

ONLINE TRAINING ON SKILLS RECOGNITION

4th workshop on badge systems

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Co-funded by
the European Union

HOW TO CREATE A BADGE SYSTEM



THE LINEAR SYSTEM



What is the learners journey going to be like?

Step 1: The idea, the main aim and the goals for your badge system.

Step 2: Imagine and describe your learners' journey

Step 3: Identify main milestones and smaller steps to reach progress badges.

Step 4: Define meaningful dynamics at specific learning moments - onboarding, motivation, signposting, recognition, and fun.

Activities to complete

Complete the following activities, earn badges and you will see your playlist progress updated



Arts Award Bronze - Ambition and Me
▶ Mandatory
⌚ 1 hour 30 minutes
[View full activity](#)

View content ▾



Take Part
▶ Optional
⌚ 2 days
[View full activity](#)

View content ▾



Being the Audience
▶ Optional
⌚ 6 hours
[View full activity](#)

View content ▾



Arts Inspiration
▶ Optional
⌚ 8 hours
[View full activity](#)

View content ▾



Share an Arts Skill
▶ Optional
⌚ 8 hours
[View full activity](#)

View content ▾



Open Arts Award Bronze

[Overview](#) [Badges](#)

6 activity badges [Create badge](#)



Content

This **Bronze Arts Award** Learning Playlist is designed to support and guide you through your Bronze Arts Award journey. The playlist is generic and offers you the opportunity to identify your own arts activities to participate in, your own arts event to review, your own research into your own arts inspiration, as well as the freedom to identify, plan and realise the sharing of a creative and arts skill with others.

Bronze Arts Award is a Level 1 qualification (on the Regulated Qualifications Framework) and is open to young people aged 11 to 25. To achieve a Bronze Arts Award, young people collect evidence in an individual arts log or portfolio of their experiences, for you this will be done through the Blackpool City of Learning platform and achievements recognised by badges. The platform allows

Skills

ESCO #able to use learning strate...

ESCO #assess opinions

ESCO #carry out a research strat...

EntireComp #Inspire and get inspired

ESCO #attend events

ESCO #self-reflection

#active event participation

ESCO #adjust teaching to target ...

[Link to the playlist](#)

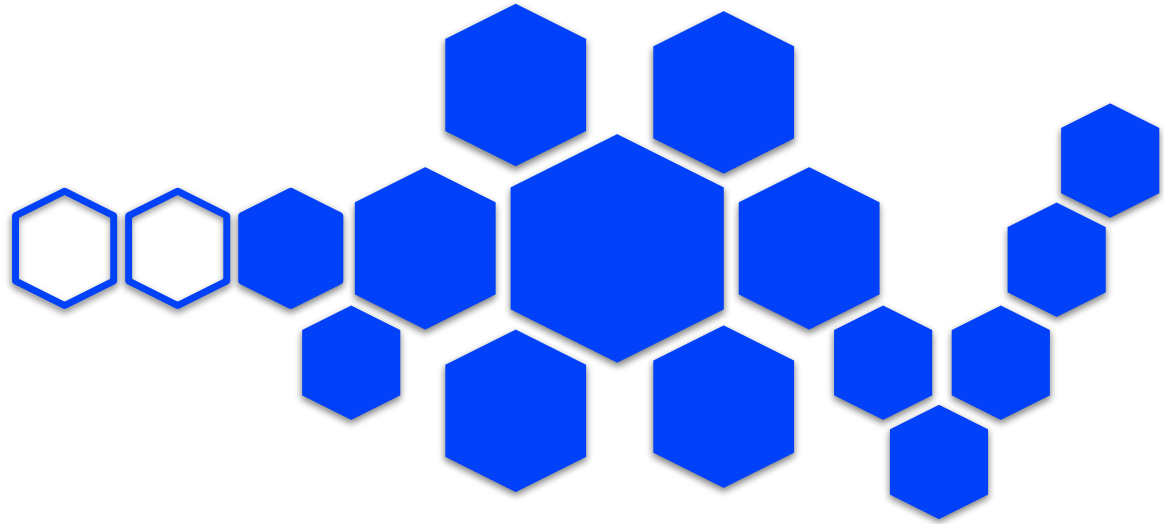


HOW TO CREATE A BADGE SYSTEM

THE COMPETENCE SYSTEM

Step 1a: Understanding and knowing that a specific Competence model can strengthen the learning and recognition of the target group.

Step 1b: Needs of a stakeholder to connect with people with the right competence



Step 2: Creating badges based on all indicators of the Competence model

Step 3: Decision how to explain to learners how they can choose to form their learning path

Step 4: Decision who is right assessor to check evidence and issue the badges

ARE YOU READY FOR TOMORROW? GET #FUTUREFIT TODAY

The world is changing fast. What you learned yesterday might not help you tomorrow. That's why you want to build your **FUTURE SKILLS**—the skills you'll need to work and play, to win and to thrive in the decades to come.

5 Peak Performance Zones for a great future

Think of it as circuit training. You know ... those exercise stations you see in parks and on city streets. But instead of five stations to build your body, we've put the steps to build your future—five peak performance zones you need to master as you walk-skip-hustle-dance-sprint through the years to come. Why these zones? Because each of them gets you ready to make the most of the future truth already on the horizon. How do you know what's on the horizon? Because the forces that will make the future are already in play today. And you can harness those forces to make the future you want for yourself and those you care about.

15 Super Skills add up to peak performance

Each peak performance zone will demand super skills—not just simple skills like reading and searching or writing and listening—but skills that help you put all those basics together to touch the world, to influence it, shape it and make a difference in it. These are the skills that will help you learn and earn, eat well and play hard, create beauty and find awe in the world around you. They are the skills that will turn who you are today into who you want to be tomorrow.

Ready, Set ...
**JUMPSTART
THE FUTURE!**

This is your map of the circuit. It shows the five peak performance zones and the super skills you're going to want to build in each.

MAKE YOURSELF KNOWN



Your data is buried treasure, and everyone is digging for it. How do you protect it, trade it, share it, and get value from it?



Do you know how to get credit for everything you do—or can do?



Can you shine no matter where you are in the world—or who you're with?



Everyone is visible ...

... just about everywhere all the time.
What matters is what you do with your visibility.

BEFRIEND THE MACHINES



Machines are getting smarter

Some of them will work for you. Sometimes you'll work for them—or even in them. More and more, you'll work side by side to get things done.



Can you put a swarm of hundreds of smart digital assistants to work for you?



When machines talk to you, do you know how to talk back?



Can you make things happen as easily in VR and AR worlds as you do in the physical world?

BUILD YOUR TRIBE



Everyone needs a tribe

You'll build your tribe—or tribes—as you make your way through life. And you'll do it by making things together: fashions, tools, shelters, and ... well ... life!



Do you know the recipe for creating communities from the bottom up?



Can you turn any problem into a design project?



Do you know how to buy and sell in digital currencies like Bitcoin and to build new worlds with them?

FUTURE skills

GET FIT
FOR THE BEST FUTURE
YOU CAN IMAGINE

MAKE SENSE



Everything is connected

The connections are growing minute by minute. They create feedback loops, and the loops are getting faster and faster. Making sense is all about finding your path through these complex systems.



Humans are wired for stories. Do you know how to find a story in a mass of data and tell that story in words and images, in person and in 3D virtual worlds?



What are the mental habits that can help you jump start your future today?



To change the world, you need to change the way you think. Can you connect the dots in new ways?

KEEP IT GOING



The world is going through a rough patch

We've got political earthquakes and social tsunamis. Lots of people are looking for basic shelter today but also looking ahead to tomorrow—building a steadier future.



Can you tap what's valuable in your network to build new kinds of commons and protect everyone in a risky world?



Can you find your own clear ethical path through a blend of diverse values and cultures?



Empathy. Social intelligence. Emotional intelligence. Most people build their caring IQ through trial and painful error. Is there a smarter path toward taking care of yourself and others?

GLOBAL YOUTH SKILLS LEARNING PLAYLIST

GLOBAL YOUTH SKILLS PLAYLIST

Join

Overview Badges Endorsements

Content

The world is changing at a furious pace, so this also means that there is a demand for new skills. What skills are these? How do you scale yourself within these skills? Which skills do you find interesting? Where do you see areas for your development?

In this playlist we are going to explore five global youth skill zones.

- Make yourself known: mastering reputation and identity in a connected world
- Befriend the machines: mastering the world of digital machines
- Keep going: mastering resilience in extreme environments
- Make sense: mastering a high-resolution world that reveals the complexity of our global realities
- Build your tribe: mastering collaborative structures

Ready? Let's expand your skills!

This learning playlist is developed around research done by the [Institute of the Future](#) and [Cities of Learning](#).

Activities to complete

Complete the following activities, earn badges and you will see your playlist progress updated



SELF ASSESS YOUR GLOBAL YOUTH SKILLS

- Mandatory
- 30 minutes
- [View full activity](#)

[View content](#)



MAKE YOURSELF KNOWN

- Mandatory
- 3 hours
- [View full activity](#)

[View content](#)



BEFRIEND THE MACHINES

- Mandatory
- 30 minutes
- [View full activity](#)

[View content](#)



BUILD YOUR TRIBE

- Mandatory
- 3 hours
- [View full activity](#)

[View content](#)



MAKE SENSE

- Mandatory
- 3 hours
- [View full activity](#)

[View content](#)



KEEP GOING

- Mandatory
- 30 minutes
- [View full activity](#)

[View content](#)

Skills

- Assessment processes
- Self-promote
- Business model
- Shadow leadership in soc...
- Digital competencies
- Cooperate at inter-prof...
- Build community relat...
- Fuse learning strategies
- Shadow leadership in soc...
- Tell a story

analyse skills for the future

Adjust to change

Global Youth Skill

Assess risks of clients...

Fetichs

Coordinate care

Be resilient

Activities: 6

Started: 31

Completed playlist: 0

Time to complete: 10 hours 30 minutes

Share:

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<https://global.cityofl...> Copy

Organisers

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

Badge issuer recognized with

[QUALITY LABEL](#)
for badge recognition

HOW TO CREATE A BADGE SYSTEM

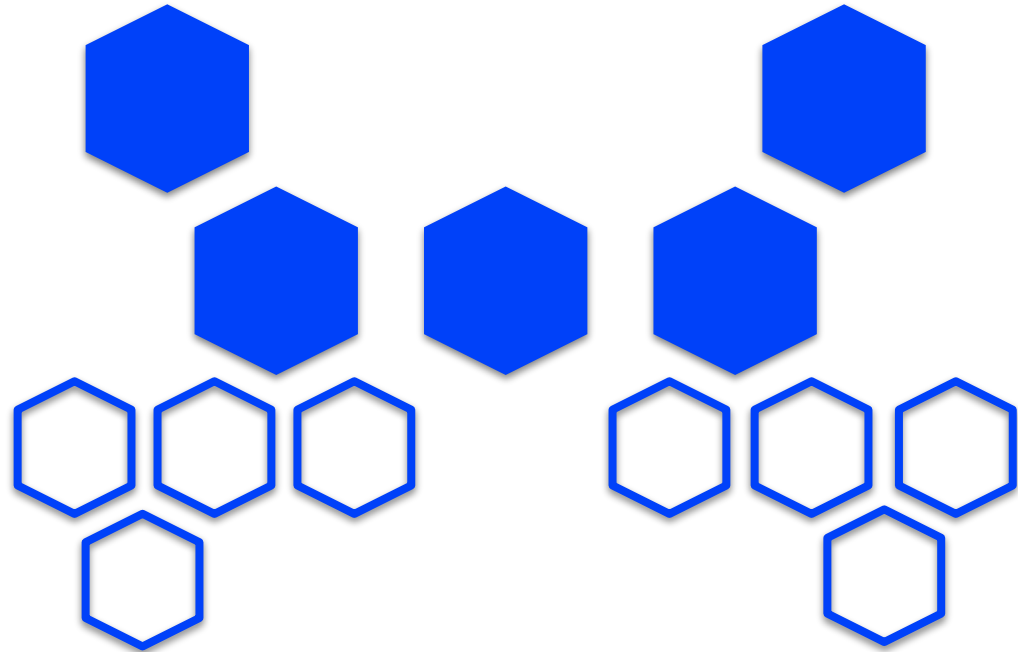
THE FAMILY TREE BADGE SYSTEM (Modular)

Step 1: Prioritising ETS competence areas (partners & participants)

Step 2: Setting specific objectives (organisers)

Step 3: Creating content and activities (organisers)

Step 4: Self-assessment and earning badges (participants & organisers)



Youth Workers' Competence Development

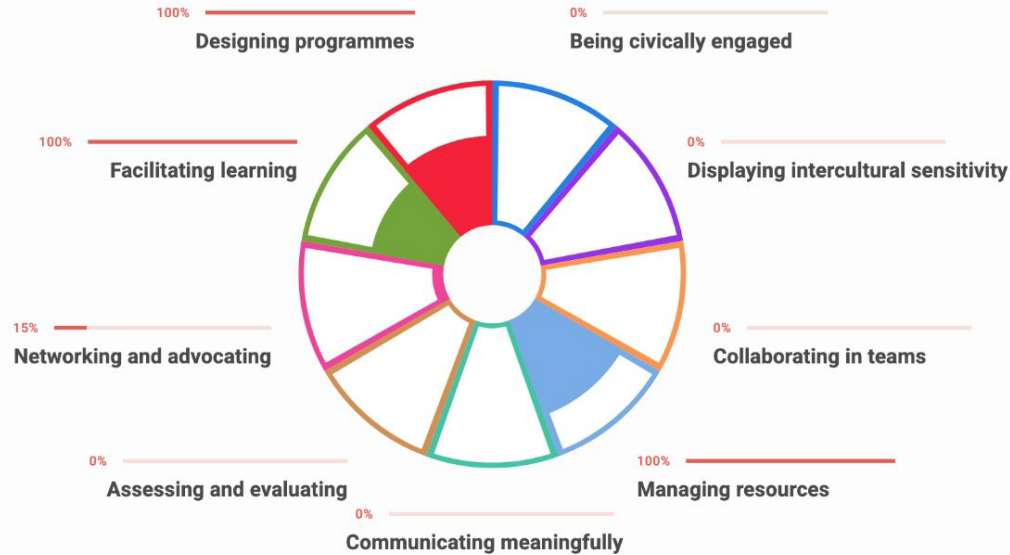
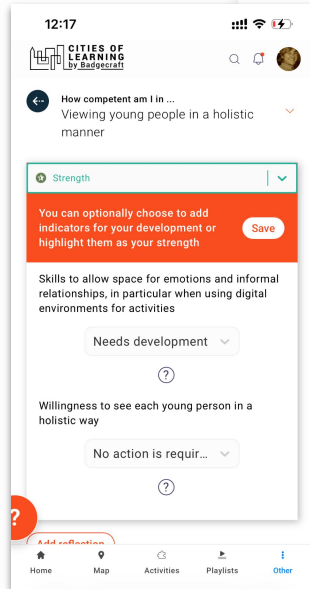
The competence model for youth workers working at an international level helps raise the quality of training programmes and related youth worker competences in the field of youth work, covering nine competence areas.

It can be used in various ways according to the context, the target group, the youth workers and the participants of various training courses.

→ download publication



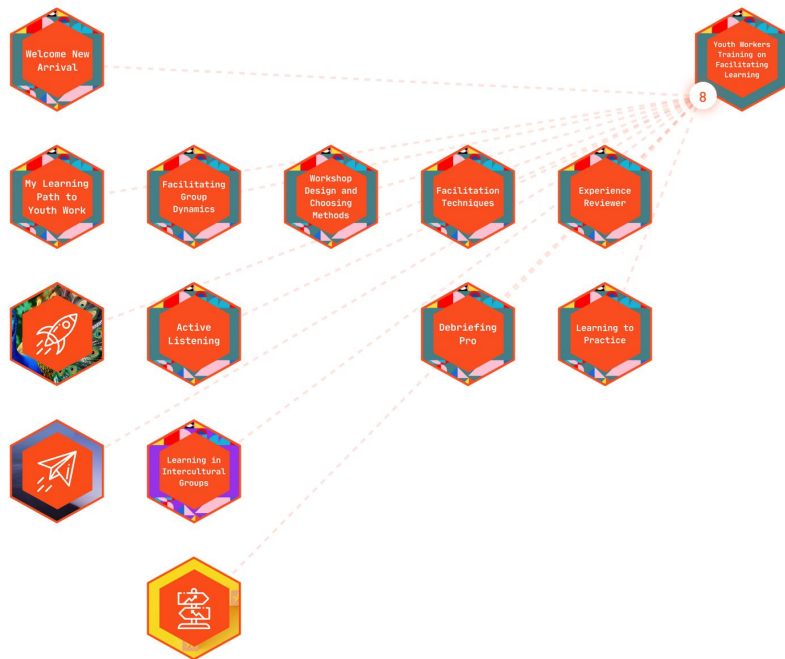
Competence area



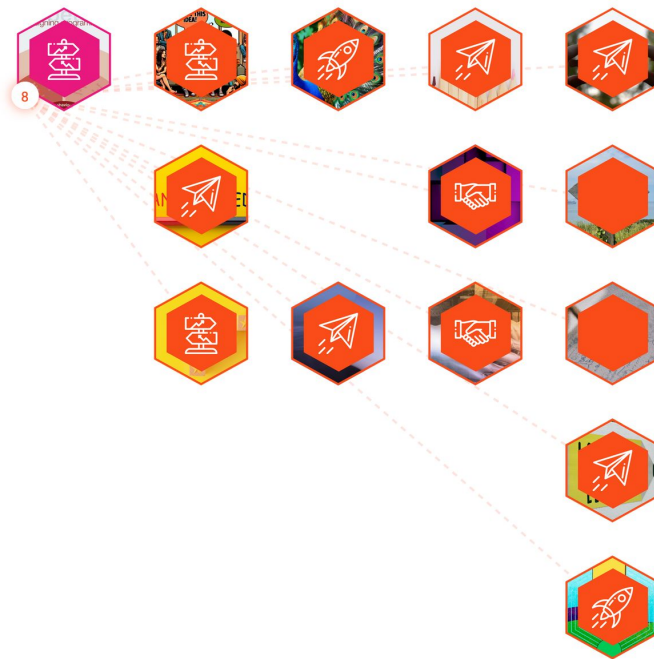
ETS YOUTH WORKERS' MODULAR

THE FAMILY TREE BADGE SYSTEM

14 activity badges



14 activity badges



Youth workers competence badges in facilitating learning and programme design

< [Training course for youth workers on facilitating learning](#)

Issue badge

Badge actions

Issue badge

Modify

Change badge dependencies

Change badge miscellaneous info

Change badge editors

Badge claim codes

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

You have to get 8 badges from the list below



This badge certificate is a micro-credential that confirms that the person completed the international modular training for youth workers on facilitating learning in international youth work settings.

The residential training activity occurred in Lithuania from 15th to 21st of September 2024. The course participant carried out preparation activities before and follow-up activities after the course. 60 hours of work (equals 2 ECTS) is the estimated time the learner invested to achieve the following learning outcomes at ISCED level 5:

Motivating and empowering young people; Being honest, respectful and

Organiser

[Awero](#)

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 selected badges 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.

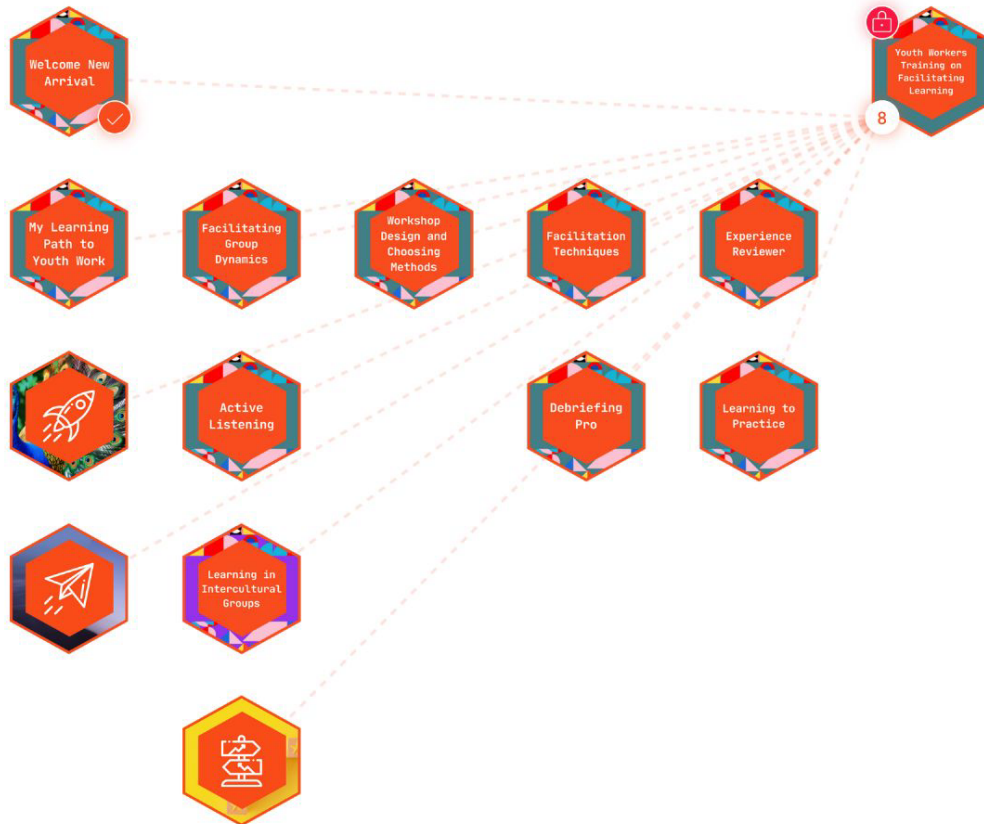
8

Back

Save



14 activity badges [Create badge](#)

[Rearrange badges](#)

14 activity badges [Create badge](#)

[Close](#)[Save](#)