Through creating an environment for face-to-face peer to peer learning skill swap helps young people teach each other about ways to use the web for positive self expression, enterprise and civic engagement, and they explore ways to manage their online identities and experience.

Detailed description _

Young people learn a lot about how to use technology from their peers. By creating a supported environment for this learning, and encouraging the sharing of pro-social and e-safety tips alongside practical tips (such as how to share a ringtone, how to use the web to campaign, how to promote your favourite music online, how to join an online community about your interests) young people can be encouraged to integrate positive online citizenship activities and e-safety practices into their use of online tools. By increasing the number of young people with awareness of how to manage their online identities and experience, and doing so in the context of peer learning – this project also hopes to spread positive messages through peer networks beyond Skill Swap sessions.

The project may run as a regular drop-in session, or as a road-show touring youth facilities, schools and other settings. Instances of the project may be hooked into particular interest driven or community events (e.g. music events, local ethnic community events).

Project focus (what are we intentionally addressing?)
[ ] Developing practitioner awareness [ ] Developing practitioner skills Preventing...   Promoting [X]...inappropriate content   [X]...creativity [X]...inappropriate conduct   [X]...citizenship [X]...inappropriate contact   [x]...critical skills [ ] Promoting youth participation [X] Promoting other ECM outcomes: E&E, SS, EWB
Project metrics (how will we know we've succeeded?)
-Number of young people participating (M&E) -Feedback from young people (Informal interviews / video interviews) -Observable changes in online behaviours (Survey/research)

Key Challenges _

- • Finding sensitive ways of integrating safety messages into sessions (using the critical questions framework)

Outline risk assessment (draft to be developed before implementation)			
Risk	**Likelihood**	**Severity**	**Response**
Young people share negative tips or incorrect information	High	Low	Encourage young people to ask questions about the tips and skill-swaps. Ensure an appropriate ratio of e-safety trained young people / staff to general young people in each session. Be ready to challenge incorrect information or tips.

↓Tasks↓	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar
Set objectives and budgets available for skill swap sessions		----	----												
Intern to create light-touch e-safety skill-swap resources (e.g. posters / rolling slide shows) to use in sessions based on the critical questions framework			----	----	----										
Pilot the skill swap in a number of different settings – e.g. youth club, festival, drop in center, specific event.					----	----	----	----							
Recruit and train a wider group of young people to act as Skill Swap volunteer facilitators providing facilitation training as well as e-safety / technology training if neccessary				----	----	----	----	----	----	----	----	----			
Review learning and develop model								----	----	----					
Trial and roll out variations on the Skill Swap model – e.g. Skill Swaps between council officers and young people. Lunchtime skill swap clubs.									----	----	----	----	----	----	----
Evaluation of model								----	----						----

Key project partners

Local festivals and events may provide a venue for a Skill Swap pilot of session

Further resources and reading

- **Digital Youth – Kids Informal Learning With Digital Media** http://digitalyouth.ischool.berkeley.edu/ The Digital Youth project shares the findings of a three year research programme into how young people use technology for informal learning – including an exploration of peer-to-peer learning and teaching about technology tools.

See http://www.timdavies.org.uk/2009/05/11/online-citizenship-for-young-peopl for background details