SMART AI, SMARTER YOUTH

WORKSHOPS

Co-funded by the European Union

SMART AI, SMARTER YOUTH

Workshop Title	Empowering youth with accessible technology
Main Focus / Topic	Using AI tools to improve digital inclusion for disadvantaged young people, with an emphasis on accessibility, language support, and bridging rural digital gaps.
Target Group	Who: (age range, group type, number of participants) Young people aged 15–25 Background: (students, youth workers, migrants, etc.) Participants may include students, youth workers, migrants, rural youth, and young people facing accessibility or language barriers. Group Size: 20
Duration	Total Length: (e.g., 90–120 minutes) 120 minutes
Learning Objectives	By the end of this workshop, participants will be able to: 1. Identify at least 3 AI tools that support accessibility, translation, or learning. 2. Apply selected AI tools to overcome a personal or a specific for the group digital barrier. 3. Produce a small inclusion-focused project using AI to address a challenge. 4. Evaluate how AI can enhance equal opportunities for disadvantaged youth in their community. 5. Demonstrate increased confidence in using AI for communication, learning, and digital participation.
Workshop Goals / Description	This workshop introduces young people to practical ways AI can help to reduce digital gaps and promote inclusion. Participants explore tools for accessibility, translation, and clearer communication, then apply them to real challenges they see in the community. With an active experience and group work, they brainstorm ideas for mini-projects that show how AI can support equal opportunities in their own communities and be used in everyday context.
Step-by-Step Methodology	1 | Icebreaker | 10 min | Build trust and engagement 2 | Group discussion | 15 min | Explore prior knowledge

Co-funded by the European Union

	3 | Simulation / Role-play | 25 min | Experience real-world scenario 4 | Reflection circle | 15 min | Consolidate learning

Step	Method	Activity	Time	Purpose
1	Icebreaker: AI Bingo	*AI human Bingo* – participants move around the room to find peers who match AI-related statements on their bingo card	10-15 minutes	Build trust, encourage quick interaction, and show how AI already appears in everyday life, setting a positive tone for the workshop
2	Group Discussion	**Form small groups** of 3–4 participants and facilitate discussion: -What digital tools or technology do you use daily? -Have you ever faced barriers using digital tools (language, accessibility, rural connectivity)? -Do you know any AI tools that could help overcome these barriers? The facilitator records responses on a flip chart or whiteboard to create a visual map of challenges and possible AI solutions. Also, additional questions might be asked.	± 20 minutes	Explore participants' prior knowledge and experiences with digital challenges, set the stage for understanding how AI can support inclusion
3.	Role play	Divide participants into small groups (3–4 per group) and assign a persona with a digital barrier: ● A migrant struggling with the local language ● A student with dyslexia ● A teenager from a rural area with poor internet access ● A youth needing accessible learning materials Present a scenario for each persona, such as: ● "You need to understand a government form	40 minutes	Experience real-world scenarios where AI supports disadvantaged youth, applying tools to practical challenges

		online." • "You want to apply for an online course but the instructions are difficult to read." Task: Each group uses AI tools (translation, text simplification, text-to-speech, summarizers) to solve their scenario. Encourage them to try the following tools: Read Easy.ai; simpli.text; deepl; Otter.ai; SummaryLens, ect. **As well as do research on the tools that were not mentioned.**		
4.	Reflection	Create a safe space for the participants to share their thoughts on the experience: • What was the most surprising thing you learned about AI today? • Which AI tool did you find most useful, and why? • How could AI help disadvantaged youth in your community? • What challenges did you face while using the tools?	±15 minutes	Consolidate learning, encourage peer reflection, and reinforce understanding of AI's role in inclusion

Non-Formal Education Methods Used	☐ Role-play ☐ Group work ☐ Debrief discussion ☐ Peer feedback ☐ Brainstorming
Materials & Resources	-Digital tools (laptops or phones, projector, Wi-Fi) -Printed handouts with roles and situations (also, can be online and shared with the participants) Additional materials: Flip charts, markers, sticky notes for group discussions and reflection; optional worksheets for note-taking or recording insights.
Expected Outputs / Results	☐ Reflections / testimonials ☐ Commitments or pledges ☐Mini-Projects / Solutions: Small inclusion-focused AI projects or concepts developed during the role-play activity.

Reflection & Evaluation	How will participants reflect and assess their learning? Reflection circle / group sharing
AI or Digital Tools Support	List tools that can support facilitation, creativity, or analysis: ● Audacity / Anchor – Recording and editing audio for podcasts or storytelling mini-projects. ● Otter.ai – Transcription and summarization of discussions or reflections. ● DeepL / Google Translate – Real-time translation to support multilingual participants. ● Speechify / Read Aloud tools – Text-to-speech for accessibility during reading or content creation. ● SUMM AI / SimpliText – Simplifying complex text for participants with reading or language barriers. ● ChatGPT – Idea generation, text simplification, writing support, or summarization.
Workshop Content	Key discussion points, case studies, facts, or topics to include: Digital Inclusion & Barriers: Understanding challenges faced by marginalized youth, including language, accessibility, and rural connectivity issues. AI Tools for Accessibility: Introduction and hands-on experience with AI tools for translation, text simplification, text-to-speech, summarization, and creative solutions. Real-World Scenarios & Case Studies: Role-play exercises demonstrating how AI can help overcome digital barriers; examples from local or international initiatives promoting inclusion.
Resources & Links	Include links, presentations, guides, or references used: ● Using AI to serve inclusive education ● AI and Inclusion ● Leveraging AI to Enhance Inclusion and Diversity ● The potential impact of Artificial Intelligence on equity and inclusion in education | OECD ● The Power of Inclusive AI: A Case Study on ChatGPT | Billion Strong ● Ai human Bingo


Co-funded by
the European Union

SMART AI

Youth
Development
&
Entrepreneurship
Association

Stairs and Levels
Associação

TAVOEUROPA

Youth for
Equality

SMART AI, SMARTER YOUTH

Workshop Title	AI for Climate Action: Sustainability, Eco-Solutions & Green Innovation
Main Focus / Topic	This workshop introduces young people to how AI can support climate awareness and sustainability. Participants will explore easy, practical examples of how AI can help us understand environmental issues, reduce waste, save energy, protect nature, and create greener solutions - in general and in their everyday habits. The goal is to inspire youth to see AI not just as a tech tool, but as a way to take meaningful action in terms of climate.
Target Group	Who: (age range, group type, number of participants): Young people aged 15–25 Background: (students, youth workers, migrants, etc.) (students, youth workers, migrants, etc.) Participants may include students, youth workers, migrants, rural youth, and young people facing accessibility or language barriers. Group Size: 20
Duration	Total Length: (e.g., 90–120 minutes) 120 minutes
Learning Objectives	By the end of this workshop, participants will be able to: 1. Identify at least three real-world examples of how AI is currently used to support climate action (e.g., monitoring forests, predicting weather, reducing waste). 2. Explain in their own words how AI can help raise climate awareness and encourage sustainable behaviors. 3. Use one beginner-friendly AI tool to create a simple idea or prototype that addresses a climate or sustainability issue. 4. Design and present a short eco-solution concept using AI — such as an app idea, campaign message, or creative project — demonstrating at least one practical benefit for the environment.

Co-funded by the European Union

Workshop Goals / Description	This workshop introduces young people to practical and creative ways AI can support climate awareness, sustainability, and greener everyday choices. Participants explore simple AI tools that help track environmental change, reduce waste, save energy, and inspire eco-friendly habits. Teamwork, inclusive experience will help them to connect climate challenges to their needs and brainstorm mini-projects that show how AI can be used to address climate related issues. By the end, participants gain confidence in using AI as a positive force for environmental action and as a tool they can apply.
Step-by-Step Methodology	1 | Icebreaker | 10 min | Build trust and engagement 2 | Group discussion | 15 min | Explore prior knowledge 3 | Simulation / Role-play | 25 min | Experience real-world scenario 4 | Reflection circle | 15 min | Consolidate learning

Step	Method	Activity	Time	Purpose
1	Icebreaker: this or that	This or that exercise, can be a nice addition and movement to help set the tone. Example questions: ● This or That: Biking to school OR Taking the bus ● This or That: Reusing a water bottle OR Buying a new plastic one ● This or That: Turning off lights when leaving a room OR Forgetting sometimes ● This or That: Checking a weather app to plan your route OR Just guessing the weather ● This or That: Using AI to plan a low-waste lunch OR Packing lunch the usual way ● This or That: Repairing clothes OR Replacing	10-15 minutes	Participants choose between two everyday habits or situations. Each pair highlights how daily choices connect to sustainability — and how AI might help.

		them with new ones ● This or That: Sorting recycling OR Throwing everything into one bin ● This or That: Asking AI for ideas to reduce energy use OR Ignoring battery drain until it dies **Optional follow-up:** "Where could AI help make this choice more sustainable?"		
2	Problem Mapping (Gallery Walk)	Place large sheets around the room labeled: School, Home, Community, Online Life (can be more). Participants walk around and add sticky notes describing small or big climate-related issues they notice in each place. Discuss the most prominent issues you see them place on the sheet.	±20 minutes	Explore participants' prior knowledge and experiences with climate change in general.
3.	Hands-On Activity: "Discover–Learn–Create" Challenge (e.g., use an AI tool to spot waste, brainstorm green solutions, or generate sustainable ideas)	Divide participants into small groups (4 -5 per group): **Step 1 Explore (10 min)** 2 groups tests Earth Hero 2 groups tests Climatemind **Step 2 Gather Insights (10 min)** ● Earth Hero groups list 3 daily habits they could improve ● Climatemind groups list 1–2 climate issues that match their values **Step 3 Create Mini Solution (10 min)** Using ChatGPT (or other chatbot) or a similar AI tool, each group turns their insights into a mini eco-solution, such as: ● a personal habit change plan	40 minutes	Experience real-world scenarios where AI supports positive change in terms of climate

		• a school-based idea • a simple awareness message or slogan • a small innovation concept **Step 4 Share (5-10 min)** Groups present their idea with one sentence: "AI helped us understand… and our idea is…"		
4.	Reflection	Create a safe space for the participants to share their thoughts on the experience: • What was the most surprising thing you learned about AI today? • Which AI tool did you find most useful, and why? • How could AI help to increase awareness in terms of climate change? • What challenges did you face while using the tools?	±15 minutes	Consolidate learning, encourage peer reflection, and reinforce understanding of AI's role in sustainability

Non-Formal Education Methods Used	☐ Group work ☐ Debrief discussion ☐ Gallery walk ☐ Creative challenge ☐ Brainstorming
Materials & Resources	• Digital tools: Internet connection; at least one phone or laptop per group; optional projector for demos • AI tools access: Earth Hero, Climatemind, ChatGPT (or similar chatbot) • Gallery Walk materials: Printed photos/posters labeled School, Home, Community, Online Life; sticky notes; markers • Solution creation: Paper, pens, optional prompt sheets (habit change plan, awareness message, eco-solution concept) • Icebreaker: Optional presentation slide with This/That statements

Expected Outputs / Results	☐ Mini eco-solution concepts (ideas generated using AI tools) ☐ Posters or short written messages promoting climate awareness ☐ Habit change plans inspired by Earth Hero insights ☐ Value-based climate issue summaries from Climatemind ☐ Group presentations (one-sentence pitch: "AI helped us understand… and our idea is…") ☐ Reflections or short testimonials on the learning experience ☐ Personal commitments or pledges for sustainable actions
Reflection & Evaluation	How will participants reflect and assess their learning? Reflection circle / group sharing
AI or Digital Tools Support	Tools that can support facilitation, creativity, or analysis: Earth Hero – personal carbon footprint insights and habit suggestions Climatemind – values-based climate topics and personalized understanding ChatGPT – idea generation, solution creation, writing support Canva – posters, awareness messages, simple visuals
Workshop Content	Key discussion points, case studies, facts, or topics to include: ● **Climate Awareness in Daily Life:** Exploring how everyday habits: transport, energy use, waste, food choices contribute to climate impact, and identifying issues in familiar spaces. ● **AI Tools for Climate Action:** Introduction and hands-on experience with Earth Hero, Climatemind, and ChatGPT to understand personal carbon footprints, connect climate issues to personal values, and generate simple, practical eco-solutions.

	• **Real-World Applications & Examples:** Practical scenarios showing how AI is used to support sustainability: forecasting extreme weather, reducing waste, monitoring pollution, or creating awareness campaigns, etc and how youth can adapt similar approaches.
Resources & Links	Include links, presentations, guides, or references used: • https://app.climatemind.org/start • https://www.earthhero.org/ • 9 ways AI is helping tackle climate change • AI and Climate Action: Opportunities, Risks and Challenges for Developing Countries | UNFCCC • Can AI Help Solve the Climate Crisis? | Sims Witherspoon | TED • AI has an environmental problem. Here's what the world can do about that. • Real-world examples of using AI for climate resilience

SMART AI, SMARTER YOUTH

Workshop Title	AI & Digital Wellbeing
Main Focus / Topic	Understanding how AI shapes digital behavior, wellbeing and screen-time habits.
Target Group	Who: Young people aged 18-30 Background: Students and youth workers Group Size: 20 participants
Duration	Total Length: 90 minutes
Learning Objectives	By the end of this workshop, participants will be able to: 1. Identify at least three ways algorithms influence mood, attention and online behavior; 2. Develop a personal digital wellbeing plan to balance screen-time and healthy habits; 3. Recognise signs of addictive design and algorithmic pressure in digital platforms; 4. Explore two to three AI-powered tools that support emotional regulation, focus and wellbeing.
Workshop Goals / Description	This workshop aims to empower young people in Portugal to understand how AI-driven platforms influence their digital habits, emotions and attention. Through interactive activities, participants explore how algorithms shape their online experience, how to recognise addictive design patterns and how to build healthier digital routines. They will also discover AI tools that can support self-regulation, stress management and a more balanced online life.

Co-funded by the European Union

Step-by-Step Methodology	

Step	Method	Activity	Time	Purpose
1	Icebreaker	“My Screen-Time Story” – Participants pair up and briefly share one positive and one negative experience with their digital habits (e.g., something that helped them vs. something that drained them). A few volunteers share highlights with the group.	10 min	Build trust, create a safe space, and introduce the theme of digital wellbeing through personal reflection.
2	Group Discussion	How does AI decide what we see? – Facilitator asks guiding questions (e.g., “Why do you think your feed looks different from others?” “What keeps you scrolling?”). Ideas are collected on a flipchart and briefly explained (algorithms, engagement, personalization).	10 min	Activate prior knowledge, surface assumptions, and introduce key concepts about algorithms and digital behavior.
3.	Simulation	“You Are the Algorithm” – In small groups, participants act as an algorithm deciding what content a “user” sees based on given profiles (interests, emotions, past clicks). They choose which posts to show and reflect on how their choices influence the user’s mood and behavior. Debrief with questions on manipulation, attention, and emotional impact.	30 min	Simulation – “You are the algorithm” (role-play of personalized feed) Experience how algorithms influence behavior and emotions.
4.	Group Work	Creating a Personal Digital Wellbeing Plan – Participants work individually or in pairs to design a realistic plan (screen-time goals, boundaries, healthy habits, AI tools for support). They present their ideas as mini-posters or share key actions with the group.	30 min	Encourage practical application, self-awareness, and development of sustainable digital habits.

Non-Formal Education Methods Used	Role-play;- Simulation;- Storytelling;- Group work;- Debrief discussion;- Creative challenge;- Peer feedback;- Brainstorming.

Materials & Resources	- Markers, flipchart, post-its; - Projector + speakers; - Short videos on algorithms and addictive design; - Digital platforms; - Printed worksheets.
Expected Outputs / Results	- Posters / infographics on algorithm awareness; - Group digital wellbeing plans; - Reflections / testimonials; - Individual commitments for healthier online habits.
Reflection & Evaluation	How will participants reflect and assess their learning? - Final reflection circle; - "One word" closing round; - Google Forms survey; - Visual evaluation wall (emoji scale).
AI or Digital Tools Support	List tools that can support facilitation, creativity, or analysis: - Canva: poster and plan design; - ChatGPT: idea generation, writing support; - Padlet / Miro: collaborative boards; - Kahoot / Quizizz: interactive quizzes; - Calm / Wysa / Finch: examples of AI wellbeing tools; - NotebookLM: AI research tool and thinking partner.
Workshop Content	Key discussion points, case studies, facts, or topics to include: ● What algorithms are and how they shape the content we see; ● How AI influences mood, attention and behavior; ● Addictive design signs: autoplay, notifications, infinite scroll; ● Algorithmic pressure: comparison, FOMO, emotional triggers; ● Healthy digital habits and balanced screen-time; ● AI tools for mental wellbeing, focus and stress management; ● Strategies to build boundaries and digital balance;

	• Discussion: How can we create a healthier online-offline balance?
Resources & Links	• How Algorithms Shape Your World (YouTube) – A short, accessible introduction to how algorithms influence what we see online. • Finch – A gamified self-care app that supports emotional wellbeing and habit-building. • Calm – Offers guided meditations, sleep support, and stress reduction tools. • Wysa – AI-powered chatbot for emotional support and mental health exercises. • Skills Upload Junior AI Platform: • https://skillsuploadjr.eu/ai?utm_source

SMART AI, SMARTER YOUTH

Workshop Title	AI for Creativity
Main Focus / Topic	Exploring AI as a creative tool for storytelling, design and artistic expression.
Target Group	Who: Young people aged 13–20; school groups, youth organisations Background: Students, young creatives, digitally curious youth, beginners in AI tools Group Size: 25 participants
Duration	Total Length: 120 minutes
Learning Objectives	By the end of this workshop, participants will be able to: 1. Use at least one AI tool to create a digital creative output (image, story, audio or video); 2. Collaborate in small groups to design a creative AI-based project; 3. 3. Explain basic ethical principles for using creative AI, including copyright and deepfake awareness; 4. Reflect on AI as a support tool rather than a replacement for human creativity.
Workshop Goals / Description	This workshop introduces young people to AI as a creative partner rather than a technical or abstract concept. Through non-formal learning methods, participants experiment with AI-generated images, stories, audio and videos while working collaboratively on creative challenges. The workshop also encourages critical thinking about ethical and responsible use of creative AI, helping young people understand issues such as copyright, originality, and the risks of deepfakes.
Step-by-Step Methodology	

Co-funded by the European Union

Step	Method	Activity	Time	Purpose
1	Icebreaker	"Am I Creative?" – Participants stand on an imaginary line (yes ↔ no) in response to statements like "I'm a creative person" or "AI can be creative." Short sharing follows to challenge stereotypes about creativity and technology.	15 min	Spark curiosity and break stereotypes about creativity and AI.
2	Creative Challenge	"Create with AI" – In small groups, participants choose a format (image, story, audio, or short video) and use AI tools to produce a creative piece based on a theme (e.g., "A future city," "A day in another world"). The facilitator supports basic prompting and tool use.	40 min	Provide hands-on experience with AI as a creative partner and build collaboration skills.
3.	Ethics (Mini-Input + Debate)	"Who owns creativity?" – Short facilitator input on copyright, originality, and deepfakes, followed by a guided discussion or debate (e.g., "Is AI art real art?" "Should AI creations be credited?").	20 min	Develop critical thinking and awareness of ethical issues in creative AI use.
4.	Show & Tell	Creative Sharing (Gallery Walk or Presentations) – Groups present their creations or display them. Participants walk around, give feedback, and reflect on different approaches and ideas.	30 min	Celebrate creativity, encourage peer learning, and reflect on the creative process.
5.	Reflection	Circle – "AI helped me to…" – Each participant shares one sentence about how AI supported (or challenged) their creativity. Optionally, they add one ethical insight or takeaway.	15 min	Consolidate learning and encourage commitment.

Non-Formal Education Methods Used	- Creative challenge; - Group work; - Storytelling; - Gallery walk; - Debrief discussion; - Learning by doing; - Peer feedback; - Brainstorming.

Materials & Resources	- Laptops; - Projector + speakers; - Internet access; - Flipchart, markers, post-its; - Digital platforms.
Expected Outputs / Results	- AI-generated images or posters; - Short stories or scripts; - Audio pieces or music snippets; - Short videos or visual concepts; - Group creative projects; - Reflections on ethical AI use.
Reflection & Evaluation	How will participants reflect and assess their learning? - Reflection circle or group sharing; - "One word" evaluation round; - Peer feedback on creative outputs; - Mentimeter or Padlet feedback wall; - Emoji-based evaluation scale.
AI or Digital Tools Support	List tools that can support facilitation, creativity, or analysis: - Chat GPT: storytelling, script writing, idea generation; - DALL·E / image generators: visual creation; - Canva: design and layout; - Soundraw / Suno: AI-generated music; - CapCut / Runway: AI-supported video editing; - Padlet / Miro: collaborative creativity boards.
Workshop Content	Key discussion points, case studies, facts, or topics to include: ● What is creative AI and how does it work? ● AI-generated images, stories, audio, and videos; ● Prompting basics for creative results; ● Human creativity vs AI support; ● Collaborative creation using AI tools; ● Ethical and responsible use of creative AI; ● Copyright, originality, and attribution; ● Risks of deepfakes and manipulated content.
Resources & Links	Include links, presentations, guides, or references used:

Co-funded by the European Union

	- Guides on ethical AI and copyright basics -Https://www.youthworkpathways.net/pt_BR/activities/22199?utm_source

SMART AI, SMARTER YOUTH

Workshop Title	AI for Everyday Problem-Solving
Main Focus / Topic	Using accessible AI tools to solve everyday youth challenges (school, job search, communication) in a responsible way.
Target Group	Who: Young people aged 15-25 (approx. 20 participants), mixed experience with digital tools. Background: Students and young people active in the community; beginner-to-intermediate digital literacy. Group Size:20
Duration	Total Length:90 minutes
Learning Objectives	By the end of this workshop, participants will be able to: 1. Name at least 4 types of AI tools (chatbots, summarizers, planners, translation) and describe when each is useful. 2. Write 3 clear prompts that help an AI tool deliver a helpful and safe answer for a real-life problem. 3. Use one AI tool to improve a practical output (e.g., study plan, email/message, CV snippet) for a chosen scenario. 4. List 3 safety rules (privacy, fact-checking, bias) and apply them to an AI-generated answer.
Workshop Goals / Description	This workshop builds confidence in using AI as a daily support tool. Participants explore simple AI applications, practice prompt writing, and solve real youth problems in teams. The session finishes with critical thinking about reliability, privacy, and ethical use so that young people can use AI responsibly beyond the workshop.

Co-funded by the European Union

Step-by-Step Methodology	

Step	Method	Activity	Time	Purpose
1	Welcome, aims, and 'AI in My Life'	Participants briefly share one way they have used (or seen) AI in everyday life (e.g., Google search, translation, recommendations). The facilitator links examples to workshop goals and sets expectations.	15 min	Build trust, connect AI to real-life experiences, and create relevance from the start.
2	Tool demo stations	Participants rotate in small groups between stations (chatbots, summarizers, planners, translation tools). At each station, they try simple prompts (e.g., "Summarise this text," "Help me write a message," "Translate politely").	30 min	Discover practical AI tools and understand basic prompting through hands-on exploration.
3.	Scenario challenge in team	Groups choose a scenario (school task, job application, communication issue). They use AI tools to create a solution (e.g., CV section, email, study plan), then improve it by refining prompts.	20 min	Apply AI to real-life situations and practice iterative prompt writing for better results..
4.	Creative Output + Gallery Walk	Each group creates a simple poster: 3 AI tools, what each is useful for, and 1 example prompt per tool. Posters are displayed, and participants walk around to explore others' ideas.	15 min	Reinforce learning, encourage peer exchange, and create practical take-home resources.
5.	Reflection & safety	Facilitated reflection on when not to rely on AI, how to verify information, and what not to share. Ends with a one-word check-out and quick feedback (sticky notes or digital tool).	10 min	Strengthen critical thinking, highlight ethical use, and consolidate learning outcomes.

Non-Formal Education Methods Used	[x] Group work [x] Brainstorming [x] Creative challenge [x] Gallery walk [x] Debrief discussion [x] Peer feedback [ ] Role-play [ ] Simulation [ ] Storytelling [ ] Gamification

Materials & Resources	• Markers, flipchart paper, post-its, tape • Laptop and projector (or shared phones/tablets), Wi-Fi • Access to AI tools: ChatGPT / Gemini, Notion AI or Grammarly, DeepL, simple planning app • Printed scenario cards (school / job / communication) and prompt tips sheet
Expected Outputs / Results	[x] Posters / infographics [x] Group action plans [x] Reflections / testimonials [ ] Short videos / recordings [ ] Commitments or pledges
Reflection & Evaluation	-One-word round (how I feel about using AI now) -Sticky-note evaluation: 'One thing I learned' + 'One thing I will try this week' -Optional quick Google Form/Mentimeter feedback
AI or Digital Tools Support	List tools that can support facilitation, creativity, or analysis: -ChatGPT or Google Gemini (chatbot support, prompt practice) -Notion AI / Grammarly (summaries and rewriting) -DeepL (translation and language support) -Fyxer.ai or any planning/organizer tool (task planning) -Mentimeter / Padlet (collect ideas and reflections)
Workshop Content	-What AI is (simple definition) and where young people already meet it -Prompt basics: role, context, constraints, tone, and examples -Everyday use-cases: studying, communication, job search, community actions -Reliability: hallucinations and how to fact-check (cross-check sources)

	-AI-generated photos/videos: basic detection tips and media literacy -Ethics and privacy: what not to share; bias and fairness; responsible use
Resources & Links	-Perplexity (AI search with sources): https://www.perplexity.ai -Elicit (research/article helper): https://elicit.com -Scholarcy (article summariser): https://www.scholarcy.com -YouTube transcripts tool (built-in on many videos): https://support.google.com/youtube/ -EU AI Act overview (plain-language entry point): https://artificialintelligenceact.eu -UNESCO: Guidance on Generative AI in Education & Research: https://www.unesco.org -Media Bias/Fact Check (source credibility checks): https://mediabiasfactcheck.com -Google Fact Check Explorer: https://toolbox.google.com/factcheck/explorer

SMART AI, SMARTER YOUTH

Workshop Title	Future Skills 2030: How AI Is Changing Education & Jobs
Main Focus / Topic	Understanding AI-driven job trends and building future-ready skills; using AI for CV writing and job search support.
Target Group	Who: Young people aged 15-25 (approx. 20 participants) exploring study and career options. Background: Students / job seekers / youth participants with interest in digital careers and entrepreneurship. Group Size:20
Duration	Total Length: 90 minutes
Learning Objectives	By the end of this workshop, participants will be able to: 1. Explain 3 ways AI is changing work and education (automation, augmentation, new roles). 2. Identify at least 6 'future skills' across digital skills, human skills, and entrepreneurial skills. 3. Analyze AI use in 2 industries and discuss benefits and risks for workers. 4. Create one AI-supported career output (CV bullet points or a short motivation letter paragraph) and improve it with feedback. 5. Draft a personal '2030 skills plan' with 3 skills to develop and next steps.
Workshop Goals / Description	Participants explore how AI is reshaping jobs, education, and the skills that matter. Through examples from multiple industries, they identify future skills and practice using AI tools to support employability tasks like CV writing and motivation

Co-funded by the European Union

	letters. The workshop ends with personal goal-setting so each participant leaves with a realistic plan to prepare for 2030.
Step-by-Step Methodology	

Step	Method	Activity	Time	Purpose
1	Welcome + Interactive Poll	Which jobs will change the most by 2030? – Participants vote (Mentimeter or show of hands) and briefly explain their choices. The facilitator connects responses to how AI is reshaping work and skills.	10 min	Activate curiosity, connect to real-world concerns, and introduce the topic.
2	Mini-input + Group Work	Future skills cards (digital, human, entrepreneurial). Small groups receive skill cards (digital, human, entrepreneurial). They select and rank the top 5 skills for 2030 and justify their choices. Short sharing follows.	20 min	Build understanding of key future skills and encourage critical thinking about priorities.
3.	AI across industries carousel	Groups rotate through stations (e.g., healthcare, marketing, education, engineering, arts). At each station, they discuss how AI is used, plus one benefit and one risk for workers.	15 min	Connect AI to real sectors and develop a balanced view of opportunities and challenges.
4.	Career lab with AI	Participants choose a task (CV bullet points, motivation letter, job search keywords). They use AI tools to draft content, then refine it through peer feedback and improved prompts.	25 min	Practice practical employability skills and learn how to collaborate effectively with AI.
5.	Ethics & reality check	Short facilitator input followed by discussion on bias, privacy, and overreliance. Participants reflect on how to verify	10 min	Strengthen critical awareness and responsible use of AI in career contexts.

		AI-generated career content.		
6.	Self-reflection	Participants write a short vision of themselves in 2030 and identify 3 skills they want to develop, including concrete next steps. Ends with a one-word check-out.	10 min	Personalise learning, support goal-setting, and encourage long-term thinking.

Non-Formal Education Methods Used	[x] Group work [x] Brainstorming [x] Peer feedback [x] Debrief discussion [x] Creative challenge [ ] Role-play [ ] Simulation [ ] Storytelling [ ] Gallery walk [ ] Gamification
Materials & Resources	-Flipchart, markers, post-its -Laptop/projector + Wi-Fi (or participants' phones) -Skill cards (digital/human/entrepreneurial) and industry example cards -CV/motivation mini-template (printed or digital) -Access to AI tools (chatbot + writing assistant)
Expected Outputs / Results	[x] Group action plans [x] Reflections / testimonials [ ] Posters / infographics [ ] Short videos / recordings [ ] Commitments or pledges [ ] Other: AI-supported CV bullets / motivation paragraph
Reflection & Evaluation	-One-word round + 'Most useful insight' share -Quick checklist: Which future skills do I already want to build? -Short anonymous feedback form (paper or digital)
AI or Digital Tools Support	-ChatGPT / Gemini (career exploration, CV and motivation drafting) -Canva (simple CV design, optional) -Grammarly / LanguageTool (clarity and tone)

	-LinkedIn / online job portals (job trend scanning, keywords) -Mentimeter / Padlet (polls and idea collection)
Workshop Content	-How AI changes work: automation vs augmentation; new roles -Future skills: digital literacy, data thinking, AI collaboration, creativity, EQ, adaptability, entrepreneurship -Industry examples: healthcare, business, marketing, education, engineering, arts -Job search smartly: keywords, transferable skills, portfolio thinking -AI in hiring: fairness, bias, transparency, privacy -How to use AI ethically for career materials (honesty, originality, fact-checking)
Resources & Links	-Europass (EU CV builder + career tools): https://europa.eu/europass -EURES (EU job mobility portal): https://eures.europa.eu -LinkedIn Learning (digital & career skills): https://www.linkedin.com/learning/ -Coursera (future skills courses): https://www.coursera.org -EdX (AI, data, digital skills): https://www.edx.org

SMART AI, SMARTER YOUTH

Workshop Title	AI in Youth Participation: Creating Ideas for a Smarter Community
Main Focus / Topic	-Youth civic participation & active engagement -Using AI to design solutions for community challenges (environment, inclusion, urban issues) -AI-supported idea development and prototyping -Pitching community projects with AI-generated visuals or videos
Target Group	Who: Young people aged 16–25, youth workers, volunteers Background: Mixed backgrounds (students, migrants, disadvantaged youth) Group Size: 16 participants
Duration	Total Length: 120 minutes (2 hours)
Learning Objectives	By the end of this workshop, participants will be able to: 1. Identify at least three community challenges. 2. Use AI tools to develop and refine community project ideas. 3. Collaborate in groups to design and pitch a solution. 4. Present ideas with AI-generated visuals or videos.
Workshop Goals / Description	This workshop empowers young people to explore how AI can support civic participation and social change. Participants identify community needs, brainstorm solutions, and transform ideas into prototypes using AI tools. Through creative exercises and group collaboration, youth experience how AI enhances innovation, problem-solving, and engagement.

Co-funded by the European Union

Step-by-Step Methodology	1. Icebreaker – 10 min – Build trust and introduce AI. 2. Group discussion – 15 min – Explore community needs. 3. Simulation / Role-play – 25 min – Experience AI in decision-making. 4. Group idea development – 30 min – Create solutions using AI. 5. Pitch preparation – 20 min – Produce visuals/videos. 6. Reflection circle – 15 min – Consolidate learning.

Step	Method	Activity	Time	Purpose
1	Icebreaker: AI Bingo	Participants interact through a quick "AI Bingo" activity, finding peers who have used or encountered AI tools. Short group check-in at the end.	10 min	Build trust, create energy, and introduce AI as something already present in daily life.
2	Group Discussion	Small groups discuss their community realities: digital tools they use, barriers (language, accessibility, rural access), and possible AI solutions. The facilitator captures key insights visually.	15 min	Explore real needs and ground the workshop in participants' lived experiences.
3.	Simulation / Role-play	Groups take on personas (e.g., migrant, rural youth, student with dyslexia) and solve a scenario using AI tools like ChatGPT or DeepL.	25 min	Experience how AI supports decision-making and problem-solving in real-life situations.
4.	Group Idea Development	Each group designs a small inclusion-focused solution (e.g., tool, campaign, support idea) using AI. They define the problem, target group, and how AI helps.	30 min	Encourage creativity, collaboration, and application of AI to real community challenges.
5.	Pitch Preparation	Groups prepare a short pitch (poster, slides, or simple video/audio using tools like Canva or CapCut).	20 min	Develop communication skills and transform ideas into tangible outputs.
6.	Reflection Circle	Open discussion using guiding questions about learning, challenges, and impact. Option for each participant to share one takeaway or insight.	15 min	Consolidate learning, reflect critically, and connect the experience to real-life application.

Non-Formal Education Methods Used	Role-play, Simulation, Storytelling, Group work, Debrief, Creative challenge, Peer feedback, Brainstorming.
Materials & Resources	1. Flipchart, markers, sticky notes (Post-its) for brainstorming and reflection 2. Laptop, projector, and stable Wi-Fi connection 3. Participants' devices (phones or laptops) 4. Printed or digital worksheets for activities and note-taking 5. Access to AI tools such as ChatGPT, Canva, and DALL·E 6. Collaboration platforms like Miro or Padlet
Expected Outputs / Results	● Visual outputs such as AI-generated posters or infographics ● Short videos or digital content presenting group ideas ● Group action plans addressing community challenges ● Reflections and shared insights from participants ● Personal or group commitments to apply AI for inclusion
Reflection & Evaluation	Reflection circle discussion at the end of the workshop.One-word round to capture immediate impressions.Evaluation cards (quick written feedback)
AI or Digital Tools Support	Canva,Chat GPT,Miro/Jamboard, Kahoot/Quizizz, Runway/Cap Cut, DALL·E.
Workshop Content	Understanding the concept of a "smart community" Identifying local community challenges (digital, social, accessibility-related).The role of AI in civic participation and inclusion
Resources & Links	https://oecd.ai/en/dashboards/policy-initiatives/guidelines-for-ethical-application-of-ai-in-education-6719 https://www.oecd.org/en/publications/digital-equity-and-inclusion-in-education_7cb15030-en.html

SMART AI, SMARTER YOUTH

Workshop Title	Staying Safe in the Digital World
Main Focus / Topic	Promoting critical digital thinking and empowering youth to detect AI-generated misinformation, fake news, and manipulated media.
Target Group	Who: Young people aged 16–25, youth workers, students, volunteers Background: Mixed backgrounds—students, young activists, migrants, disadvantaged youth Group Size: 22 participants
Duration	Total Length: 120 minutes (2 hours)
Learning Objectives	By the end of this workshop, participants will be able to: ● Define AI-generated misinformation, deepfakes, fake news, and manipulated digital images. ● Identify at least three indicators of manipulated or fake content online. ● Use fact-checking tools (e.g., Google Reverse Image Search, InVID) to verify questionable content. ● Analyze a real or simulated example of misinformation and explain how AI was used to create it. ● Demonstrate improved critical digital thinking skills by evaluating the credibility of online sources.
Workshop Goals / Description	This workshop equips young people with the knowledge and skills needed to navigate the online world safely by understanding how misinformation is created using AI. Participants explore deepfakes, manipulated images, fake news techniques, and real-world examples. Through interactive activities, they practice critical thinking, learn verification strategies, and build confidence in distinguishing real from fake content. The session encourages youth to become responsible digital citizens who can recognize, question, and challenge misleading information.
Step-by-Step Methodology	● Icebreaker: “Real or Fake?” quick quiz 15 Minutes Warm-up; introduce concept of

	misinformation • Group discussion: Where do we meet misinformation? 15 Minutes Explore prior experiences and awareness • Simulation / Role-play: Deepfake Detective 25 minutes Experience verifying fake content using digital tools • Group analysis activity 30 minutes Identify signs of manipulation in curated examples • Mini skill-building session: Tools for verification 20 minutes Learn practical tools (reverse image search, metadata checks) • Reflection circle 15 minutes Consolidate learning; discuss how to apply skills daily

Step	Method	Activity	Time	Purpose
1	Icebreaker: "Real or Fake?" Quiz	Participants take part in a quick interactive quiz where they guess whether images, headlines, or short videos are real or AI-generated. Brief reveal and reactions at the end.	15 min	Warm up the group, spark curiosity, and introduce the concept of AI-generated misinformation.
2	Group Discussion	In small groups, participants discuss where they encounter misinformation (social media, news, messaging apps) and how it affects their opinions or communities. The facilitator gathers examples.	15 min	Explore prior experiences and raise awareness of how common misinformation is in daily life.
3.	Simulation / Role-play: "Deepfake Detective"	Participants act as "digital investigators" analyzing suspicious content. Using tools like Google Reverse Image Search and InVID, they check whether content is real or manipulated.	25 min	Provide hands-on experience in identifying and verifying AI-generated or manipulated content.
4.	Group Analysis Activity	Groups receive curated examples (fake news posts, edited images, deepfake scenarios) and identify warning signs (visual inconsistencies, emotional language, missing sources). They present their findings.	30 min	Develop critical thinking and analytical skills by breaking down real-world misinformation examples.
5.	Mini Skill-Building Session	The facilitator demonstrates practical verification techniques (reverse image search, metadata checks, source validation). Participants try tools such as	20 min	Equip participants with concrete tools and methods they can use independently in everyday digital life.

		TinEye and explore fact-checking strategies.		
6.	Reflection Circle	Open discussion: what surprised them, how their perception of online content changed, and how they will apply these skills. Option for one-word check-out or quick sharing.	15 min	Consolidate learning, reinforce responsible digital behavior, and connect skills to real-life situations.

Non-Formal Education Methods Used	☑ Simulation ☑ Role-play ☑ Storytelling☑ Group work ☑ Debrief discussion☑ Brainstorming ☑ Creative challenge
Materials & Resources	• Projector, laptop, flipcharts, markers • Phones or laptops for online verification • Stable Wi-Fi • AI-generated fake videos/images for analysis • Tools: Google Reverse Image Search, InVID, TinEye, Fact-checking websites • Printed worksheets for misinformation patterns
Expected Outputs / Results	☑ Group analysis posters ☑ Short explanations on why certain content is fake ☑ Personal “Digital Safety Checklist” ☑ Reflections / testimonials
Reflection & Evaluation	-Group reflection circle -One-word emotional check-out -Visual “confidence thermometer” for media literacy skills
AI or Digital Tools Support	List tools that can support facilitation, creativity, or analysis: • InVID – Video and image verification • Google Reverse Image Search / TinEye – Source checking • Canva – Creating awareness posters • ChatGPT – Understanding misinformation mechanisms • Kahoot/Quizizz – Interactive digital literacy quizzes • DALL·E / Midjourney – Demonstrating how fakes can be produced
Workshop Content	Key discussion points, case studies, facts, or topics to include: • What is misinformation vs. disinformation?

	• How AI generates fake content (deepfakes, text manipulation, synthetic voices) • Understanding fake news techniques • Why misinformation spreads so quickly • Critical thinking strategies for evaluating content • Tools and habits for digital safety • Real-life case studies (elections, social media rumors, AI-generated hoaxes)
Resources & Links	• Google Reverse Image Search https://images.google.com Upload or search images to find their original source and context. • TinEye https://tineye.com Helps track where an image appeared online and detect manipulation. • Snopes,https://www.snopes.com One of the oldest platforms debunking myths and viral misinformation. • EUvsDisinfo,https://euvsdisinfo.eu Focused on identifying and explaining disinformation campaigns.