Empowering Youth Work with AI and Digital Tools

Enhancing Engagement, Learning, and Support for Young People

France Culture Connection

AI SMART EDU AI

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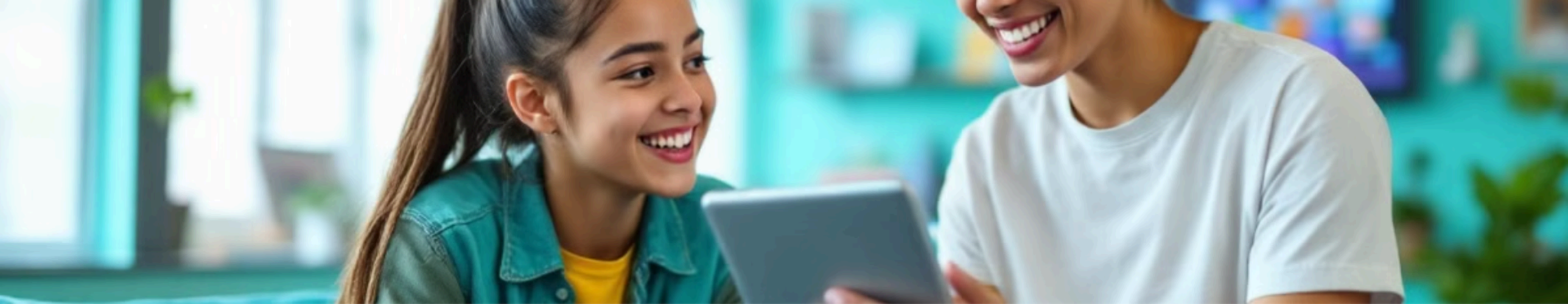

Why AI and Digital Tools Matter in Youth Work

Challenges

Engaging diverse youth groups

Benefits

Improved engagement and interaction

Impact

Data-driven insights for better decisions

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Personalized Learning with AI

Analysis

Identifies individual strengths and weaknesses

Recommendation

Suggests tailored resources and activities

Application

Skill-building and career guidance

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Real-Time Feedback for Youth Engagement

Participation

Youth engage in activities

Analysis

AI tracks engagement levels

Feedback

Instant responses keep motivation high

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Supporting Emotional Well-Being with AI

Analysis

Monitors behavior to assess emotional state

Identification

Spots signs of stress or disengagement

Intervention

Enables timely mental health support

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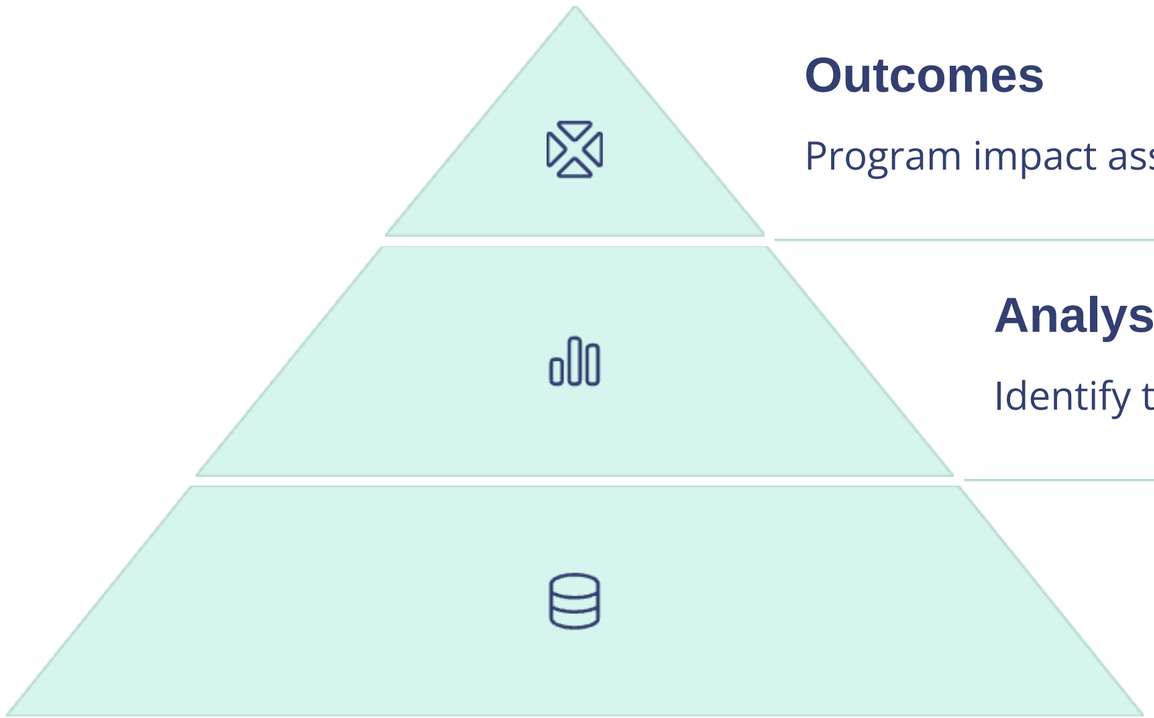
Using Data to Improve Youth Programs



Outcomes

Program impact assessment

Analysis

Identify trends and improvements

Collection

Track participation and engagement

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Enhancing Collaboration with Digital Tools

Slack

Team communication

Trello

Project management

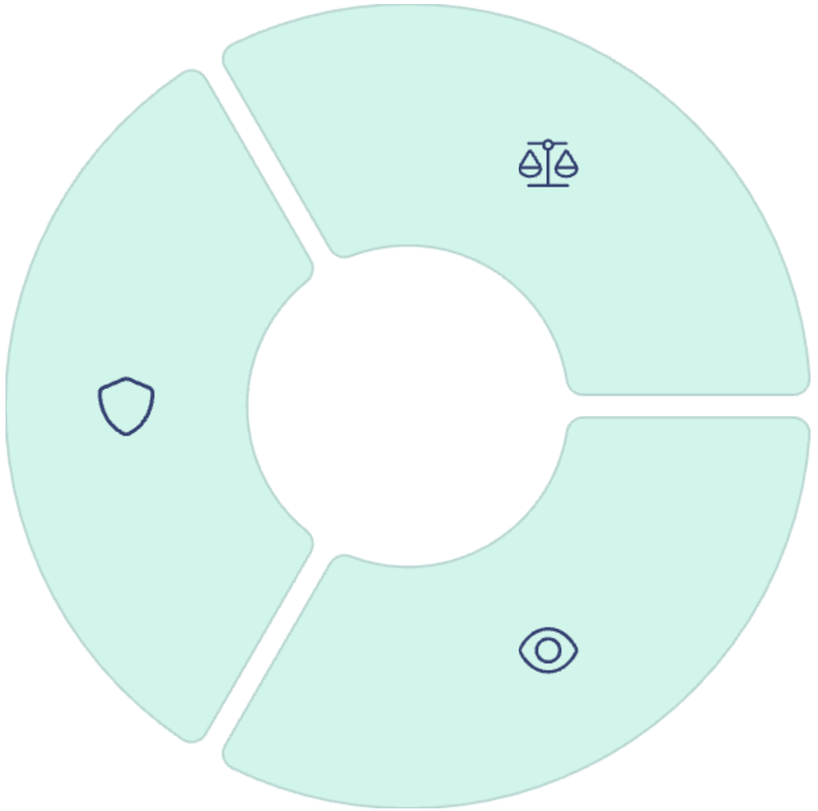
Google Workspace

Collaborative document editing

Navigating Ethical Challenges in AI and Youth Work

Bias in AI

Avoid reinforcing stereotypes



Data Privacy

Protect young people's information

Transparency

Make AI processes understandable

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Real-World Applications of AI in Youth Work

Mentorship Matching

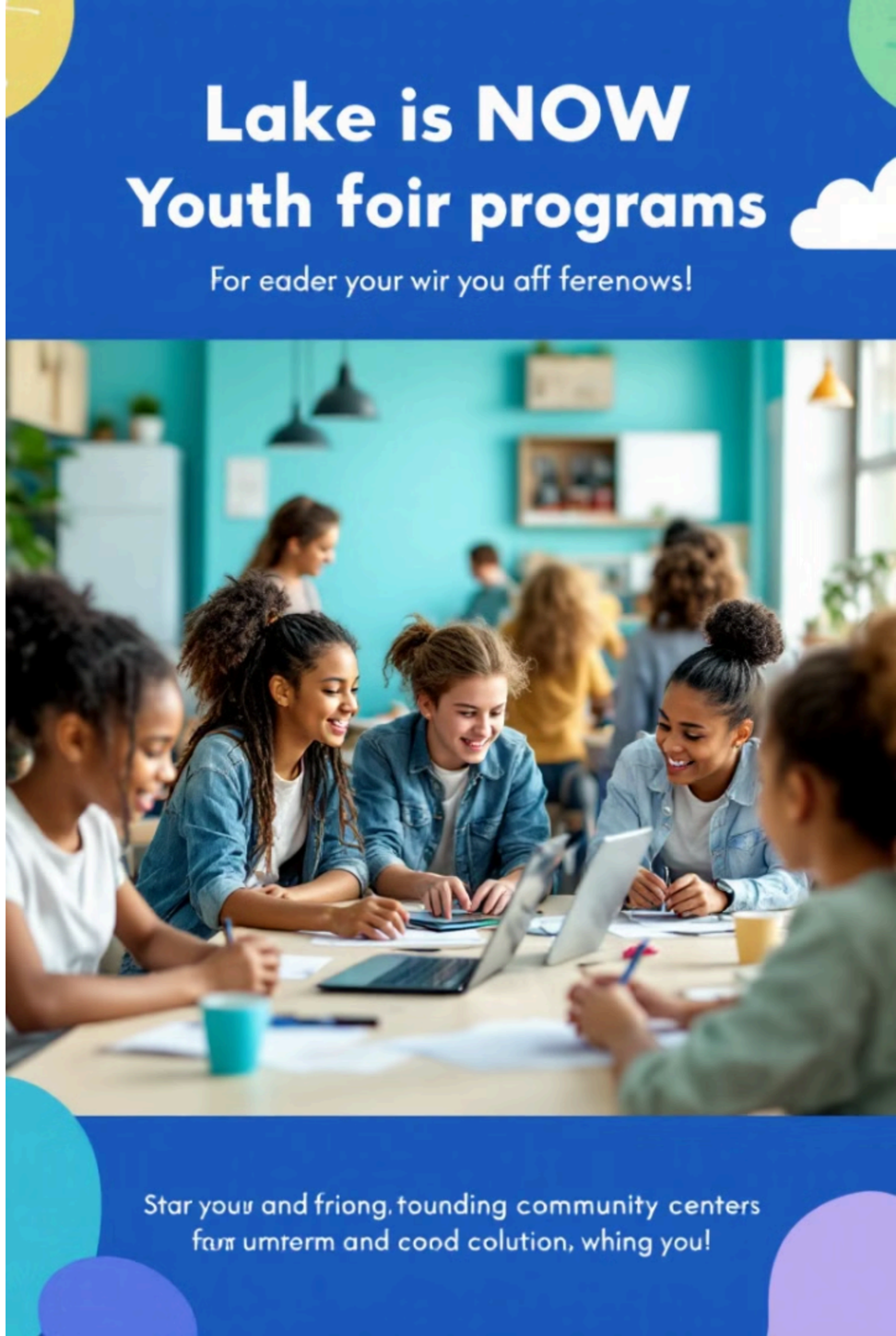
AI connects mentors with mentees

Gamified Learning

Interactive platforms teach life skills

Mental Health Support

24/7 assistance for young people



Transforming Youth Work with AI and Digital Tools

Explore

Integrate AI tools into practice

Learn

Stay informed about ethics

Implement

Transform youth engagement

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Team work

You will be divided into three groups, each assigned a different AI tool:

- Group 1 – Cognii
- Group 2 – Gradescope
- Group 3 – Julius AI.

Begin by exploring your tool for 20 minutes: test its main features and discuss how it could be used in an educational context.

Then, your group will design a short learning activity that integrates the AI tool, including a clear learning objective, student tasks, the role of the AI, and how learning will be assessed.
You can use all of the previous apps: Perplexity, chat gpt, gamma…

After 45 minutes of group work, each team will present their design (5–7 minutes). We'll finish with a short group discussion to reflect on the benefits and challenges of using AI for instructional design

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