VOICES FOR IMPACT

WORKSHOP PLAN
DIGITAL ACCESS

SUPPORTED BY PEACEPLUS, A PROGRAMME MANAGED BY THE SPECIAL EU PROGRAMMES BODY (SEUPB)

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Northern Ireland - Ireland
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WORKSHOP PLAN

Introduction

These workshop plans are designed to support youth workers (or anyone working with children and young people) across Northern Ireland, the Republic of Ireland, Scotland, and Wales in delivering engaging, meaningful sessions that connect young people with the Voices for Impact digital platform.

Each workshop uses participative and youth-centred methodologies to explore one of the Voices for Impact six thematic areas aligned with the United Nations Sustainable Development Goals (SDGs). Through these activities, young people are encouraged to reflect on their lived experiences, discuss the issues that matter to them, and contribute their views in a way that supports real change.

These workshops also uphold the principles of the UN Convention on the Rights of the Child by supporting Article 12 - every child's right to express their views freely and have those views taken seriously in matters that affect them.

The six thematic areas are:

1. *Good Health and Well-Being (SDG 3: Good Health and Well-Being)*
2. *Learning, Skills and Work (SDG 4: Quality Education)*
3. *Safer Society (SDG 16: Peace, Justice and Strong Institutions)*
4. *Fairer Society (SDG 10: Reduced Inequalities)*
5. *The Planet (SDG 12: Responsible Consumption and Production)*
6. *Digital Access (SDG 9: Industry, Innovation and Infrastructure)*

Each workshop is structured as a 60-minute session and concludes with participants completing the relevant survey on the Voices for Impact website (www.voicesforimpact.ai) ensuring that young people can share their views in an informed, confident, and engaged manner.

Two workshop plans are provided for each thematic area, giving you flexibility to choose the session best suited to your group's age, background, interests, and level of awareness. An additional resource pack is also included, offering a range of icebreakers, energisers, and games that can be used to tailor the session to your group's needs. Please note timings are only suggestions and adjust to suit your group and context.

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WORKSHOP PLAN

Workshop: Digital Access - Plan A

Learning Objectives

- Recognise how digital access differs for young people and the impact of this.
- Explore how to use technology in a balanced and healthy way in everyday life.
- Build confidence in sharing their digital experiences and opinions to help improve technology for young people.

Materials Needed

- Colouring in markers
- Pages
- Flip chart paper
- Flip chart markers

Workshop plan

5 min Ice-breaker

Select one suitable for the group or from the list provided.

5 min Introduction

- Ask young people to share their name & what digital devices they use or have access to.
- Share that Voices for Impact is an online platform where young people like you can share your opinions on things like school, friends, and the environment, so leaders can make better decisions for young people.
- What makes it unique is that you do this digitally and quickly.
- Across NI, ROI, Scotland and Wales lots of young people are using this to help us gather collective data, to enable us to impact and influence decision making.
- Share the learning objectives for the session.
- If appropriate, discuss and establish ground rules for sharing and listening respectfully.

15 min My Digital Day

- Explain that individually we want you to create a timeline of their typical day, showing when and how they use technology
- Include devices used, activities done, and feelings about each use
- Use different colours / image for fun digital activities vs. required/educational ones
- After they have completed asking them to pair up and compare digital experiences
- Pull back into the full group and discuss the following question: What would a day without technology be like?

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20 min Digital Good vs. Digital Challenges

- Divide into 2 groups with a leader going with each group.
- We want to create two large posters: "How digital is good or helps us" and "Digital challenges"
- Give each person markers / pens.
- Discuss each area and as the young people put forward suggestions, ask them to draw that on the poster.
- How digital helps: learning, staying in touch, creativity, entertainment, accessibility, find information online, digital jobs
- Digital Challenges: cyberbullying, too much screen time, inappropriate content, cost, not everyone has access to data or Wi-Fi, what happens with your data, privacy
- As you discuss the digital challenges, encourage the group to think of solutions as well.
- Finish the activity by asking if they think digital is better/ more helpful than challenging.
- Summaries the discussion and thank them for taking part.

10 min Survey

- Move into the full group
- Guide participants through the Safer Society survey on Voices for Impact website
- Support those who need help reading or understanding questions
- Encourage honest responses based on their own experiences
- Hand out tablets / laptops to get young people to complete; or if young people have their own device share the website or a QR code to the survey.

5 min Reflection and Close

- Reflection: One word describing how they feel or what they are thinking at the end of the sessions.
- Explain how their contributions will contribute towards collecting data on a local and national level, to help make more informed decisions on issues that impact young people.
- Thank participants and share that they can see the collective results through the website.

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Workshop: Digital Access - Plan B

Learning Objectives

- Recognise how digital access differs for young people and the impact of this.
- Explore how to use technology in a balanced and healthy way in everyday life.
- Build confidence in sharing their digital experiences and opinions to help improve technology for young people.

Materials Needed

- Flip chart paper / paper
- Pens / markers

Workshop plan

5 min Ice-breaker

Select one suitable for the group or from the list provided.

5 min Introduction

- Ask young people to share their name & what app they use most regularly.
- Share that Voices for Impact is an online platform where young people like you can share your opinions on things like school, friends, and the environment, so leaders can make better decisions for young people.
- What makes it unique is that you do this digitally and quickly.
- Across NI, ROI, Scotland and Wales lots of young people are using this to help us gather collective data, to enable us to impact and influence decision making.
- Share the learning objectives for the session.
- If appropriate, discuss and establish ground rules for sharing and listening respectfully.

10 min Digital use

- Ask everyone to think about a typical weekend day and how much time they would spend on a device/screen: phone, tablet, laptop, gaming etc.
- Ask them to stand up if they use 1 or more hour.
- Continue this increasing by 1 hour each time; if it passes how much you use sit down.
- Continue until everyone sits down.
- At the end open discussion on how they found doing this & ask if they think about how much they use devices daily?
- Do you think about how much you use affects / impacts you?
- Finish by asking what they think is a balanced amount to use it on a daily basis?

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15 min Social media ban

- Through a show of hands ask for how many are supportive of a social media ban for under 16's? Record the total for / against.
- Split the group into two and one leader go with each.
- Explain we want to explore the social media ban for under 16's which has happened in some countries.
- Assign one group to be pro/for it; and the other to be against it.
- Give each time in the group, with the leader, to come up with their arguments.
- Pull back into the full group & have them sit opposite each other.
- Explain we want you to share your points but also debate this for 5 minutes.
- After this is finished do a vote again – to see if anything has changed.

10 min Digital Debate

- Explain we will do a digital debate
- There will be a yes, no and not sure section of the room
- We will share statement, and based on your opinion move to this section
- We will then take time to discuss this.
- Choose from the following statements, based on the group and time available.

1. Everyone should have free access to WiFi wherever they live.
2. Rural areas should get better investment in internet and mobile coverage.
3. It's possible to use social media in a healthy and positive way.
4. Young people know more about staying safe online than adults think.
5. Online bullying is worse than bullying in school.
6. Tech companies should do more to protect young people online.
7. Getting likes or views affects how people feel about themselves.
8. Technology makes life easier for young people.
9. Schools should teach more about digital skills and online safety.
10. Having a phone makes it easier to stay safe and connected.
11. It's our responsibility to think before we post online.
12. There should be stricter age checks for online platforms.
13. AI and new technologies will create more opportunities for young people.
14. Online learning should be used more in schools.
15. Gaming helps build useful skills for real life.

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10 min Survey

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5 min Reflection and Close

- Reflection: One word describing how they feel or what they are thinking at the end of the sessions.
- Explain how their contributions will contribute towards collecting data on a local and national level, to help make more informed decisions on issues that impact young people.
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