

CARD 2 – Create a Workshop Plan with AI

You're tasked with organizing an interactive 2-hour workshop for students (aged 16–24). The workshop should be engaging, educational, and practical, using AI tools to streamline planning, communication, and task management. This workshop needs to align with Erasmus priorities, such as youth empowerment, digital skills, inclusivity, and intercultural learning.

the title: "AI for youth: smart, safe & empowered".
Target audience: 16-24.

objectives: empower youth to use AI tools for productivity and collaboration.

- improve digital literacy and task management skills.
- promote inclusivity

- Icebreaker introduction for 15 min. Activity: "Digital Footprint Bingo". Youth answer fun questions about their digital habits, AI usage, favorite platforms.

- Topics covered with quiz (polls (Kahoot, mentimeter), real-world examples they relate to: TikTok algorithm, Spotify recommendations, Chat GPT. How AI is changing digital communication, work, marketing.

- Canva AI, ChatGPT – caption writer, content planning. With small groups. Task is to plan a mini social media campaign (Erasmus+ event, youth initiative).

- Hack me if you can game: participants guess which digital behaviors are risky or safe.

- Tools introduced: Kello, Discord AI bots, Google Gemini. Youth plan an event (youth cultural exchange) using AI tools to assign roles, plan content, organize tasks.

- Reflection question: learning outcomes, questions:

- what was your favorite tool?
- how will you use AI in your daily life?
- what does digital empowerment mean to you?