

ONLINE TRAINING ON SKILLS RECOGNITION

5th workshop on Issuing Badges

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Co-funded by
the European Union

THE BADGE JOURNEY AS A HERO'S JOURNEY...

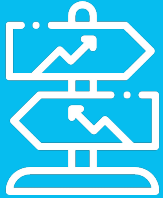


The Ordinary World: The young learner, has had badges for swimming, stars for achievement at school, gained points for attendance and good behaviour, and while playing video games they have earned coins. They haven't yet explored or grasped the truly the world open badges, they have not set up an account and don't even know about Cities of Learning.



Call to Adventure: The young learner discovers the Cities of Learning platform through seeing a poster in the youth centre inviting them to "build their skills for employability and gain badges for recognition." It says work with others to achieve more, provide evidence online through the platform and the app.

THE BADGE JOURNEY AS A HERO'S JOURNEY...



Refuse or Accept the Call: Do they think this journey is for them? Why do they need badges? What are the benefits? Could they be intimidated by the digital expectations? They hesitate, doubt their ability and question their motivation.



Meet the Mentor: The young learner meets the youth worker who offers, encouragement and reassures them. The highlight the benefits of earning badges and how they can become a showcase of the young learners, skills, talents, abilities, participation, self reflection and resilience.

THE BADGE JOURNEY AS A HERO'S JOURNEY...



Crossing the Threshold: The young learner commits to the journey. They download the App and registers a personal account. They explore the activities available on the platform and clicks 'join'. They start their learning journey, submitting evidence and the earning of badges along the way.



Tests, Allies and Enemies: Some badges are easy to obtain and received through participation, taking part, and even just turning up. Others are more difficult and require reflection, self-assessment, and gathering feedback. It can be another level to measure and provide evidence of skill, knowledge and aptitude acquisition. Some badges you are assessed by yourself, others your peers and many of them your worker. How will they maintain their commitment, motivation and enthusiasm for learning and earning badges?

EDUCATIONAL ASPECTS OF ISSUING BADGES...

- What goals do you want to achieve with specific badges?
- How do badges integrate into the learning journey?
- How do badges relate to one another - badge system approach?



EXAMPLES OF SOME DIFFERENT BADGES...

Event Participation badge:



VILNIUS TECH Multimedia Design Laboratory Visitor
2025-04-11

The badge was issued for visiting VILNIUS TECH University Multimedia Design Laboratory to gain in-depth knowledge of virtual reality, game development and interactive multimedia applications. The visit provided insights into innovative technologies such as motion capture, video mapping and DMX lighting used in the creation of these applications. The VR games created by the students of VILNIUS TECH's "Multimedia Design" study program were also tested. An international group participating in the "Training Course for Youth Workers on Virtual Reality in Youth Work" visited VILNIUS TECH University (Vilnius, Lithuania) on April 11, 2025. Acquired competences:

- Time Management
- Communication
- Experimentation and Technical Creativity
- Media and AI Information Literacy
- Internationalization and intercultural skills

Tasks

Task no.1

Issued by scanning code

Participate in VILNIUS TECH Multimedia Design Laboratory visit on 2025-04-11.
The badge was issued after scanning the QR code.

You are not allowed to view these evidence

EXAMPLES OF SOME DIFFERENT BADGES...

Reflection badge:

Get activity badge



LEARNING TO LEARN

Get this badge

This badge is for learners who took time to explore how they learn best. It's all about looking at your own learning journey, finding what works for you, and using cool tricks to learn better in the future.

Learning doesn't stop in school—it happens all the time! This badge helps you understand your own learning style and shows that you're ready to grow, think for yourself, and keep improving.

What you did to earn this badge:

- ✓ Thought about your own learning using fun activities like "The River of Learning"
- ✓ Looked at your best and hardest learning moments
- ✓ Tried out learning tricks like the Feynman Technique (teaching others to learn better!)
- ✓ Shared your thoughts and ideas with others
- ✓ Did fun challenges like giving compliments and solving problems in creative ways.

Your tasks were reviewed by an organiser of this playlist. Once you finished all the activities and showed that you reflected on them, you earned this badge!

This badge shows that you understand how learning works for you—and you're ready to keep growing.

EXAMPLES OF SOME DIFFERENT BADGES...

Multitask badge:



Info Ambassador

[Badge information](#) [Endorsements](#)

This badge is awarded for your role in accessing and sharing reliable information, helping to create a well-informed community. Info Ambassadors: Accessing and Sharing Reliable Information demonstrate demonstrated competences in managing digital literacy and community engagement.

Skills and experiences gained:

- Digital literacy (connected to Youth Information): Enhanced ability to navigate trustworthy information, including effective information.
- Content creation: Experience in developing projects.
- Community engagement (connected to Outreach): Developed skills in educating reliable information, and implementing people as possible.

This badge demonstrates the earner's skills in accessing reliable information, helping to create a well-informed community. The European Youth Goal #4 Information for All Learning Network partners value badge earners and issue this badge after reviewing the provided evidence.

You have to finish 2 tasks to get the badge

Tasks

Task no.1 Evidence verified by: one activity organiser

Info hub contribution:

- **Task:** Contribute to creating an information hub by gathering and organising reliable information on a specific topic of interest.
- **Evidence:** Submit the information you gathered and organised and briefly describe your role in creating the hub.

Login and start quest

Task no.2 Evidence verified by: one activity organiser

Youth news report:

- **Task:** Create a news report or article on a topic relevant to your community, ensuring that the information is accurate and well-researched.
- **Evidence:** Provide the news report or article, along with a description of your research process and how you ensured the information was reliable.

Login and start quest

Task no.3 Evidence verified by: one activity organiser

Peer-to-peer digital literacy workshop:

- **Task:** Organise or participate in a workshop focused on digital literacy and the importance of accessing reliable information.
- **Evidence:** Submit a summary of the workshop, including your role, the content covered, and feedback from participants.

Login and start quest

EXAMPLES OF SOME DIFFERENT BADGES...

Competency badge:



Learning with and about digital technologies

Learning with and about digital technologies

You have to get all badges from the list below



Badge earner has explored and experienced several hands-on activities with a focus on learning with and about technology.

To earn a badge, trainer:

- Explored and completed learning activities on and with digital technologies
- Reflected on their experience and impact and shared how they used the game in training and learning activities, including potential challenges.

Activity content and badge issuing criteria aligned with the European Digital Strategy (ETS) competence model for trainers to work internally

Learning duration: 9 hours and 45 mins.

Tasks

Task no.1

Finish all playlist activities

Issued by organiser or scanning QR code



EXAMPLES OF SOME DIFFERENT BADGES...

Pathways badge:



Future maker. My Learning, civic and career pathway to the futures.

Badge information Endorsements

You have to get all badges from the list below



This badge is issued to people who have completed the self-assessment of future skills and create their future learning, civic and career pathways.

The Global Youth Skills report released by the US-based Institute for the Future inspired activities of this playlist. The Global Youth Skills report is based on 9 prototypes of future individuals created by 60 young people in 6 cities worldwide, which embody the stories of the...

The holders of this badge have to develop a personal strategy for the following specific activities were:

- assessing unique traits and
- naming the future skills that
- choosing the archetypes to
- comparing their skill set with strategies and resources used
- describing a personal growth

The [Network of Cities of Learning](#) offered this learning pathway within the capacity-building project 'Youth co-design learning, civic and career pathways'. The EU's Erasmus+ Programme provided co-funding support for this project.

Tasks

Task no.1

Issued by organiser or scanning QR code

Complete all activities in this learning playlist and collect their badges.

6 activity badges



[< Choosing badge issuing method](#)

Badge Issuing Methods

[Badge information](#)[Issued badges](#)[Endorsements](#)

This badge serves as evidence of my enhanced understanding of various badge-issuing methods. Now, I know how to select a suitable badge issuing method and configure the issuing settings.

To earn this badge, I had to explain the selection of the badge issuing method and how it suits our objectives and activities. Optionally, I shared an example of a badge with the badge issuing settings.

This badge is issued as part of the online course leading to the achievement of the Badge Quality Label.

Tasks

 Task no.1

Evidence verified by: one activity organiser

Consider your badge objectives, activities and learner profiles and complete the following tasks to earn this badge:

1. Review the visual with badge types and explain which badge types you will be issuing, as well as how they align with your badge use objectives.
2. Explain which badge issuing methods are most suitable for your badge use

Badge actions

 Invite to start mission

 **Modify**

 Change badge dependencies

 Change badge miscellaneous info

 Change badge editors

 Badge claim codes

Organiser



**Network of Cities and
Regions of Learning**

This badge requires evidence

A badge without an evidence requirement can be issued to email or earned by using a special badge code. A badge with an evidence requirement is issued after the earner completes the badge quest. You can specify tasks, request evidence upload and verification, or other badges as a requirement.

No

Yes

When badge is issued, you can allow user to attach evidence

☐ Allow attaching evidence after issue

1. Describe badge task

(Required)

Badge tasks explain what earner needs to do to accomplish this badge task. Simple and specific actions help earners to complete tasks and others to understand the criteria for badge issuing.



Consider your badge objectives, activities and learner profiles and complete the following tasks to earn this badge:

1. Review the visual with badge types and explain which badge types you will be issuing, as well as how they align with your badge use objectives.
2. Explain which badge issuing methods are most suitable for your badge use case and how they fit your activities and learners' profiles.

Optional: Upload a screenshot with badge earning settings or a link to a publicly available badge accessible on the platform.

Add a task to the quest

< Badge Issuing Methods

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Optional: Upload a screenshot with badge earning settings or a link to a publicly available badge accessible on the platform.

Select who will verify submitted evidence

The 'Badge earner' will not request evidence verification. 'Activity members' will request evidence notification from any other member in this badge project. 'Activity organisers' will request evidence verification from people with admin and owner rights in this project.



Activity organisers

Set the required number of people to verify evidence

This number should be realistic for badge earner to complete.



1

Add a task to the quest



Badge requirements

This badge requires other badges

By selecting this option, you will be able to specify which other badges are needed to get this badge or start its tasks.

No

Yes

If required, add explicit dependencies

Add specific badges as a requirement

From all badges in this project the earner must have at least

Set the minimum number of badges to be required in this activity before earner can start a quest for this badge.

1

Cancel

Save

Miscellaneous badge settings



< [Choosing badge issuing method](#)

Badge Issuing Methods

[Badge information](#)[Issued badges](#)[Endorsements](#)

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Tasks

Task no.1

Issued by organiser or scanning QR code

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[Issue badge](#)**Badge actions** [Issue badge](#) [Modify](#)[Change badge dependencies](#)[Change badge miscellaneous info](#)[Change badge editors](#) [Badge claim codes](#)**Organiser****[Network of Cities and Regions of Learning](#)**

< [Choosing badge issuing method](#)

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[Issue badge](#)

Badge actions

 [Issue badge](#) [Modify](#) [Change badge dependencies](#) [Change badge miscellaneous info](#) [Change badge editors](#) [Badge claim codes](#)

Badge actions

 [Invite to start mission](#) [Modify](#) [Change badge dependencies](#) [Change badge miscellaneous info](#) [Change badge editors](#) [Badge claim codes](#)

Organiser

**[Network of Cities and Regions of Learning](#)**

CALL TO ACTION TO EARN BADGES...

How, where and what to advertise and promote the badge based learning opportunity.

By email invitation:

- Before, during or after event

Sharing a link via messenger:

A poster with a QR Code

- On the spot at the end of training or event
- On the wall, at the bus stop, stickers on book

In a presentation:

At the end of another badge:

***make the call exciting, clear and targeted for the learners you want to reach!!**

< [Choosing badge issuing method](#)**Badge Issuing Methods**[Badge information](#)[Issued badges](#)[Endorsements](#)

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< [Choosing badge i](#)BADGE ISSUING
METHODS

Badge information

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Issue badge



Badge Issuing Methods

QR codes

Search for users

add many at once

Issue



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2. Explain which badge issuing methods are most suitable for your badge use

< Back

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Issue badge

Badge Issuing Met

QR codes**Search for users**

Enter email or search a perso



Badge Issuing Methods

QR codes**Scan code or access web link to get this badge**[Download QR code](#)<https://badgequalitylabel.net/claim?code=db967g>[Copy](#)

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2. Explain which badge issuing methods are most suitable for your badge use

**Badge Issuing Met**[QR codes](#)**Search for users**

< Back

**Badge**[QR code](#)**Badge Issuing Methods**[QR codes](#)**Enter multiple email addresses****Add**<https://badged>

< [Future makers. Lead your learning, civic and career pathways to the future.](#)



Future maker. My Learning, civic and career pathway to the future.

[Badge information](#)

[Endorsements](#)

5 endorsements

Badge endorsement: Signed endorsement



Tilburg City of Learning

Tilburg City of Learning ziet dat het afronden van de learning playlist **Future maker. My learning, civic and career pathway to the future** impact heeft op de visie wat je **nu** wilt leren om klaar te zijn voor jouw toekomst.

Ben jij in het bezit van deze badge? Dan heb je voor ons een pre om bij Tilburg City of Learning je afstudeeropdracht, stage, cariere move, etc. een duwtje jouw richting op te geven. Daarnaast ben je ook eerste in de rij voor deelname aan internationale projecten waarbij je Cities of Learning vertegenwoordigd (hoeft niet Tilburg focus te hebben).

Badge endorsement: Signed endorsement



Sachsen-Anhalt Region of Learning

Activity



[Future makers. Lead your learning, civic and career pathways to the future.](#)

Organisation



[Network of Cities and Regions of Learning](#)

What have we done and where are we now...



17.09.2025 Wed, 15.00-16.30 CEST

1st online workshop [What is an Open Badge?](#)

18.09.2025 Thu, 15.00-16.30 CEST

2nd online workshop [How To Start Using Badges?](#)

01.10.2025 Wed, 15.00-16.30 CEST

3rd online workshop [How To Create a Quality Badge?](#)

02.10.2025 Thu, 15.00-16.30 CEST

4th online workshop [How To Create a Badge System](#)

08.10.2025 Wed, 15.00-16.30 CEST

5th online workshop [How to issue Open Badges](#)

09.10.2025 Thu, 15.00-16.30 CEST

6th online workshop [How to review badge evidence](#)