Digital youth work practice implementation: resource evaluation tool

This form is meant to be a tool to quickly get a handle on how you can implement new topics in your particular youth work reality. You van use it in events, training courses or any other suitable setting where new practices are presented.

We have based the structure of this tool based on data from the Screenagers research report (2016) and the final report "Developing digital youth work" of the EU expert group on digitalisation and youth. It has been further revised and rebuilt during the Digital youth work project in 2019.

These training materials have been developed as part of the 'Digital Youth Work' project, a strategic partnership between 7 organisations across Europe, to build the capacity of the youth work sector to deliver high quality youth work in a digital age. They are based on training needs for practitioners identified by the EU expert group on digitalisation and youth's 2018 report.

The resources from all partners are available at www.digitalyouthwork.eu. The project has been funded by Erasmus+.

Practice implementation chart

Evaluate how much resources implementing a particular new youth work practice or approach would need. Colour in / mark how demanding this practice would be from different perspectives; the left side of the scale is "not much at all" and the right-hand side "many resources needed".

Name/title of the practice you want to implement

(i.e. "Using Arduino as a group building activity")

1. How much would you need to invest money, additional resources, tools etc. for this to work?

2. How much additional training would *you* need to have in order to successfully implement this?

3. How much would you need to change the attitudes of other people implementing this practice?

4. How much work would you have to put toward influencing local and/or national policies?

5. How much guidance would other practitioners in your community need?

Notes: