Module Details

Module Code:	YTWK H8013
Full Title:	Youth Work in a Digital Age APPROVED
Valid From::	Semester 1 - 2019/20 (June 2019)
Language of Instruction:	English
Duration:	1 Semester
Credits::	5
Module Owner::	Eric Caffrey
Departments:	Unknown
Module Description:	This module provides youth workers with adequate skills in a youth work context for the digital age.

Module Learning Outcome	
On successful completion of this module the learner will be able to:	
#	**Module Learning Outcome Description**
MLO1	Examine the scope of digital youth work in different projects and regions, gaining knowledge of policy nationally and internationally.
MLO2	Analyse the nature and purpose of digital youth work to aid in storytelling, capturing community history and experiences.
MLO3	Appraise digital safety, digital citizenship and how online activity can be used in youth work settings to create, campaign and to counsel.
MLO4	Evaluate methods suitable for youth work settings for young people to explore social change, arts and creativity.

Pre-requisite learning
Module Recommendations   *This is prior learning (or a practical skill) that is strongly recommended before enrolment in this module. You may enrol in this module if you have not acquired the recommended learning but you will have considerable difficulty in passing (i.e. achieving the learning outcomes of) the module. While the prior learning is expressed as named DkIT module(s) it also allows for learning (in another module or modules) which is equivalent to the learning specified in the named module(s).*
No recommendations listed

Module Indicative Content
Youth work and digital youth work. Outreach using digital means, how digital activity can be used in youth work settings to create, campaign and counsel.
Impact of Digital Youth Work Impact of social media, screen time on young people. Alternative activities.
Digital Safety, Cyber Bullying and Digital Identity. Developing a good working knowledge of digital issues, access to digital platforms, age appropriate youth work through digital means.
Embracing digital tools and methods. How to demonstrate that the digital age is intrinsically linked with youth work delivery into the future.

Module Assessment

Assessment Breakdown	%
Course Work	100.00%

Module Special Regulation

Assessments

Full Time On Campus

Course Work			
Assessment Type	Portfolio	**% of Total Mark**	100
Marks Out Of	0	**Pass Mark**	0
Timing	n/a	**Learning Outcome**	1,2,3,4
Duration in minutes	0		
Assessment Description Portfolio of work to reflect creative project, and written piece to demonstrate a good understanding of underlying legislation and policy.			

No Project

No Practical

No Final Examination

Module Workload

Workload: Full Time On Campus

Workload Type	Contact Type	Workload Description	Frequency	Average Weekly Learner Workload	Hours
Lecture	Contact	No Description	Every Week	2.00	2
Practical	Contact	No Description	Every Week	1.00	1
Directed Reading	Non Contact	No Description	Every Week	4.00	4
Independent Study	Non Contact	No Description	Every Week	2.00	2
				Total Weekly Learner Workload	9.00
				Total Weekly Contact Hours	3.00

This module has no Part Time On Campus workload.

Workload Type	Contact Type	Workload Description	Frequency	Average Weekly Learner Workload	Hours

Module Resources

Recommended Book Resources

Boyd, D.. (2014), IT's complicated the social lives of networked teens., Yale University Press, USA, [ISBN: 0300166311].

National Youth Council of Ireland. (2017), Screenagers Report, National Youth Council of Ireland, Dublin.

Supplementary Book Resources

Poore, M.. (2016), Using social media in the classroom, Sage, London, [ISBN: 9781473912779].

This module does not have any article/paper resources

Other Resources

Report, National Youth Council of Ireland. (2014), Screenagers; ICT in Youth Work, Dublin, NYCI.

Website,
https://www.digitalyouthwork.eu/