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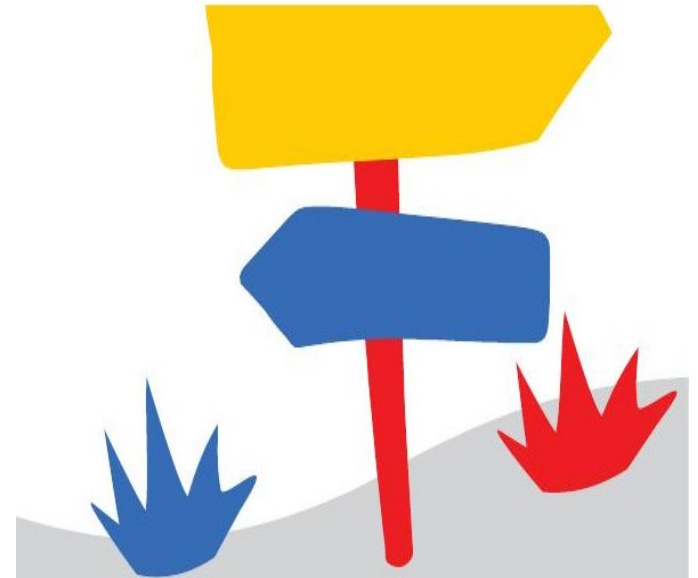
Digital Innovation from a Rural Day Centre

Co-creating Cultural Heritage with Rural Children and Youth · Digital Skills

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 **WSA Global Winner 2023**



My Context & Background

EU & UNESCO Frameworks

DigComp

Digital Competence Framework for Citizens

SELFIE

Digital Readiness Self-Reflection Tool for Schools

UNESCO

AI Competency Framework for Students

DigCompEdu

European Digital Competence Framework



 European Rural Youth Observatory (EURYO)

European knowledge and policy network focused on rural youth

Children's Day Centre 'Navininkai'

Aukštadvaris · Lithuania · 2005

A day centre supporting children, youth, and families in vulnerable situations in a small rural community. Intensive social-pedagogical work, positive socialisation, and intergenerational collaboration with the senior citizens' club 'Aukštadvario Žiburiai'.



ATRASK.EU

Discover · Explore · Create



Website & Tourist Routes

atrask.eu

Children & youth designed 4 interactive walking routes published on the web. QR codes link to route details, maps, and audio.

Digital platform · QR codes · Interactive maps



Audio Guides

Seniors' voices, recorded

Based on legends shared by local elders, children and youth developed thematic routes around Aukštadvaris and transformed these stories into audio guides that accompany visitors along the routes.

Audio recording & editing · Digital publishing



Activity Guide & Board Game

Designed by Navininkai

A printed activity booklet and board game 'Velnių takais' — tasks and stories invented by the children themselves.

Co-design · Print & digital · Civic storytelling

Technology Built by Navininkai

Skills developed · Frameworks applied · Real outcomes



Website design & publishing

DigComp 2.2 – Creating digital content



Route mapping with GPS & QR codes

DigComp 4.1 – Protecting digital devices



Recording & editing audio

DigComp 2.1 – Collaborating through digital tech



Creating digital tourist guides

UNESCO AI Framework – Data literacy



Co-designing board game content

EU Youth Strategy 2019–2027 – *youth mainstreaming*

Two Learning Dimensions



Civic Education

Children & youth became historians and storytellers of their own community. Seniors passed on oral knowledge. Together they shaped the narrative of Aukštadvaris for future visitors.



Digital Skills

Children and youth co-created real digital products - a website, audio recordings, and QR routes — that are now used by visitors. Seeing their work in practice strengthened their participation, agency, and sense of pride.

Preventing early leaving through meaningful digital participation

Created Together, Recognised Globally

How it was made

1

Children

Day Centre 'Navininkai'

Designed tasks, recorded audio, built routes, invented game mechanics

2

Seniors

'Aukštadvario Žiburiai'

Shared oral histories, legends, and memories of the region

3

Educators & Artists

Day Centre 'Čižiūnai' & Partners

Guided the process, illustrated the guide, published digitally

Recognition



World Summit Awards 2023

Young Innovators — Global Winner

wsa-global.org/winner/discover



Skaitmeninis Knygnešys

Lithuania's Digital Innovation Award — national winner, selected to represent LT internationally

skaitmenisknygnesys.lt



Presidential Palace, Vilnius

Board game presented to award-winning young scientists of Lithuania, 2023

Digital Inclusion in Action — Lessons



Rural context as a resource

Small-town identity, folklore, and landscape are not limitations - they are the innovation.

Atrask.eu shows that locally-rooted projects have global relevance.



Intergenerational co-creation

Seniors hold knowledge. Children & youth hold digital tools. Together they make something neither could alone.



Agency prevents dropout

Children & youth who built a real product - used by real visitors - felt valued and capable.

Meaningful digital participation is an effective tool against early leaving.



Ethics by design

No data collection, no surveillance. Low-barrier access (printed guide + website) ensures inclusion regardless of device ownership or connectivity.



Key Takeaways

ATRASK.EU for VET & Early Leaving Prevention

01

Start where youth are

Embed digital tools in local culture and identity. Children engage more when the subject is their own community.

02

Bridge generations with technology

Audio guides made by children, narrated by seniors - a model for DigComp, civic learning, and community memory at once.

03

Build real things for real people


A live website, walkable routes, a played board game - authentic outcomes build confidence and prevent dropout.


04


This model is open

ATRASK.EU is replicable. Contact us to adapt it to your community's heritage and youth.

Explore & Connect

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