# 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.

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

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

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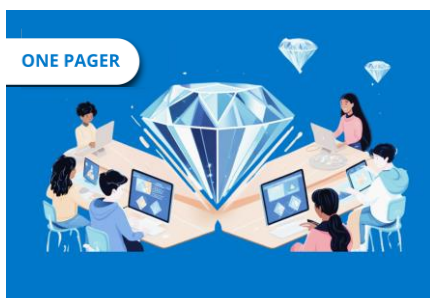
How to identify good practices on the Digital Transformation in the projects?

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.
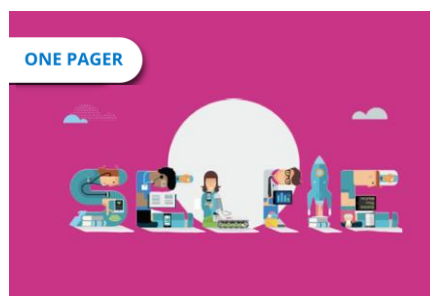
Publication year: 2024

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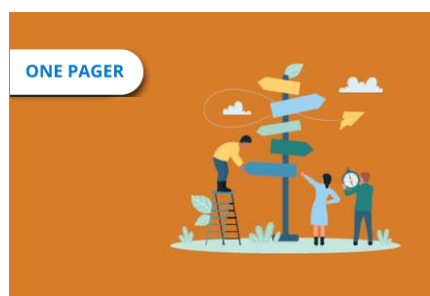
How can you make use of the guidelines for tackling disinformation and promoting digital literacy in your project?

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/3K4l

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/3yOq

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

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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.
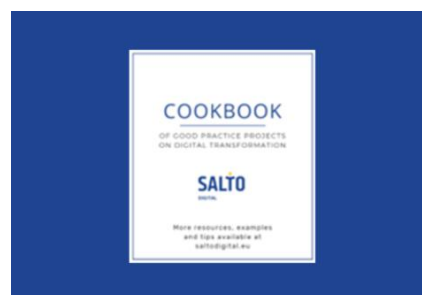
Selection of good practices from projects in the European programmes

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

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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

Playing with purpose
https://youtu.be/-LTnBEQPQ60

Participatory IT support & student empowerment
https://youtu.be/FJIeTZdSEn0

Transforming learning with video games
https://youtu.be/Wom0TaWOuwM

Learning Math in and outside the classroom
https://youtu.be/TSs3UYLw04k

Fostering online communities
https://youtu.be/8JoFJV7krJY

Using AI in youth work
https://youtu.be/1w8Kz_LOUNg

Bringing Digital Education to life across sectors
https://youtu.be/Kls7XUee8zA

Immersive technologies and creativity
https://youtu.be/Cj-EctBcgs4

Media literacy education with Minecraft
https://youtu.be/x96aWcJIId0

Inclusive Digital Education with AI
https://youtu.be/YoDOjIewTF0

Accessible digital gaming
https://youtu.be/lUILr13VHN4

Safeguarding Youth folklore online
https://youtu.be/nAmrR54fka4

SALTO DIGITAL

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

VR and XR in Youth Work
https://youtu.be/cR7toB2jkkI

Neurocognitive game-based assessment tools
https://youtu.be/TbU1KtUn7JY

AI in youth work
https://youtu.be/3l-g7Vj1ZTQ

Immersive Empathy
https://youtu.be/DJFlaWeu7f8

STEAM and creative technology
https://youtu.be/QLXXr_Z3H9I

Generating impact
https://youtu.be/Zj_Fl5-oNqk

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