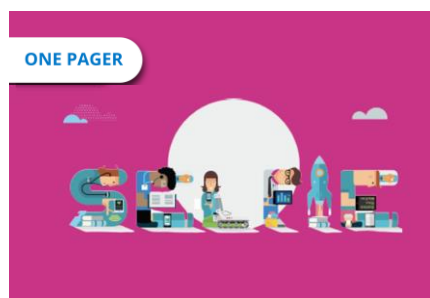


How can you make use of SELFIE for TEACHERS in Early Childhood Education in your projects?

This one-pager explains how SELFIE for Teachers in Early Childhood Education helps early childhood educators reflect on how digital tools and technologies can enhance their professional practice.

Publication year: 2024

Link to the publication: <https://urly.fi/3K6V>

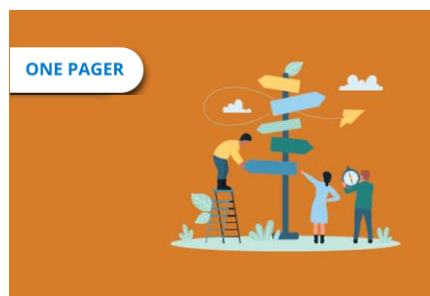


How can you make use of SELFIE for work-based learning in your VET-projects?

This one-pager introduces SELFIE for work-based learning for VET institutions and companies. SELFIE can be used to reflect on organisational practices on integrating digital technology in work-based learning, teaching and training when planning a VET project.

Publication year: 2024

Link to the publication: <https://urly.fi/3K6T>



How can you make use of the guidelines for tackling disinformation and promoting digital literacy in your project?

This one-pager gives ideas on how to address digital literacy and disinformation in projects based on the Guidelines for teachers and educators on tackling disinformation and promoting digital literacy through education and training.

Publication year: 2024

Link to the publication: <https://urly.fi/3K4I>

ONE PAGER



How can you make use of DigComp in your projects?

This one-pager explores how the Digital Competence Framework for Citizens (DigComp) can be used in projects.

Publication year: 2023

Link to the publication: <https://urly.fi/3yOg>

ONE PAGER



How to make use of SELFIE for TEACHERS in your projects?

The one-pager explores how the SELFIE for TEACHERS tool can be leveraged to support competence development, self-reflection and impact assessment in projects.

Publication year: 2024

Link to the publication: <https://urly.fi/3yOp>

ONE PAGER



How can you make use of Digital Education Action Plan 2021-2027 in your projects?

The one-pager explores how the Digital Education Action Plan 2021-2027 (DEAP) can be useful in planning, framing and increasing the impact and relevance of projects.

Publication year: 2023

Link to the publication: <https://urly.fi/3yOm>

ONE PAGER



How can you make use of the European Digital Education Hub in your projects?

This one-pager introduces how the European Digital Education Hub, as a community of practice, can provide new ideas, partners and a platform to share project results.

Publication year: 2023

Link to the publication: <https://urly.fi/3yOt>

ONE PAGER



How can you make use of SELFIE in your projects?

This one-pager explores how the SELFIE (Self-reflection on Effective Learning by Fostering the use of Innovative Educational Technologies) tool can be used in projects.

Publication year: 2023

Link to the publication: <https://urly.fi/3yOo>

Materials on Good Practices

The materials on good practices offer ideas, examples and inspiration on how digital transformation can be implemented in education, training and youth work.



Selection of good practices from projects in the European programmes

This collection of good practices provides examples on digital transformation in the Erasmus+ and European Solidarity Corps projects.

Publication year: 2024

Link to the publication: <https://urly.fi/3K4d>

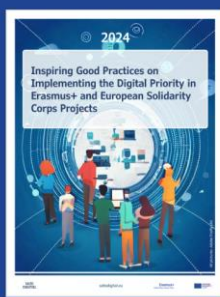


Cookbook of good practice projects on Digital Transformation

This cookbook of good practices explores the ingredients of the digital transformation in projects.

Publication year: 2024

Link to the publication: <https://urly.fi/3Kec>



Inspiring Good Practices on Implementing the Digital Priority in Erasmus+ and European Solidarity Corps Projects

This booklet contains a brief description of 14 Erasmus+ and European Solidarity Corps projects on implementing the Horizontal Digital Priority. In addition, it provides inspiration and illustrates possibilities for implementing the digital transformation.

Publication year: 2024

Link to the publication: <https://urly.fi/3Kf4>



The Book of Ideas

This book of ideas builds on the analysed best practices, with a focus on the question “What is the next idea that could contribute further to digital transformation in education, training and youth work?”, as digital transformation requires new methods and innovative pedagogical practices.

Publication year: 2024

Link to the publication: <https://urly.fi/3K7k>

Sparking Digital Transformation

Sparking Digital Transformation is a series of video interviews that highlight how digital transformation can be implemented on projects. Link to the video series: <https://urly.fi/3K6Q>



SPARKING DIGITAL TRANSFORMATION

PLAYING WITH PURPOSE:
CREATIVE TECHNOLOGY
EDUCATION

Playing with purpose

<https://youtu.be/-LTnBEQPQ60>



SPARKING DIGITAL TRANSFORMATION

PARTICIPATORY IT SUPPORT &
STUDENT EMPOWERMENT

**Participatory IT support &
student empowerment**

<https://youtu.be/FJleTZdSEn0>



SPARKING DIGITAL TRANSFORMATION

TRANSFORMING LEARNING
WITH VIDEO GAMES

**Transforming learning with
video games**

<https://youtu.be/Wom0TaWOuWM>



SPARKING DIGITAL TRANSFORMATION

LEARNING MATHS IN AND
OUTSIDE THE CLASSROOM

**Learning Math in and outside
the classroom**

<https://youtu.be/TsS3UYLw04k>



SPARKING DIGITAL TRANSFORMATION

FOSTERING ONLINE
COMMUNITIES

Fostering online communities

<https://youtu.be/8JoFJV7krJY>



SPARKING DIGITAL TRANSFORMATION

USING AI IN YOUTH WORK

Using AI in youth work

https://youtu.be/1w8Kz_LOUNg



SPARKING DIGITAL TRANSFORMATION

BRINGING DIGITAL
EDUCATION TO LIFE
ACROSS SECTORS

**Bringing Digital Education to life
across sectors**

<https://youtu.be/KIs7XUee8zA>



SPARKING DIGITAL TRANSFORMATION

IMMERSIVE TECHNOLOGIES
AND CREATIVITY

**Immersive technologies and
creativity**

<https://youtu.be/Cj-EctBcgs4>



SPARKING DIGITAL TRANSFORMATION

MEDIA LITERACY EDUCATION
WITH MINECRAFT

**Media literacy education with
Minecraft**

<https://youtu.be/x96aWcJlId0>



SPARKING DIGITAL TRANSFORMATION

INCLUSIVE DIGITAL
EDUCATION WITH AI

Inclusive Digital Education with AI

<https://youtu.be/YoDOjlewTF0>



SPARKING DIGITAL TRANSFORMATION

ACCESSIBLE
DIGITAL GAMING

Accessible digital gaming

<https://youtu.be/IUIlr13VHN4>



SPARKING DIGITAL TRANSFORMATION

SAFEGUARDING YOUTH
FOLKLORE ONLINE

**Safeguarding Youth folklore
online**

<https://youtu.be/nAmrR54fka4>

Digital Dialogues 2024

SALTO Digital Dialogues is a webinar series on current topics related to digital transformation in education, training and youth work. Link to the video series:

<https://urly.fi/3KRv>



SALTO
DIGITAL DIALOGUES
21 March 2024 13:00 CET

PANU RÄSÄNEN
PLANNING OFFICER, VERKE

**VR and XR
in youth work**
Practice and implications

SALTO
DIGITAL

Erasmus+
Enriching lives, opening minds.



VR and XR in Youth Work

<https://youtu.be/cR7toB2jkkI>



SALTO
DIGITAL DIALOGUES
25 April 2024 13:00 CET

TOPI SIRO
CTO, PEELI VISION

**Neurocognitive
game-based
assessment tools for
education and health care**

SALTO
DIGITAL

Erasmus+
Enriching lives, opening minds.



**Neurocognitive game-based
assessment tools**

<https://youtu.be/TbU1KtUn7JY>



SALTO
DIGITAL DIALOGUES
21 May 2024 13:00 CET

PETTERI RUOTSALAINEN
VALO-VALMENNUSTOIMISTO

**How to Utilise AI in
Non-Formal Education
and Youth Work?**

SALTO
DIGITAL

Erasmus+
Enriching lives, opening minds.



AI in youth work

<https://youtu.be/3l-g7Vj1ZTQ>



SALTO
DIGITAL DIALOGUES
20 June 2024 13:00 CET

Dr CONN HOLOHAN
CENTRE FOR CREATIVE TECHNOLOGIES
UNIVERSITY OF GALWAY

**Immersive Empathy:
Co-creating VR
in Community Settings**

SALTO
DIGITAL

Erasmus+
Enriching lives, opening minds.



Immersive Empathy

<https://youtu.be/DJFlaWew7f8>



SALTO
DIGITAL DIALOGUES
24 October 2024 13:00 CET

JEN HESNAN
GRETE LOCAL CREATIVE YOUTH PARTNERSHIP CO-ORDINATOR
CONCORDANTHEOR COMPARTECH ATELIER ELIZABETH GRETE

PLAYING WITH PURPOSE
Exploring STEAM and
Creative Technology Education

SALTO
DIGITAL

Erasmus+
Enriching lives, opening minds.



STEAM and creative technology

https://youtu.be/QLXXr_Z3H9I



SALTO
DIGITAL DIALOGUES
21 November 2024 13:00 CET

GEERT BOUTSEN
UCLL UNIVERSITY OF
APPLIED SCIENCES

GENERATING IMPACT
Exploring the process of
making impact visible

SALTO
DIGITAL

Erasmus+
Enriching lives, opening minds.



Generating impact

https://youtu.be/Zj_Fl5-oNgk

Online Learning Content

The online learning modules provide a deeper dive into a single theme. The materials are interactive online learning units.



Digital Skills

This online learning module explores digital skills based on the Digital Competence Framework for Citizens (DigComp).

Publication year: 2024

Link to publication: <https://urly.fi/3CRX>



AI and Youth Work

This material supports discussions on how to use AI in youth work. It is based on Insights into artificial intelligence and its impact on the youth sector, published by Council of Europe and the European Commission, 2024.

Publication year: 2024

Link to publication: <https://urly.fi/3Kdu>