

RECOGNISING YOUTH SKILLS

CITIES OF LEARNING AND OPEN BADGES



Katarina Gorenc

Head of Youth
Department Ljubljana



&

Sandra Zoomers

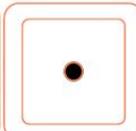
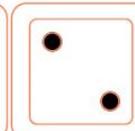
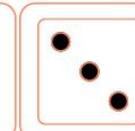
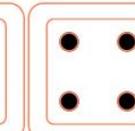
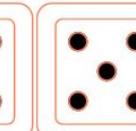
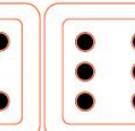
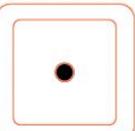
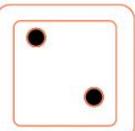
Coordinator of the
Dutch Cities of
Learning Network



GETTING TO KNOW

ROLL THE DICE

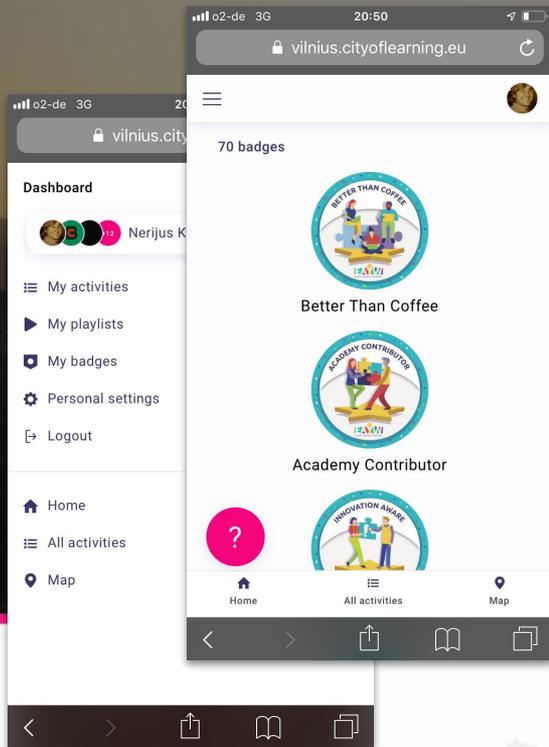
- Play with another person and two dices.
- Roll the dices and ask the question that corresponds.
- Give both persons the possibility to talk about the question.
- When ready, roll the dices again and play.

						
	Have you tried any new learning techniques recently?	What's the most interesting skill you learned outside school?	Do you think non-formal education gets enough recognition?	How do you stay motivated to keep learning?	Have you ever got recognition for a skill you learned outside school?	Give a piece of advice when someone wants to learn effectively?
	Do you find learning in informal setting more enjoyable?	How do you think employers should value skills gained outside school?	Have you ever had a mentor or guide who helped shaping learning outside school?	What role do you think self-reflection plays in improving your ability to learn?	Do you believe that failure is an essential part of a learning process?	Have you ever used digital technology outside formal education?
	Name a learning challenge you've faced and how did you overcome?	Have you ever had a eureka moment while learning something outside school?	How do you think cultural differences influence the way people approach learning?	What's one thing that you wish people should understand better about learning?	What role do you think environmental factors play in learning?	Do you believe that fostering empathy is important for learning?
	How can a holistic approach to education address societal challenges?	Do you believe in setting specific learning goals?	How do you celebrate your learning milestones?	Do you prefer learning alone or in a group?	What's your favourite learning resource (book, website, app, ...)?	What's one skill you've always wanted to learn but haven't had the chance yet?
	How do you think a positive attitude towards learning can impact other areas of your life?	Have you ever had to unlearn something in order to progress in your learning journey?	Have you ever had a role model who influenced your learning?	Have you ever noticed a habit that hinder your learning process?	Have you ever incorporated mindfulness techniques to improve your learning?	What strategies do you use to stay organised while learning?
	How do you reflect on learning experiences and adjust your behaviour accordingly?	Have you ever used gamification to make your learning more effective?	What role do you think social interactions play in learning behaviour?	Do you think there should be more governmental support to promote recognition of learning?	How do you think assessment of learning can happen in non-formal learning?	Do you have a network where you learn easily?

An aerial photograph of a city, likely Toronto, showing a mix of modern high-rise buildings and older residential structures. The image is framed by a thick pink border. In the top center, there is a logo consisting of a stylized building icon and the text 'CITIES OF LEARNING by Badgecraft'. Six pink hexagonal callouts are scattered across the cityscape, each containing a small white icon representing a different concept: a graduation cap, a gear, a person, a lightbulb, a book, and a person with a gear. The background is a solid yellow color on the right side.

CITIES OF LEARNING
by Badgecraft

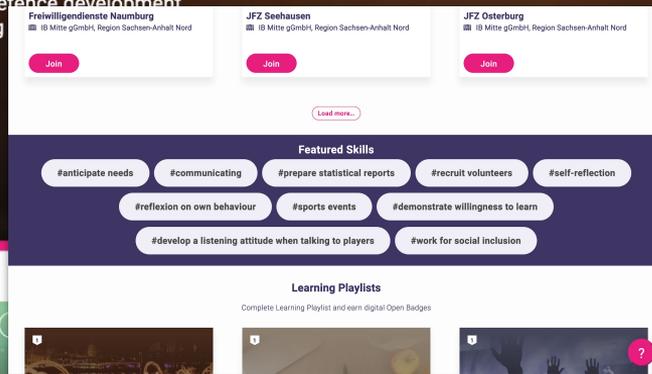
More videos on Cities of Learning [Youtube channel](#)



Dedicated to lifelong learning and recognition

encompasses integrated digital solutions, offering competence development and recognition across learning domains, plus, training and engaging methodologies.

Explore

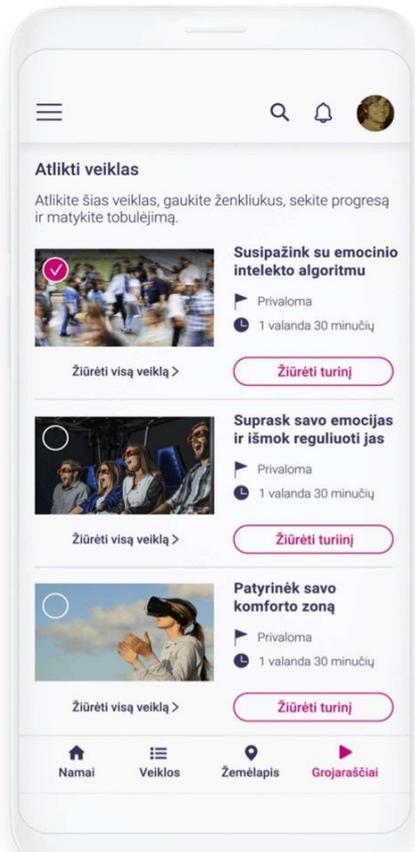
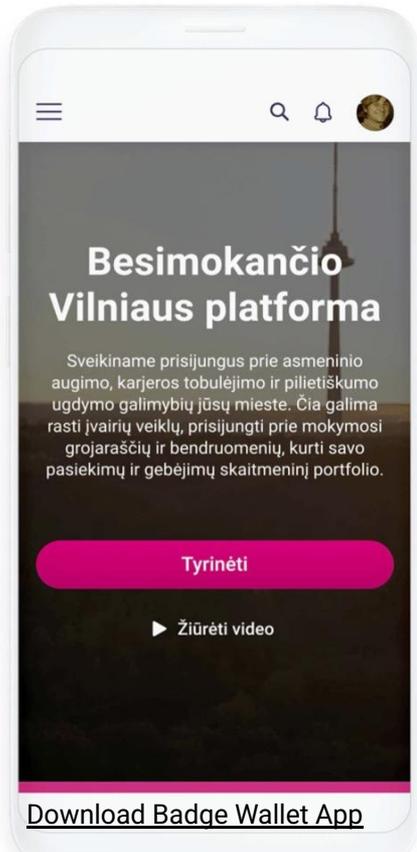


BADGE WALLET APP



 PLAY STORE

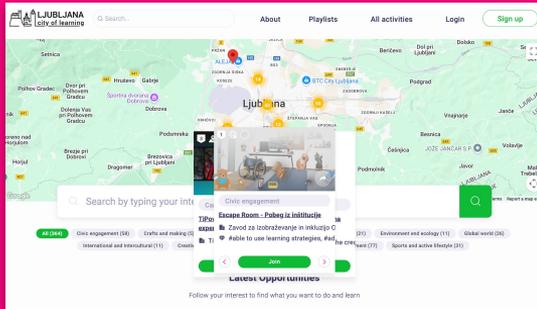
 APP STORE



[Download Badge Wallet App](#)

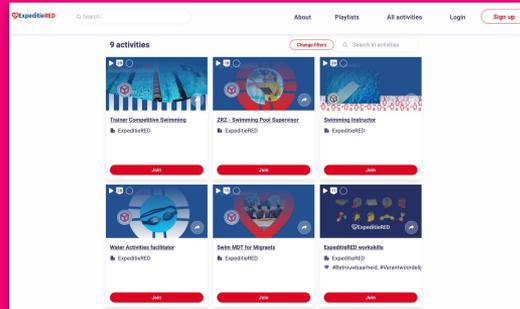
CITY OF LEARNING PLATFORM USE CASES

LJUBLJANA CITY OF LEARNING



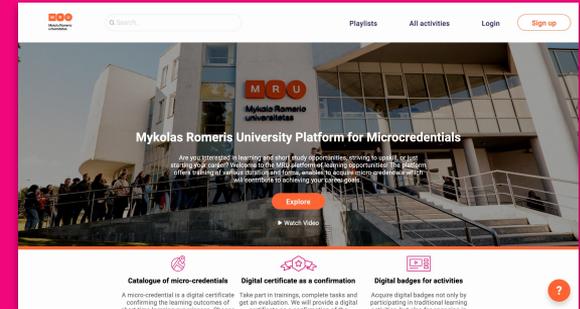
City, Region, Island level platform for open and location based learning ecosystem

EXPEDITIERED NATIONAL VOLUNTEERING FOR YOUNG PEOPLE



Organisation, Programme level platform for public/private learning ecosystem

MYKOLAS RIOMERIS UNIVERSITY MICROCREDENTIALS



University Campus, College, School level platform for public/private learning ecosystem

40+ locations in Europe and beyond





Katarina Gorenc



WHY CITIES BENEFIT FROM CITIES OF LEARNING

LEARNING BECOMES VISIBLE AND ACCESSIBLE

- One digital map of all learning opportunities
- Includes online & in-person activities
- Helps youth discover and plan learning journeys

EMPOWERS YOUNG PEOPLE

- Ownership of their learning path
- Track progress, reflect, and earn Open Badges



Katarina Gorenc



WHY CITIES BENEFIT FROM CITIES OF LEARNING

STRENGTHEN LOCAL PARTNERSHIPS

- Youth organisations, schools, libraries, employers collaborate
- Share a common platform and audience
- Co-create programs and refer learners

SUPPORTS LOCAL POLICY GOALS

- Aligns with goals like youth employment and inclusion
- Helps cities identify gaps and measure impact
- Promotes key 21st-century skills

THE BIG PICTURE



LJUBLJANA
city of learning



It builds a stronger, more engaged community

- Youth feel seen, valued, and supported
- Encourages civic engagement and belonging
- Fosters a lifelong learning culture

Short:

- Connects the dots between people, places and possibilities
- Unlocks a city's full potential as a learning community
- Not just a tool - a new way of thinking about what a city can be

But all of the good example of cities have a **dedicated staff or an organisation as coordinator** to make sure:

- Learning providers get proper support for presenting their learning opportunities
- To connect different stakeholders
- To follow up on the progress and build the international network



YOUTH WORK

EXAMPLES





YOUNG CO(L) CREATORS PROGRAMME



Overview

Badges

Endorsements



[Link to the playlist](#)



PARTICIPANT



WORKSHOP LEADER



PEER COACH



PROJECT MANAGER



YOUNG CO(L) CREATORS: PARTICIPATION



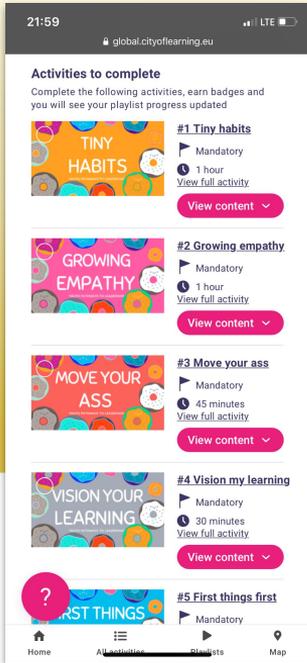
YOUNG CO(L) CREATORS: ENGAGEMENT



YOUNG CO(L) CREATORS: CO-CREATION



YOUNG CO(L) CREATORS: IMPLEMENTATION



[Link to the playlist](#)



6

LEADERSHIP

YOUTH PATHWAYS TO LEADERSHIP PLAYLIST

Pathway to Personal Leadership

[Join](#)

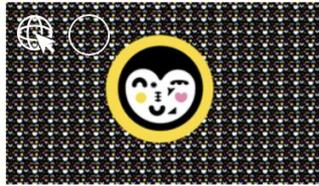
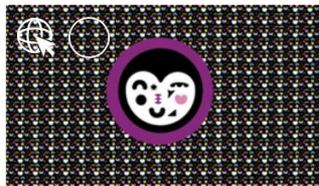
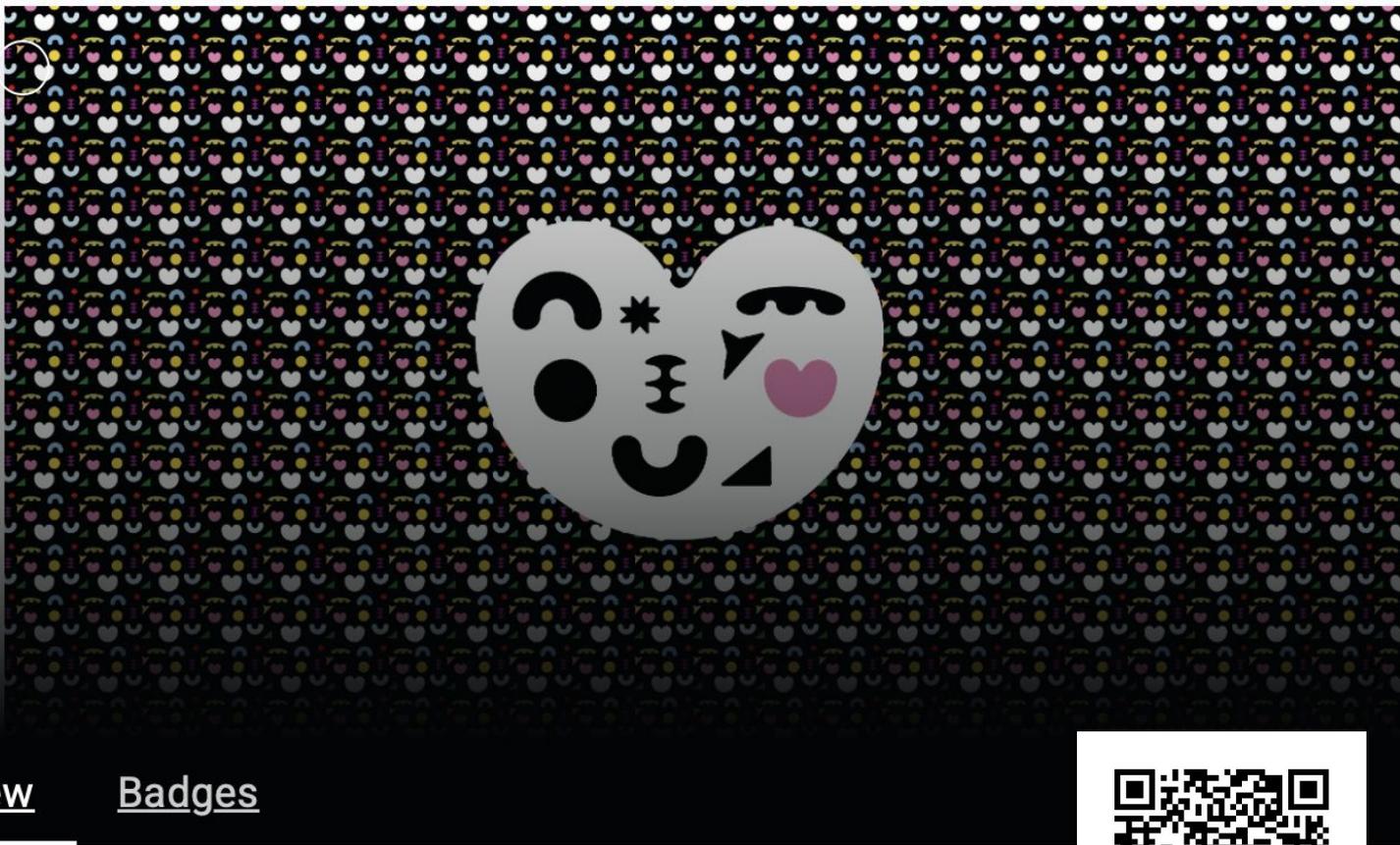
[Overview](#) [Badges](#)

Content

Habits are a big part of your life, about **40 % of your actions are habits**. What if you would become aware of your habits and make conscious decisions instead of doing things automatically without thinking if it is an effective behaviour or not. A habit can be something small like taking a coffee every morning when you wake up, but it can also be more complicated as not taking action to change something that you don't feel comfortable with. These habits are not just there, they grow step by step until they become second nature. This can be very helpful because when something becomes a second nature, the action doesn't take a lot of energy anymore. Though it is very annoying when the habit is not

Badges 6





Overview

Badges



Embassy of Compassion

[Link to activity on platform](#)

Join

KEY PROJECTS

CITIES OF LEARNING NETWORK





What is an Open
Badge?

What is an Open Badge?

▶ Mandatory

🕒 20 minutes

[View full activity](#)



How To Start
Using Badges?

How To Start Using Badges?

▶ Mandatory

🕒 1 hour

[View full activity](#)



How To Create a
Quality Badge?

How To Create a Quality Badge?

▶ Mandatory

🕒 1 hour

[View full activity](#)



How To Create a
Badge System?

How To Create a Badge System

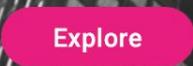
▶ Mandatory

🕒 2 hours

[View full activity](#)

QUALITY LABEL

for badge recognition

 Explore



Q Search...

About

Playlists

All activities

Login

Sign up

Digital Youth Work Resources Hub

Follow interactive and engaging digital learning pathways to develop youth work digital readiness, resilience and capacity to embrace digital transformation and innovation through a systemic approach and at a strategic level.

Explore

▶ Watch Video



Digital Youth Work Resources

Explore and share digital youth work resources and materials to develop digital youth work strategy



Digital Youth Work Capacity

Access digital youth work training programme for youth work managers and youth workers



Digital Youth Work Organisations

Use digital youth work resources to support digital youth workers' capacity



Developing Digital Youth Work: needs, practices, policies.

Deelnemen

Overzicht Badges

Inhoud

This activity supports youth workers and youth work managers in understanding and integrating digital youth work into their practices and organisational policies.

Through interactive tasks, you will explore ways to develop digital youth work strategies, ensuring that young people can engage in meaningful, innovative, and inclusive digital experiences.

By completing this activity, you will:

- Gain a clear understanding of what digital youth work is and how it relates to youth work goals.
- Learn practical ways to integrate digital tools and methods into youth work practice.
- Identify how your organisation can implement digital youth work strategies and policies.

Badges



Technologie en computers

Toegevoegd aan playlist (0)

Delen:



https://www.digitalyou... Kopieer

Organisatoren



Digital Youth Work Resource Hub

ERASMUS+ ACCREDITATION

The screenshot shows the Awero website interface. At the top, there is a navigation bar with 'About', 'Playlists', 'All activities', 'Login', and a 'Sign up' button. The main content area features a course titled 'Training for Youth Workers on Facilitating Learning' by awero, accredited by the Erasmus+ program. The course dates are 15-21 September 2024 in Lithuania. Below the title, it specifies 'Training course for youth workers on facilitating learning' with dates 'Sunday, September 15, 2024 19:00 - Sep 21, 10:00' and location 'Monday, 49a, 21343 Daugardžiai, Lithuania'. A 'Join' button is visible. At the bottom, there is a 'Badges' section showing several colorful icons representing different activities or modules.

**Modular Trainings for
Youth Workers**

The screenshot shows the Appraiser website interface. At the top, there is a navigation bar with 'Playlists', 'All activities', 'Login', and a 'Sign up' button. The main content area features a course titled 'Training of Trainers on Digital Competence' by neobanus, accredited by the Erasmus+ program. The course dates are 4-18 July 2024, Lithuania. Below the title, it specifies 'Training of Trainers on Digital competences' with dates 'Thursday, July 4, 2024 20:00 - Jul 18, 09:00' and location 'Monday, 49a, 21343 Daugardžiai, Lithuania'. A 'Join' button is visible. At the bottom, there is a 'Badges' section showing several colorful icons representing different activities or modules.

**Modular Trainings for
Trainers**

The screenshot shows the Appraiser website interface for a course titled 'Training of Trainers on Digital competences'. At the top, there is a navigation bar with 'Overview' and 'Badges' tabs, and a 'Join' button. The main content area features a grid of 16 activity badges, each with a unique color and icon, representing different modules or activities within the course. The course dates are 'Thursday, July 4, 2024 20:00 - Jul 18, 09:00' and location 'Monday, 49a, 21343 Daugardžiai, Lithuania'. A 'Join' button is visible in the top right corner. At the bottom, there is a 'Badges' section showing several colorful icons representing different activities or modules.

**Digital Recognition
Solutions**

ASSESSMENT OF YOUTH WORKERS COMPETENCES



Sandra Zoomers

[Activities](#)

[Playlists](#)

[My badge wallet](#)

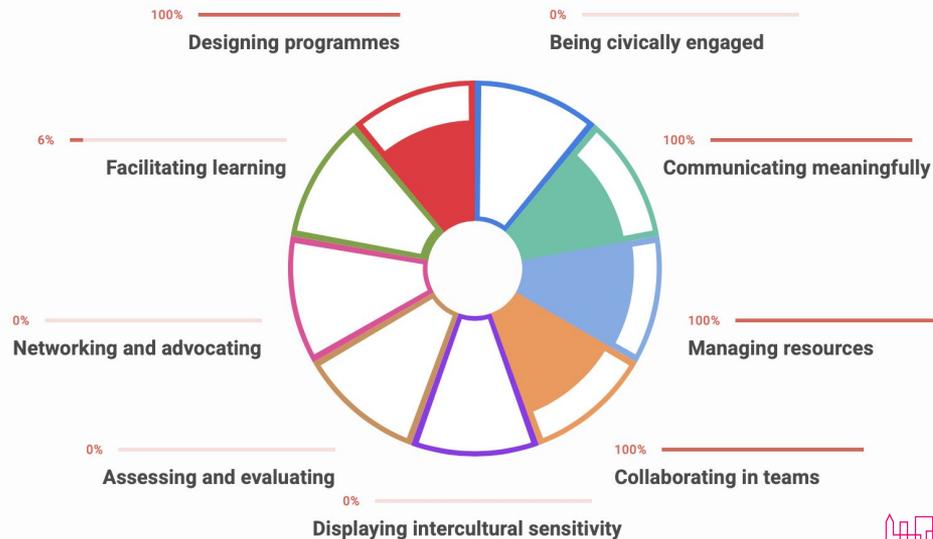
[My certificates](#)

[Assessment](#)



Assessment > ETS-YW model framework

Competence area



28 activities

Change filters

Search in activities

1 [User icon] [Share icon]

#learnign to learn
Handbook for Facilitators on Learning to Learn
awero

Facilitating learning

Handbook for Facilitators on Learning to Learn

Nectarus

#Ability to work with and on different

Join

1 [User icon] [Share icon]

#facilitating learning
Putting Learning to Practice
awero

Facilitating learning

Putting Learning to Practice

Nectarus

#Readiness to upskill and stay up-to-

Join

1 [User icon] [Share icon]

#facilitating learning
Facilitation Techniques
awero

Facilitating learning

Facilitation Techniques

Nectarus

#Being open towards learning/unexp

Join

11 [User icon] [Share icon]

Climate for All Facilitator Training

International Youth Work Trainers Gu

1 [User icon] [Share icon]

#assessing and evaluating
Reviewing Facilitation Experience
awero

Facilitating learning

Reviewing facilitation experience

Nectarus

1 [User icon] [Share icon]

#facilitating learning
Experiential Learning and Debriefing
awero

Facilitating learning

Experiential Learning and Debriefing

Nectarus



STRATEGY DEVELOPMENT

CITIES OF LEARNING NETWORK



VILNIUS CITY OF LEARNING STRATEGY

TARGETS	LEARNING PROVIDERS, LEARNERS & EMPLOYERS	KEY PARTNERS	KEY STAKEHOLDERS & DECISION MAKERS	YOUTH WORK & EDUCATION ORGANISATIONS
01	02	03	04	
IMPACT	VILNIUS CITY OF LEARNING AIMS AT EMPOWERING LEARNERS WITH 21ST CENTURY SKILLS BY PROVIDING QUALITY LEARNING OPPORTUNITIES, FOSTERING RECOGNITION, AND SUPPORTING DIGITAL TRANSFORMATION			
SHORT TERM IMPACT	<ul style="list-style-type: none"> 1. Variety of opportunities to 21st century opportunities increase weekly 2. Number of qualified opportunities increase 3. An increasing number of learning providers participating in the platform 4. An increasing number of learners using the platform to provide and receive services 	<ul style="list-style-type: none"> 1. Young people have channels across various platforms to receive and exchange information on other educational opportunities available on the platform 2. The number of providers and learners using the platform are increasing on the platform 3. An increasing number of learners using the platform to provide and receive services 	<ul style="list-style-type: none"> 1. Key stakeholders in Vilnius have an increasing number of opportunities available to them on the platform 2. The number of providers and learners using the platform are increasing on the platform 	<ul style="list-style-type: none"> 1. Continually increasing digital learning opportunities available to all digital stakeholders, regardless that are available on the platform 2. Opportunities from users to extend their professional and personal development through the platform
OUTPUTS	<ul style="list-style-type: none"> 1. Mapping and creating content on the platform 2. Developing and increasing the quality of content on the platform 3. Increasing the quality of content on the platform 4. Increasing the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Development of app on 10 platforms 2. Development of content on 10 platforms 3. Development of content on 10 platforms 4. Development of content on 10 platforms 	<ul style="list-style-type: none"> 1. Meeting with key stakeholders to discuss the platform 2. Meeting with key stakeholders to discuss the platform 3. Meeting with key stakeholders to discuss the platform 	<ul style="list-style-type: none"> 1. Building community of formal learning providers and learners 2. Building community of formal learning providers and learners 3. Building community of formal learning providers and learners

CLUJ-NAPOCA CITY OF LEARNING STRATEGY

TARGETS	LEARNING PROVIDERS, LEARNERS & EMPLOYERS	KEY PARTNERS	KEY STAKEHOLDERS & DECISION MAKERS	YOUTH WORK & EDUCATION ORGANISATIONS
01	02	03	04	
IMPACT	CLUJ-NAPOCA CITY OF LEARNING, INCREASING EMPLOYABILITY SKILLS AND VISIBILITY FOR YOUNG PEOPLE WITH VARIOUS ABILITIES AND DISABILITIES			
SHORT TERM IMPACT	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform
OUTPUTS	<ul style="list-style-type: none"> 1. Mapping and creating content on the platform 2. Developing and increasing the quality of content on the platform 3. Increasing the quality of content on the platform 	<ul style="list-style-type: none"> 1. Development of app on 10 platforms 2. Development of content on 10 platforms 3. Development of content on 10 platforms 	<ul style="list-style-type: none"> 1. Meeting with key stakeholders to discuss the platform 2. Meeting with key stakeholders to discuss the platform 3. Meeting with key stakeholders to discuss the platform 	<ul style="list-style-type: none"> 1. Building community of formal learning providers and learners 2. Building community of formal learning providers and learners 3. Building community of formal learning providers and learners

DUTCH CITIES OF LEARNING STRATEGY

TARGETS	YOUNG PEOPLE	NON-FORMAL EDUCATION	FORMAL EDUCATION	EMPLOYERS & EMPLOYEES
01	02	03	04	
IMPACT	DUTCH USERS OF CITY OF LEARNING EXPERIENCE AN INCLUSIVE, OPEN AND DIVERSE LEARNING EXPERIENCE TO BECOME 21ST CENTURY SKILLS			
SHORT TERM IMPACT	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform
OUTPUTS	<ul style="list-style-type: none"> 1. Mapping and creating content on the platform 2. Developing and increasing the quality of content on the platform 3. Increasing the quality of content on the platform 	<ul style="list-style-type: none"> 1. Development of app on 10 platforms 2. Development of content on 10 platforms 3. Development of content on 10 platforms 	<ul style="list-style-type: none"> 1. Meeting with key stakeholders to discuss the platform 2. Meeting with key stakeholders to discuss the platform 3. Meeting with key stakeholders to discuss the platform 	<ul style="list-style-type: none"> 1. Building community of formal learning providers and learners 2. Building community of formal learning providers and learners 3. Building community of formal learning providers and learners
	IN 50% OF THE DUTCH LEARNING ACTIVITIES ON THE CITIES OF LEARNING PLATFORM 21ST SKILLS ARE RECOGNIZED			
	DUTCH CITIES OF LEARNING PROVIDES EXPERTISE AND EXPERTS IN INFLEADING LEARNING THAT IS AWARE OF THE LEARNING PARADIGM SHIFT			



CITY FOCUSED STRATEGIES

CREATING LEARNING ECOSYSTEMS

TURIN METROPOLITAN CITY OF LEARNING

TARGETS	YOUNG PEOPLE	NON-FORMAL LEARNING AND TRAINING PROVIDERS	FORMAL EDUCATION	EMPLOYERS
01	02	03	04	
IMPACT	THE PLATFORM BECOMES A TOOL TO SUPPORT YOUNG PEOPLE'S DEVELOPMENT OF TECHNOLOGICAL, LOGICAL AND SOFT SKILLS, SUCH AS LEADERSHIP, EMOTIONAL INTELLIGENCE, RESILIENCE, CREATIVE THINKING AND MANAGEMENT			
SHORT TERM IMPACT	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform
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BLACKPOOL CITY OF LEARNING STRATEGY

TARGETS	LEARNING PROVIDERS, LEARNERS & EMPLOYERS	KEY PARTNERS	KEY STAKEHOLDERS & DECISION MAKERS	YOUTH WORK & EDUCATIONAL ORGANISATIONS
01	02	03	04	
IMPACT	PROMOTING AND FACILITATING VARIOUS, QUALITY LEARNING PLAYLISTS AND ACTIVITIES TO DEVELOP YOUNG PEOPLE'S 21ST CENTURY SKILLS LOCALLY, NATIONALLY AND INTERNATIONALLY			
SHORT TERM IMPACT	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform
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THESSALONIKI CITY OF LEARNING

TARGETS	LEARNING PROVIDERS, YOUTH ORGANISATIONS, KEY STAKEHOLDERS & DECISION MAKERS	YOUNG PEOPLE	YOUTH WORK & EDUCATION ORGANISATIONS	JOB PROVIDERS & JOB SEEKERS
01	02	03	04	
IMPACT	THE PLATFORM IS A CREATIVE TOOL FOR YOUNG PEOPLE'S DEVELOPMENT OF TECHNOLOGICAL, LOGICAL AND SOFT SKILLS, SUCH AS LEADERSHIP, EMOTIONAL INTELLIGENCE, RESILIENCE, CREATIVE THINKING AND MANAGEMENT			
SHORT TERM IMPACT	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform 	<ul style="list-style-type: none"> 1. Increase the number of providers and learners using the platform 2. Increase the number of providers and learners using the platform 3. Increase the number of providers and learners using the platform
OUTPUTS	<ul style="list-style-type: none"> 1. Mapping and creating content on the platform 2. Developing and increasing the quality of content on the platform 3. Increasing the quality of content on the platform 	<ul style="list-style-type: none"> 1. Development of app on 10 platforms 2. Development of content on 10 platforms 3. Development of content on 10 platforms 	<ul style="list-style-type: none"> 1. Meeting with key stakeholders to discuss the platform 2. Meeting with key stakeholders to discuss the platform 3. Meeting with key stakeholders to discuss the platform 	<ul style="list-style-type: none"> 1. Building community of formal learning providers and learners 2. Building community of formal learning providers and learners 3. Building community of formal learning providers and learners

DISCUSSION TIME

- 1. How could the Cities of Learning framework, with its emphasis on mapping learning opportunities and issuing Open Badges, be integrated into your current practices?**
- 2. Consider the example from Ljubljana, what are potential opportunities and challenges you foresee in implementing a City of Learning initiative in your own community?**
- 3. In what way can the Cities of Learning platform contribute to making learning pathways more visible and accessible to all young people, including those from marginalised or disadvantaged communities?**



QUESTIONS...

AND SOME ANSWERS

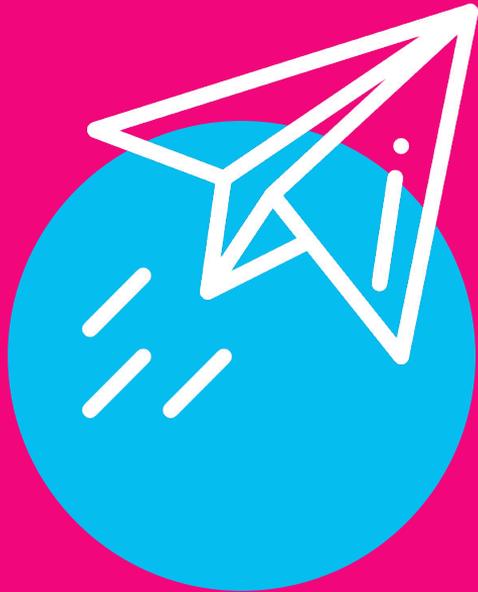


RECOGNISE YOUR LEARNING

EARN YOUR BADGE



LET'S KEEP IN TOUCH.



Sandra Zoomers, Dutch Cities of Learning

- [About](#) Cities of Learning Network
- Global [platform](#) for Cities of Learning & [locations](#) worldwide
- Cities of Learning [Newsletter](#)
- Cities of Learning [Youtube channel](#)
- [Blogs posts](#) about Cities of Learning
- [Facebook](#) and [LinkedIn](#)

WHAT IS CITIES OF LEARNING NETWORK?



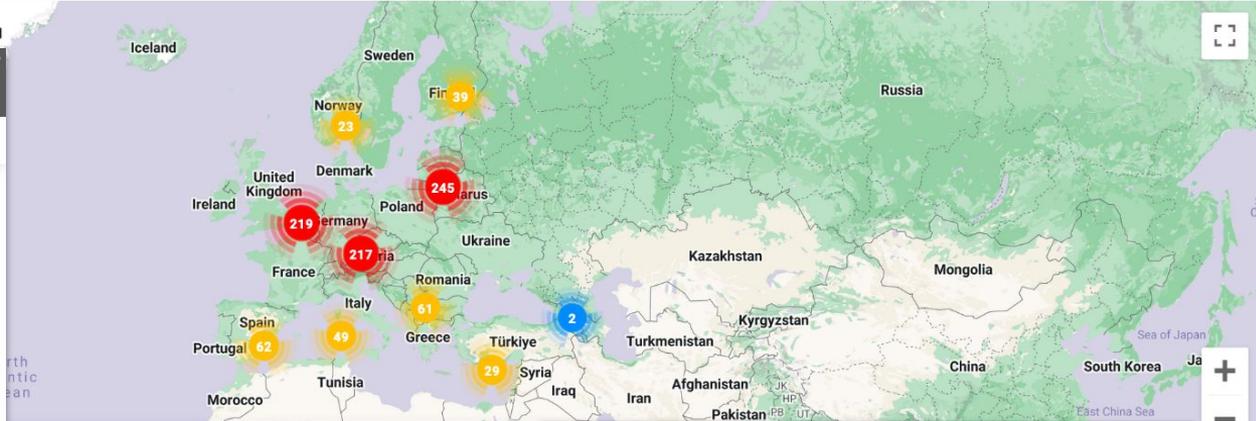
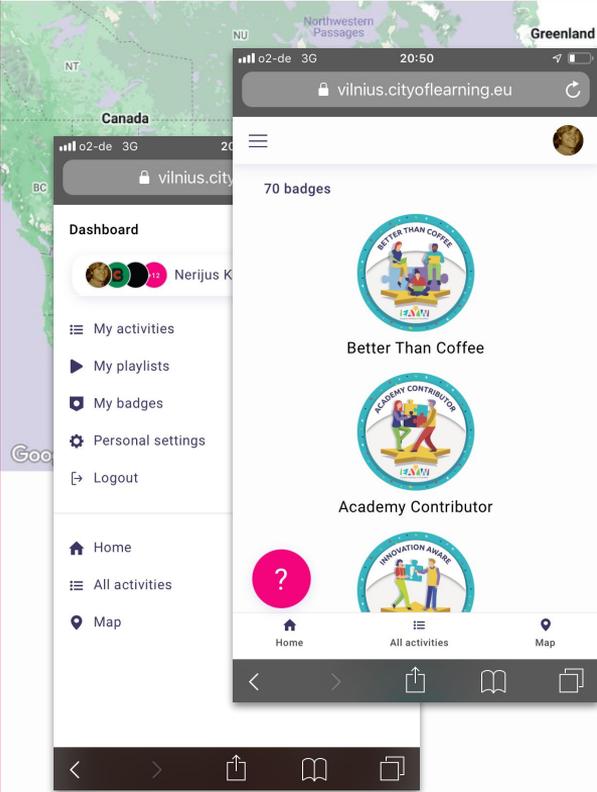
CITIES OF LEARNING NETWORK
promote open, accessible, and
inclusive learning for all.

**We support thriving learning
ecosystems on various levels:**

- Cities
- Regions
- Islands
- Communities
- Organisations
- Schools and campuses

OUR VALUES:

- Inclusiveness
- Openness
- Diversity in learning
- Open recognition
- Democracy and respect for human rights
- Innovation



Search:

Categories: [Sports and active lifestyle \(134\)](#) [Civic engagement \(508\)](#) [Crafts and making \(62\)](#) [Personal development \(924\)](#) [International \(526\)](#)

Latest Opportunities

Follow your interest to find what you want to do and

Freiwilligendienste Naumburg
18 Mitte-gömbk, Region Sachsen-Anhalt Nord
[Join](#)

JFZ Seehausen
18 Mitte-gömbk, Region Sachsen-Anhalt Nord
[Join](#)

JFZ Osterburg
18 Mitte-gömbk, Region Sachsen-Anhalt Nord
[Join](#)

[Load more...](#)

Featured Skills

- #anticipate needs
- #communicating
- #prepare statistical reports
- #recruit volunteers
- #self-reflection
- #reflexion on own behaviour
- #sports events
- #demonstrate willingness to learn
- #develop a listening attitude when talking to players
- #work for social inclusion

Learning Playlists

Complete Learning Playlist and earn digital Open Badges

- [1](#)
- [1](#)
- [1](#)





Q Search...

About

Playlists

All activities

Login

Sign up



European Youth Goals Awards 2024

Apply for nomination before 15 November 2024

European Youth Goals Awards 2024

Co-funded by the European Union

Join

[Overview](#)

[Badges](#)

[Endorsements](#)

Content

Are you part of a youth team that has implemented a project supporting the European Youth Goals? We want to celebrate your effort!

eyg.cityoflearning.eu

Badges 1



10:47



Activities to complete

Complete the following activities, earn badges and you will see your playlist progress updated



Media Masters: Navigating the Info Jungle

Mandatory

Unknown duration

[View full activity](#)

[View content](#)



Truth Trackers: Spotting Fake News

Mandatory

Unknown duration

[View full activity](#)

[View content](#)



Speak Up: Recognising and Reporting Hate Speech

Mandatory

Unknown duration

[View full activity](#)

[View content](#)



Dialogue Drivers: Engaging in Constructive

Home Map Activities Playlists

eyg.cityoflearning.eu — Private

THE **CITIES OF LEARNING** PLATFORM



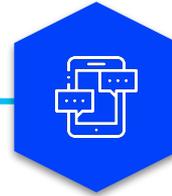
CONNECTED LEARNING SOLUTION

Learner driven solution
combining in-person
and online learning
activities



SCALABLE LEARNING ECOSYSTEM

Learning management
system tailored from
micro-learning to
macro level



360° REVIEW & ASSESSMENT

Visual and interactive
skills and competence
assessment



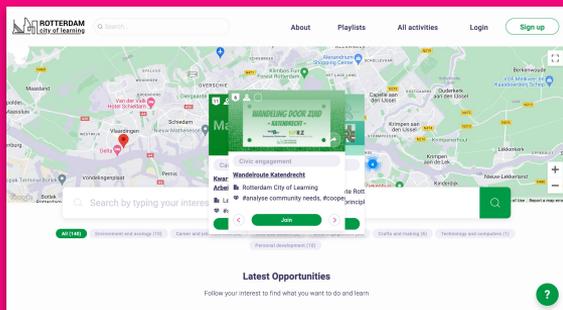
DIGITAL BADGES & MICRO-CREDENTIALS

Global standard of
digital Open Badges,
certificates and
micro-credentials

More about [platform features](#)

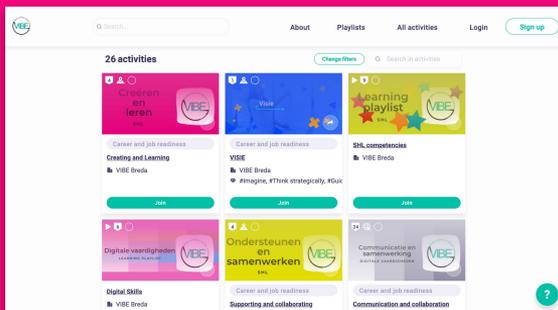
COL PLATFORM USE CASES

ROTTERDAM CITY OF LEARNING



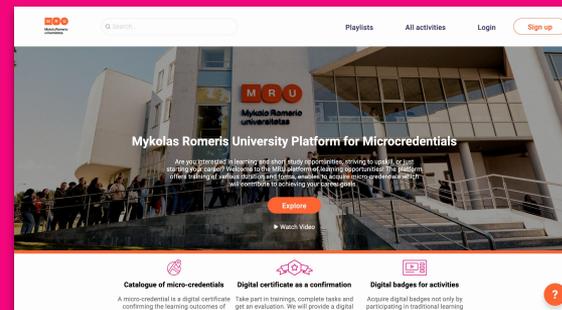
City, Region, Island level platform for open and location based learning ecosystem

VIBE NETHERLANDS CAREER & EMPLOYMENT SERVICES



Organisation, Programme level platform for public/private learning ecosystem

MYKOLAS RIOMERIS UNIVERSITY MICROCREDENTIALS



University Campus, College, School level platform for public/private learning ecosystem

Create

Configure



Name

DYW Reflection Tool

Description

This tool helps to connect educational framework with wider youth policies

Instructions

This GPT aims to identify links between digital youth work training content (training objectives, expected learning outcomes, competences) and international policy frameworks.

Conversation starters

what competences are most important for digital youth work?



what skills a youth worker needs to practice digital inclusion and diversity?



which youth related policies cover digital inclusion and diversity?



[DYW Reflection Tool on ChatGPT](#)
Knowledge

Preview



DYW Reflection Tool

This tool helps to connect educational framework with wider youth policies

what competences are most important for digital youth...

what skills a youth worker needs to practice digital...

which youth related policies cover digital...

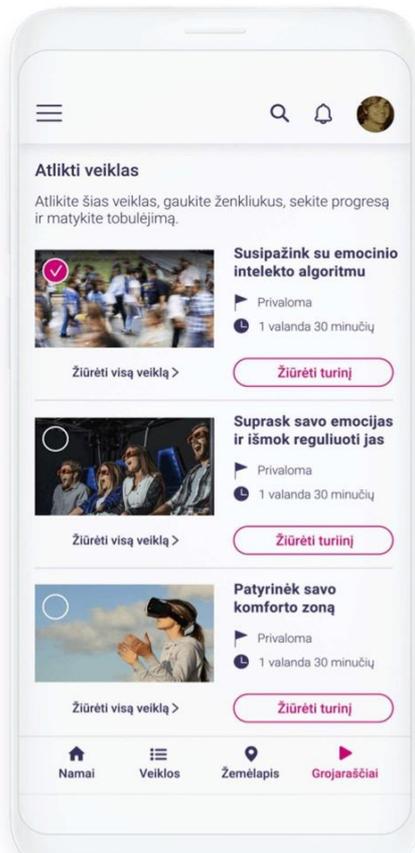
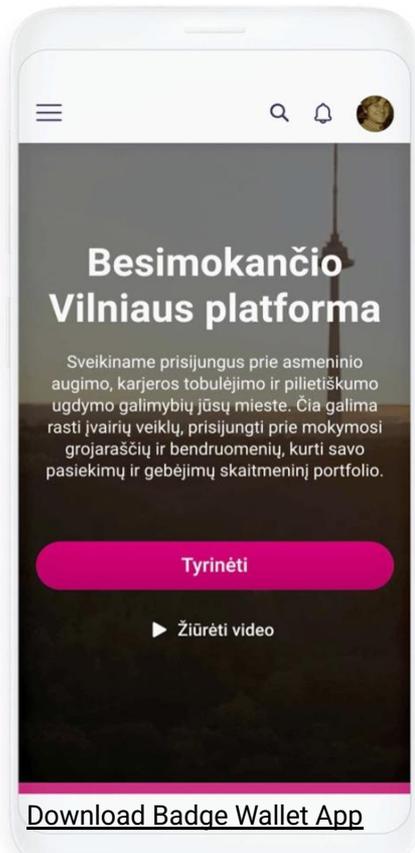
 Get citation



Message DYW Reflection Tool

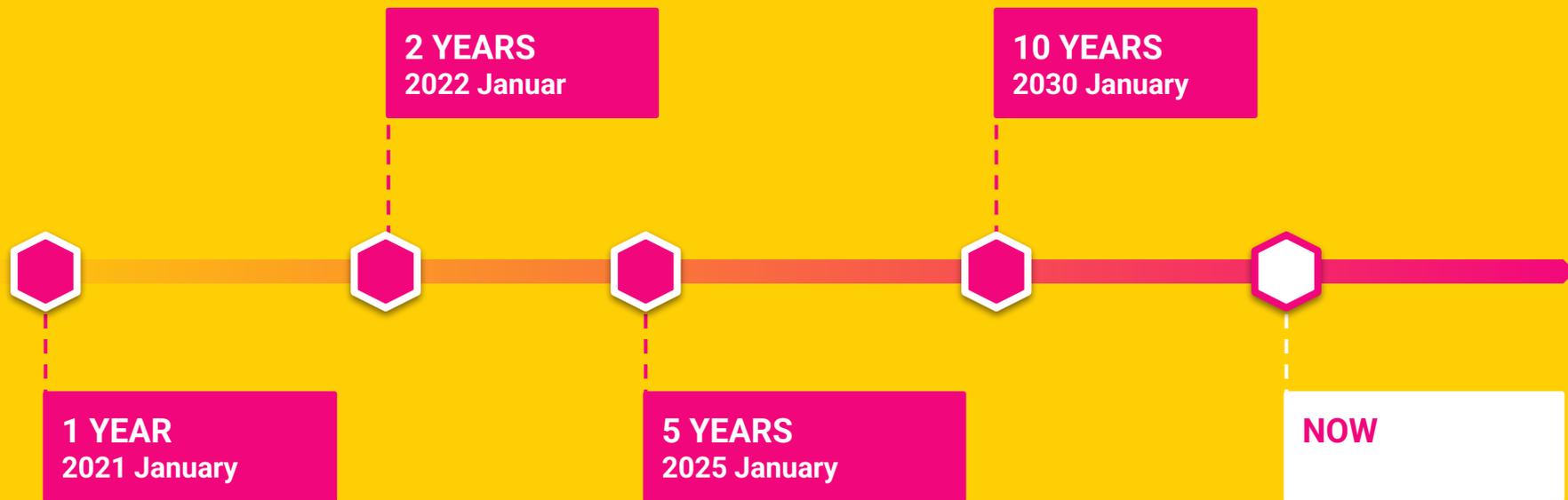


BADGE WALLET APP



[Download Badge Wallet App](#)

CITIES OF LEARNING STORY



Collaboration with trusted partners





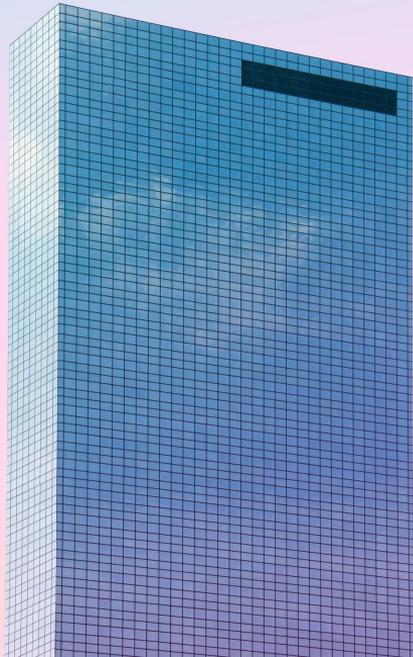
ABOUT BADGES

Digital Open Badges is a global standard to recognise and verify learning and achievements.

citiesoflearning.eu/digital-open-badges



Deciding your badging path



Steps to take in decision making

- **STEP 1.** What goals do you want to achieve by using digital Open Badges?
- **STEP 2.** What type of badging programme(s) do you want to offer?
 - Activity/curricular based
 - Competency based
 - Assessment based
- **STEP 3.** Which platform to use?
 - Open and location based
 - Public/private platform

OPEN BADGES !

Digital. Up-to-date. Open.





[Link to the video](#)

LET'S EXPLORE

digital platforms, resources and badges

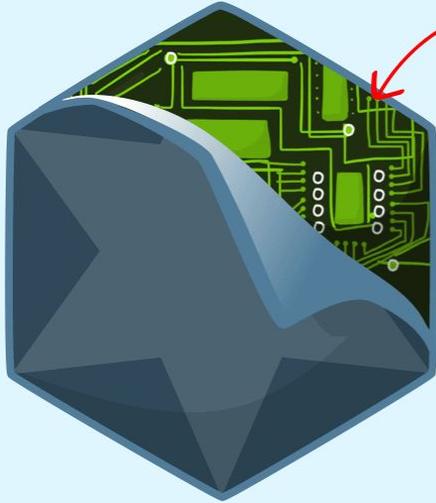




I AM MORE THAN JUST MY GRADES

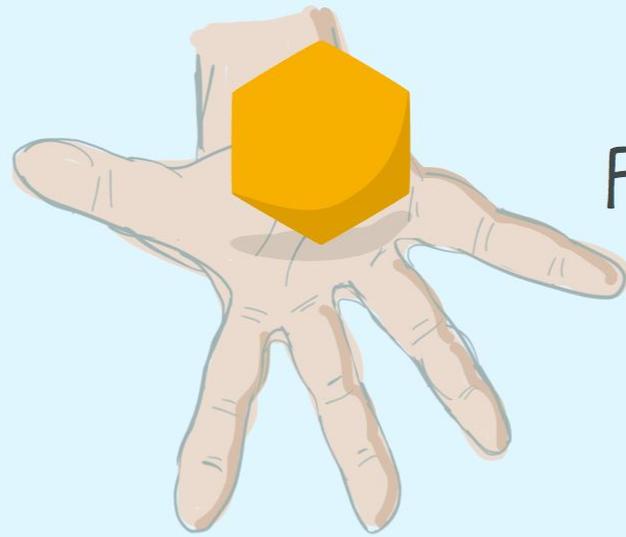


HONESTY
INTEGRITY
DETERMINATION
CHARACTER
SENSE OF HUMOUR
COLLABORATION
ENTHUSIASM
WORK ETHIC
CREATIVITY
KINDNESS
HUMILITY
CHARITY



THERE'S
DATA INSIDE!

Evidence
based



Free &
Open



Stackable

Transferable



WHAT IS A PERSONAL ACCOUNT?

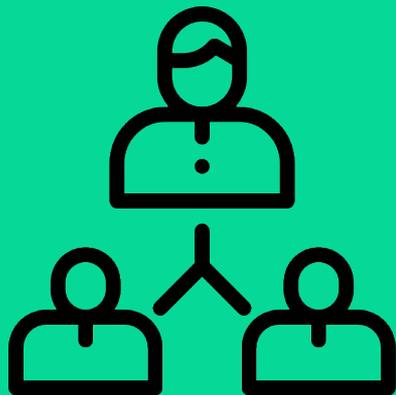


You need to register your *Personal account* should you wish to make the most of using the platform for Cities of Learning.

Having a *Personal account* you will be able to use the platform as a learner: join and complete activities; earn and display digital Open Badges.

Personal account is required to create and manage one or more *Organiser's accounts*.

WHAT IS AN ORGANISER'S ACCOUNT?

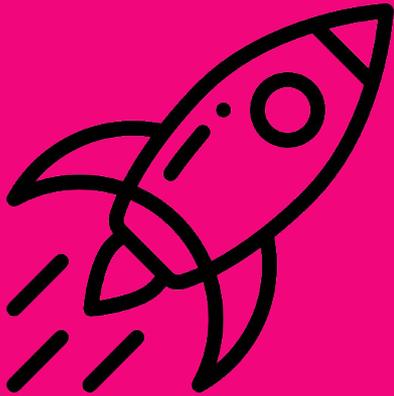


Organiser's account allows you creating and managing learning activities on the Cities of Learning platform.

Having an *Organiser's account* you will be able to promote your activities, invite people to join them, see completion progress and issue digital Open Badges

Organiser's account is required to create and manage *Activities, Playlists and Badges*

WHAT IS AN ACTIVITY?



An *Activity* can be any type of learning experience that is offered by *Organisers*.

This can be an event, internship, volunteering, digital experience, project, open space, course or workshop.

Completing an *Activity* leads to earning a digital Open Badge.

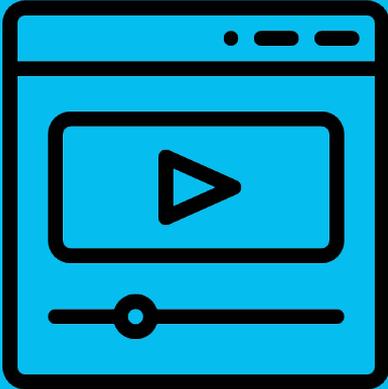
Activities can be stand-alone experiences or combined into *Playlists*.



HOW TO CREATE AN ACTIVITY ON THE PLATFORM?



WHAT IS A LEARNING PLAYLIST?



A *Playlist* is as an organised learning pathway with selected *Activities*.

Organisers can choose which *Activities* they want to include in one *Playlist*; set their order of appearance and decide on mandatory and optional *Activities* for completion.

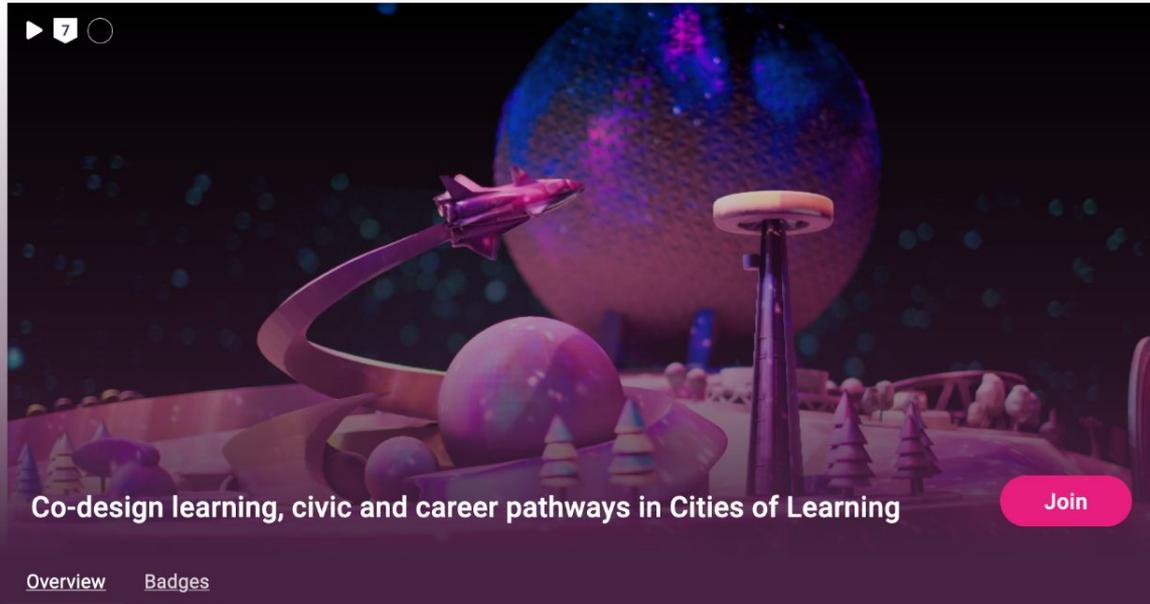
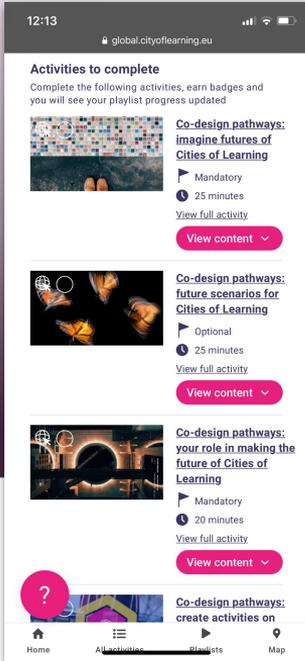
Playlists enable learners track their progress. *Organisers* can use *Playlists* as a learning management system.



HOW TO CREATE A PLAYLIST ON THE PLATFORM?



[Link to the video](#)



Content

In the previous [learning playlist](#) “Future makers” you were invited to imagine and build your future learning, civic and career pathways by exploring [Global Youth Skills](#). Another [learning playlist](#) “Pathway to Personal Leadership” hopefully prepared you to lead your own path to the future.

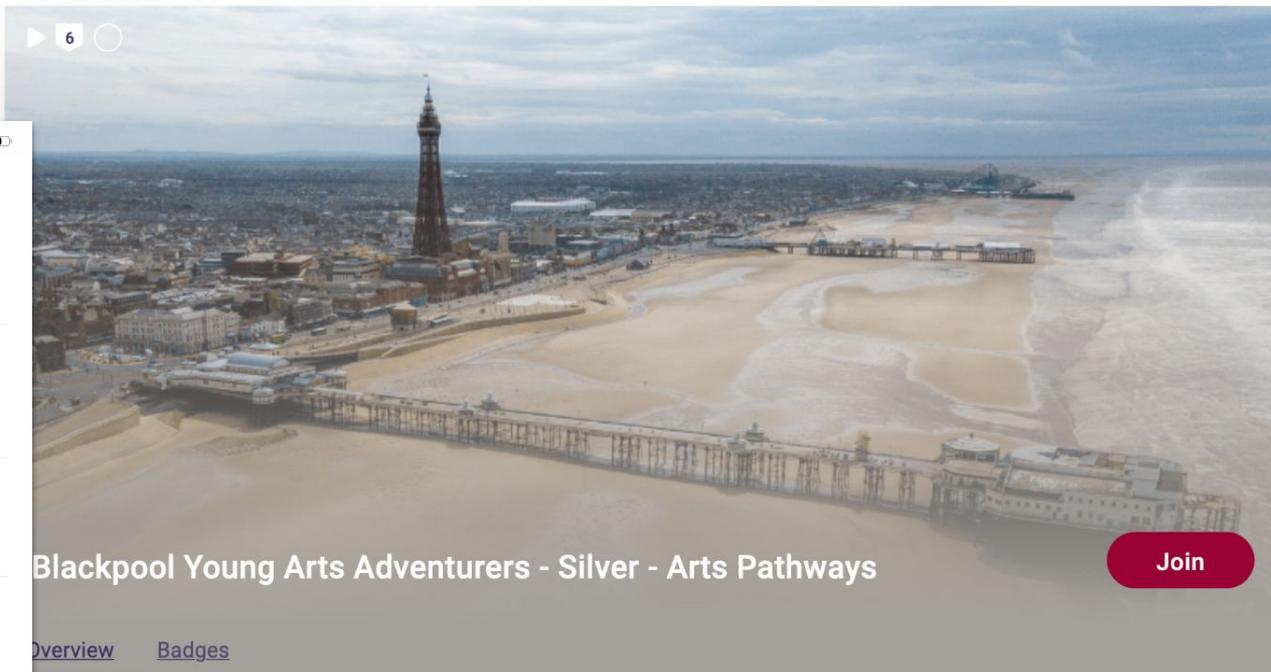
Now we call you to co-design learning, civic and career pathways for young people living in your city or region.

Badges 7



[Link to the playlist](#)





Blackpool Young Arts Adventurers - Silver - Arts Pathways

[Join](#)[Overview](#) [Badges](#)

Content

Welcome to **Blackpool Young Arts Adventurers Silver Arts Award** available now for **Claremont Magic Club** members.

Like the BYAA Bronze the BYAA Silver also has a Blackpool focus and is your chance to get a deeper understanding of the arts across Blackpool. Learn from local artists and those working in the cultural sector about a range of different

Badges 6



17:14

LTE

Activities to complete

Complete the following activities, earn badges and you will see your playlist progress updated



Me, Myself and I

- Mandatory
- 1 hour 30 minutes

[View full activity](#)[View content](#)

A: Participate & Experience

- Mandatory
- 2 days

[View full activity](#)[View content](#)

B: Arts Challenge

- Mandatory
- 2 days

[View full activity](#)[View content](#)

C: Visit & Review

- Mandatory
- 3 hours

[View full activity](#)[View content](#)

blackpool.cityoflearning.eu

[Link to the playlist](#)

< [Future makers. Lead your learning, civic and career pathways to the future.](#)



Future maker. My Learning, civic and career pathway to the future.

[Badge information](#)

[Endorsements](#)

5 endorsements

Badge endorsement: Signed endorsement



Tilburg City of Learning

Tilburg City of Learning ziet dat het afronden van de learning playlist **Future maker. My learning, civic and career pathway to the future** impact heeft op de visie wat je **nu** wilt leren om klaar te zijn voor jouw toekomst.

Ben jij in het bezit van deze badge? Dan heb je voor ons een pre om bij Tilburg City of Learning je afstudeeropdracht, stage, cariere move, etc. een duwtje jouw richting op te geven. Daarnaast ben je ook eerste in de rij voor deelname aan internationale projecten waarbij je Cities of Learning vertegenwoordigd (hoeft niet Tilburg focus te hebben).

Badge endorsement: Signed endorsement



Sachsen-Anhalt Region of Learning

Activity



Future makers. Lead your learning, civic and career pathways to the future.

Organisation



Network of Cities and Regions of Learning



EFFECTIVE DIGITAL HABITS



iDigital Seminar



**Grow Digital Training
Course**



**Digital Harvest
Seminar**

DIGITAL COMPETENCES AND CAPACITIES



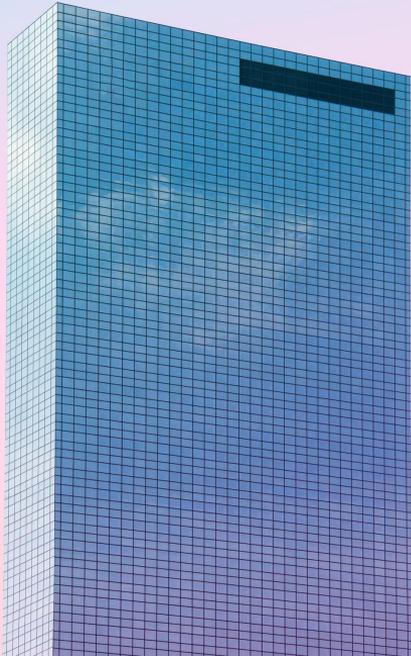
DIGITAL YOUTH WORK COMPETENCES:

- Critical digital literacy
- Digitalisation is glocal
- Balancing benefits & responsibility
- Participation in European projects
- Providing basic digital skills for young people
- Organising digital youth work
- Digital safety and well-being
- Problem solving

DIGITAL ORGANISATIONAL CAPACITIES:

- Managing digital transformation
- Innovative working culture
- Addressing learning–training needs
- Infrastructure
- Assessment

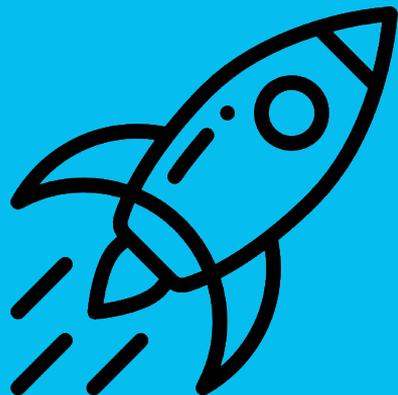
What is Digital Youth Work?



Digital Youth Work...

- means proactively using or addressing digital media and technology as a **tool**, **activity** or **content** in youth work
- can be included in any youth work setting and has the **same goals** as youth work in general
- can happen in **face-to-face** situations as well as in **online environments** – or in a mixture of these two.

GUIDELINES FOR DYW DEVELOPMENT



- **Strategy**
- **Culture**
- **Governance and Management**
- **Human Resources:** Provide regular training for staff and volunteers to build their competencies and challenge resistant mindsets
- **Infrastructure**
- **Partnerships**

PROFESSIONAL DEVELOPMENT FOR DYW

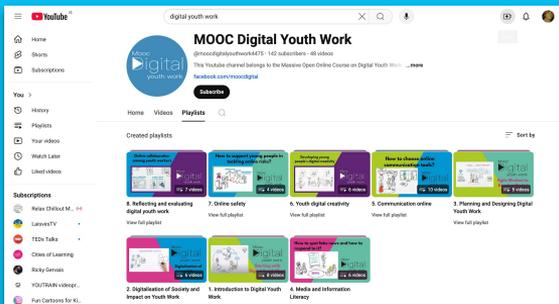


- Seek out training opportunities to **incrementally** build new knowledge and skills
- Challenge **mindsets** and contribute to a **digitally agile** culture in the youth work setting
- Engage in **peer learning, knowledge sharing** and **international collaboration**
- An **interest** towards digital technologies and an **agile mindset** are more important than being a technical expert

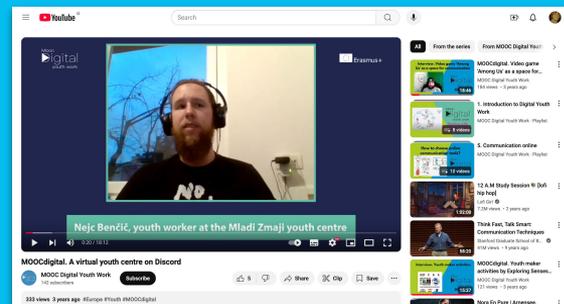
DIGITAL YOUTH WORK MOOC



Massive Open Online
Course



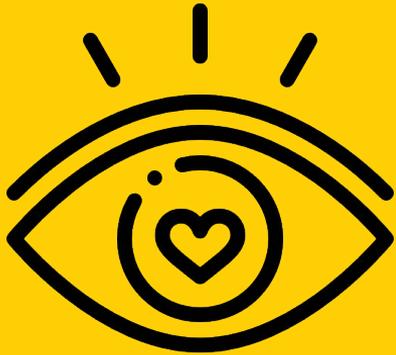
Animated Videos



Good Practices
Interviews

CREATIVE ORGANISATIONAL LEARNING

Using digital youth work to rethink the roles, approaches and working methods.



- Train staff to collaborate and network
- Promoting creativity and social and emotional skills
- Empowers and expects to rethink existing practices and innovate
- Learning what kind of youth work can be done digitally what offline
- empowers young people to imagine alternative uses of digitalisation and shape new visions of digitality.

EXAMPLES OF

competence and capacity development



PLAYLIST DESIGN STEPS

- Team-up and choose a topic
- Set your goals
- Design experiences
- Assemble a playlist
- Define a badge

[Download a copy of full playlist design presentation](#)



Co-design pathways: create activities on Cities of Learning platform

▶ Mandatory

🕒 45 minutes

[View full activity](#)

[View content](#) ▾



Co-design pathways: create a playlist on the Cities of Learning platform

▶ Mandatory

🕒 4 hours

[View full activity](#)

[View content](#) ▾



Co-design pathways - create badges on the Cities of Learning platform

▶ Mandatory

🕒 1 hour

[View full activity](#)

[View content](#) ▾



5

Co-design learning, civic and career pathways in Cities of Learning

ACTIVITY AND PLAYLIST DESIGN WORKSHEETS

ACTIVITY DESIGN

CHOOSE TYPE OF ACTIVITY:
(8 options to choose from)

Event Internship
 Project Open space
 Volunteering Digital experience
 Course Workshop

DESCRIPTION OF WHAT PEOPLE CAN DO AND LEARN IN THIS ACTIVITY:
(8 options to choose from)

DO	LEARN

WHAT SKILLS WILL PEOPLE IMPROVE?

DATE AND LOCATION OF THE ACTIVITY :
(optional)

DATE LOCATION

NAME OF THE ACTIVITY:

INTEREST CATEGORY:
(11 options to choose from)

Crafts and making Science
 Environment and ecology Technology and computers
 Career and job readiness Sports and active lifestyle
 Civic engagement Global world
 International and intercultural Creativity and design
 Personal development

DURATION:

IDENTIFY ADDITIONAL MATERIALS:
(videos, online tools, text to read, etc.)

BADGE NAME:

LEARNING PLAYLIST DESIGN

PLAYLIST NAME:

BRIEF DESCRIPTION:

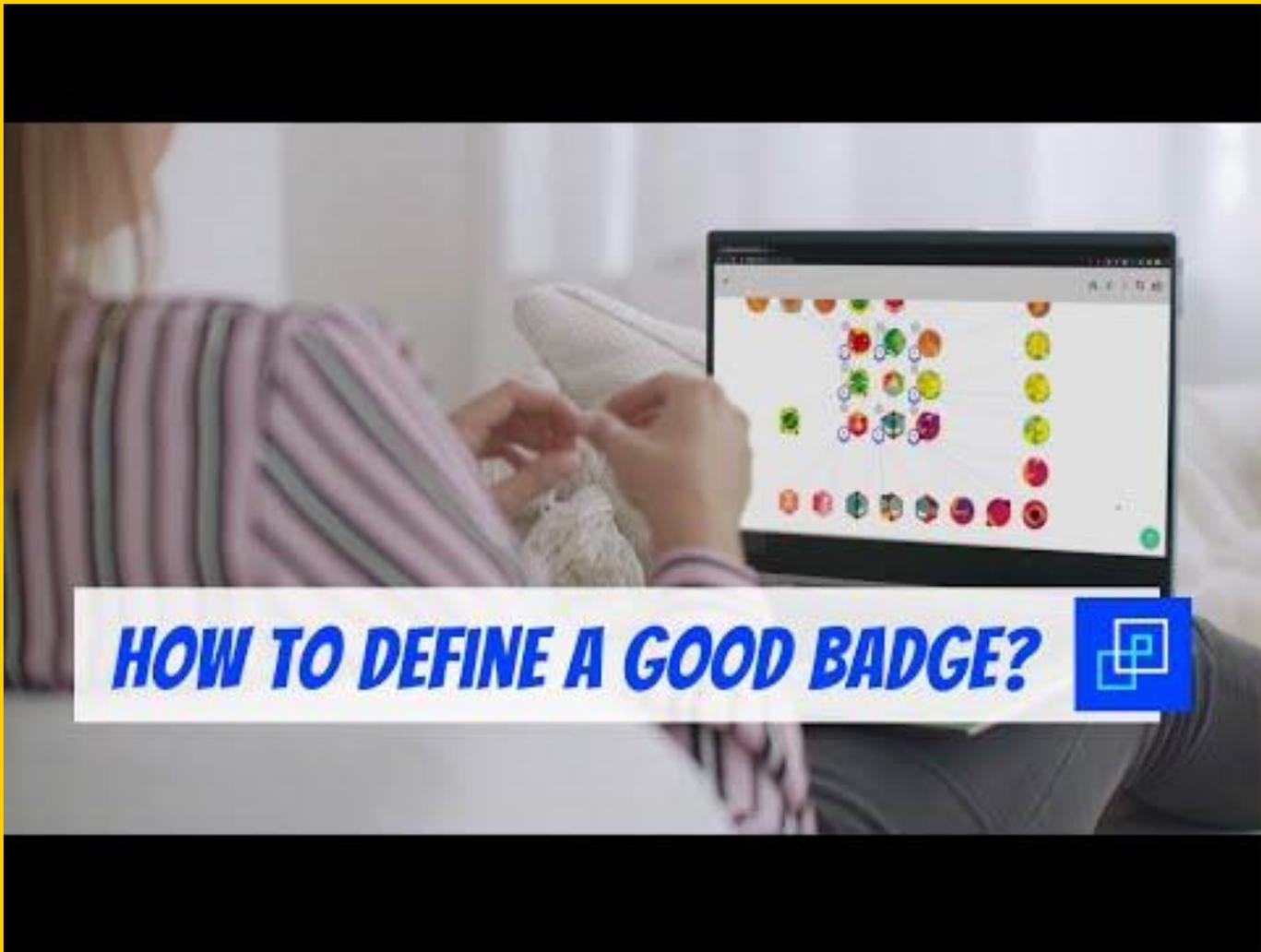
WHAT IS THE SEQUENCE OF ACTIVITIES?
(two choices: **Fixed** or **Flexible**)

MARK WHICH ACTIVITIES ARE MANDATORY FOR PLAYLIST COMPLETION:

IDENTIFY ACTIVITIES FOR THE PLAYLIST:

BADGE NAME:



HOW TO DEFINE A GOOD BADGE?



[Link to the video](#)

WHAT IS A BADGE?



A *Badge* is a digital micro-credential that shows learning, skill or achievement.

On Cities of Learning platform badges follow the technical standard of Open Badges that are used globally to validate and recognise learning and achievements.

Organisers can issue badges via email or through QR code for completing *Activities* and *Playlists*. Badges can be set to require evidence with peer review or by *Organiser*.



[Link to the video](#)

ICONS

