Youth engagement in community media

Learning Scenario							
Learning Unit	**Learning Subunit**		**Module**	**Learning objective of the module**	**Teaching methods**	**Performance Level**	**Learning Activities - exercices**
Module	Subunit #1:	1.1	Community media / Youth Engagement	Deeper understanding of the terms of Community Media" and "Youth Participation"	Presentation	Understand	Multiple choice
		1.2	Youth participation and perception of the role of Community Media in parter countries	Deeper understanding of the relationship of youth participation and the role of Community media in partner countries	Presentations-Case study	Understand	Multiple choice
		1.3	Importance of youth engagement in local community media	Deeper understanding of the Importance of youth engagement in local community media	Presentations-Case study	Understand	Multiple choice
		1.4	Approaches of engaging youth in Community Media	Deeper understanding of the approaches to engage youth in Community Media	Presentation-Case-based excercises	Understand and Apply	Multiple choice

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Learning Scenario							
Learning Unit	**Learning Subunit**		**Module**	**Learning objective of the module**	**Teaching methods**	**Performance Level**	**Learning Activities - exercices**
Module	Subunit #2:	1.5	Promotion of youth through their engagement in community media	Deeper understanding of the promotion means to engage youth in Community Media	Presentation	— Understand	Multiple choice
		1.6	Empowerement of youth through their engagement in community media	Deeper understanding of empowerment of youth through their engagement in Community Media	Case-based excercises	Apply and Create	Multiple choice
		1.7	Significance of youth engagement in community media in different cultural and geographical contexts	Deeper understanding of the impact of youth engagement in Community Media in different cultural and geographical contexts	Presentations	Apply	Multiple choice
		1.8	Engagement of youth in community media and the role of new technologie	Deeper understanding of the role of new technologies in the engagement of youth in community media	Presentations	Remember	Multiple choice
	Subunit #3:Case studies	1.9	Case studies of successful youth engagement approaches in community media	Identify best case studies and analyse them	Case-based excercises	Evaluate	Multiple choice

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APPLICATION METHODS	Demonstrations-practise methods
	Jobs aids
	Case-based exercises
	Role plays
	Simulations and serious games
	Guided research
	Project work

EXPOSITIVE METHODS	Presentations
	Case studies
	Worked examples
	Demonstrations

COLLABORATIVE METHODS	Online guided discussion
	Collaborative work
	Peer tutoring

ECO-MEDIA

Youth engagement in community media

Remember	The learner is able to recognize or memorize information.
Understand	The learner is able to reformulate a concept.
Apply	The learner is able to use the information in a new way.
Analyse	The learner is able to decompose and define relationships among components.
Evaluate	The learner is able to justify a decision according to a criterion or standard.
Create	The learner is able to realize a new product or approach.