

## 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>

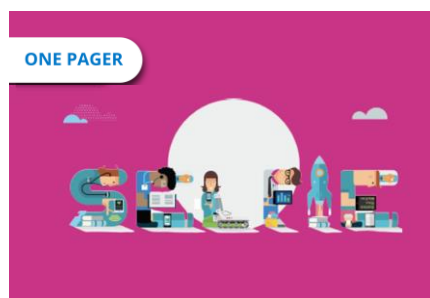


### How can you make use of SELFIE for TEACHERS in Early Childhood Education in your projects?

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>

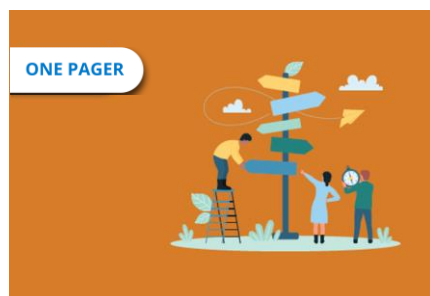


### How can you make use of SELFIE for work-based learning in your VET-projects?

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/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.

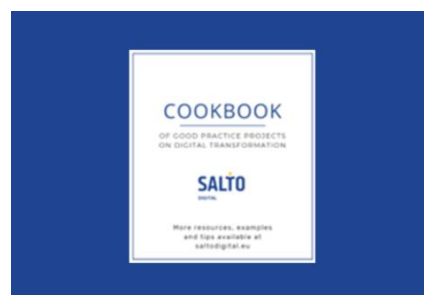


## Selection of good practices from projects in the European programmes

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](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  
GRETB LOCAL CREATIVE YOUTH PARTNERSHIP CO-ORDINATOR  
COMHORDAHEOB COMHARTICHT ANOL EOLAIGH GRETB

**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](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\\_F15-oNqk](https://youtu.be/Zj_F15-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>