

A digital world for everyone?

#NotWithoutMe





Not all young people are **digital natives**.

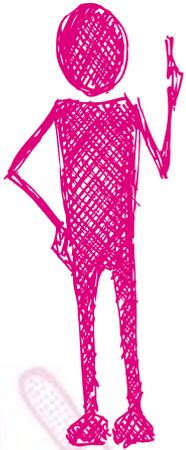
Those who are **vulnerable**, particularly those at points of transition in their life (unemployed, homeless, in care, in secure accommodation, excluded from mainstream education, seeking asylum) are most at risk of slipping through the net and **falling outwith the digital mainstream**.





## Aim

Test approaches to improve digital inclusion & **basic digital skills** among vulnerable young people



Launched late 2015

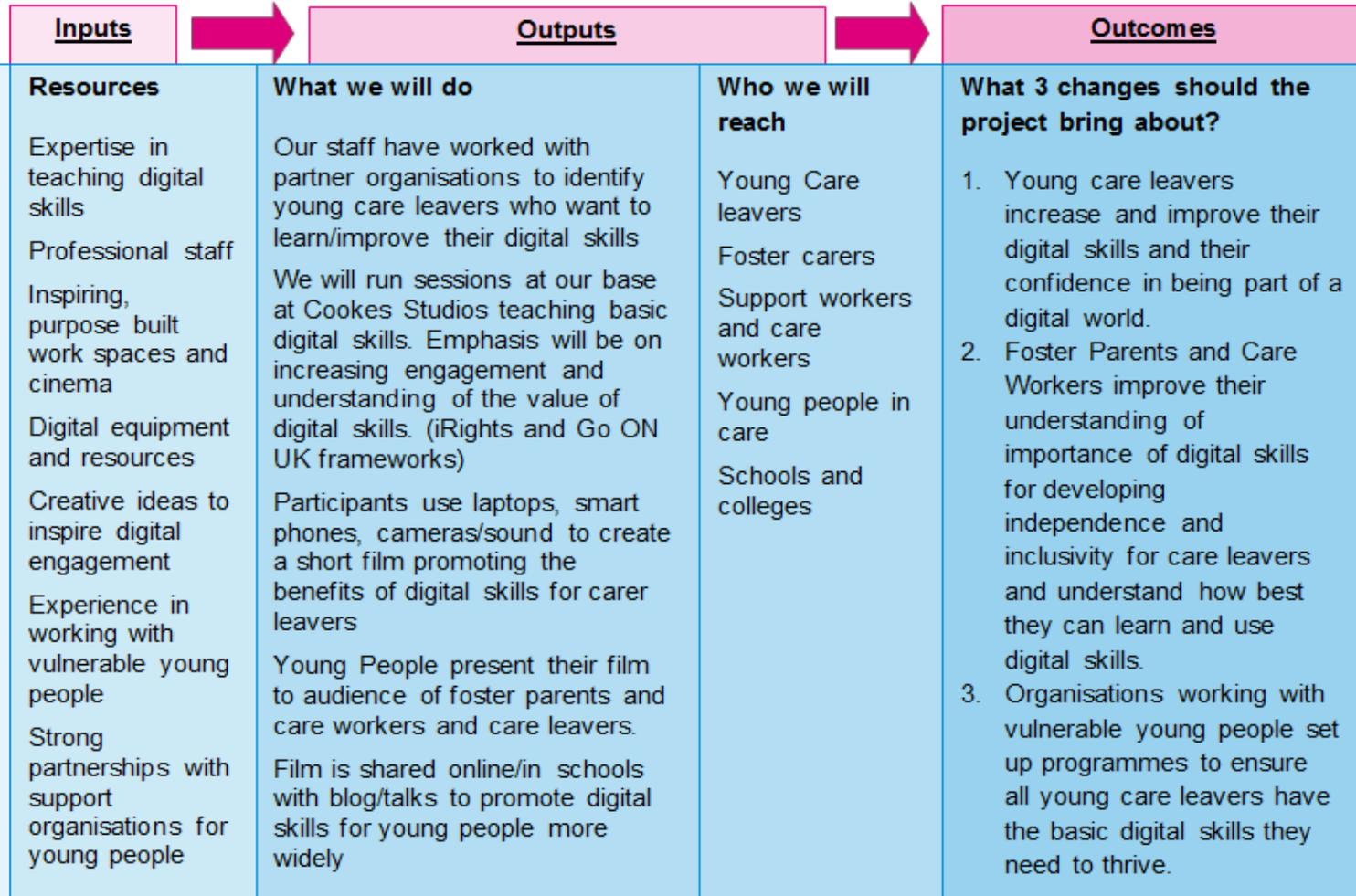
40+ applications - most worked with **care experienced** young people

Piloted the **Digital Inclusion Outcomes Framework**





# Logic model example



**External factors**

Partners may not engage fully to support young people; young people experience high levels of stress and feel the project is too challenging



## Signal Film and Media

(Barrow in Furness)

## Young Scot and The Prince's Trust

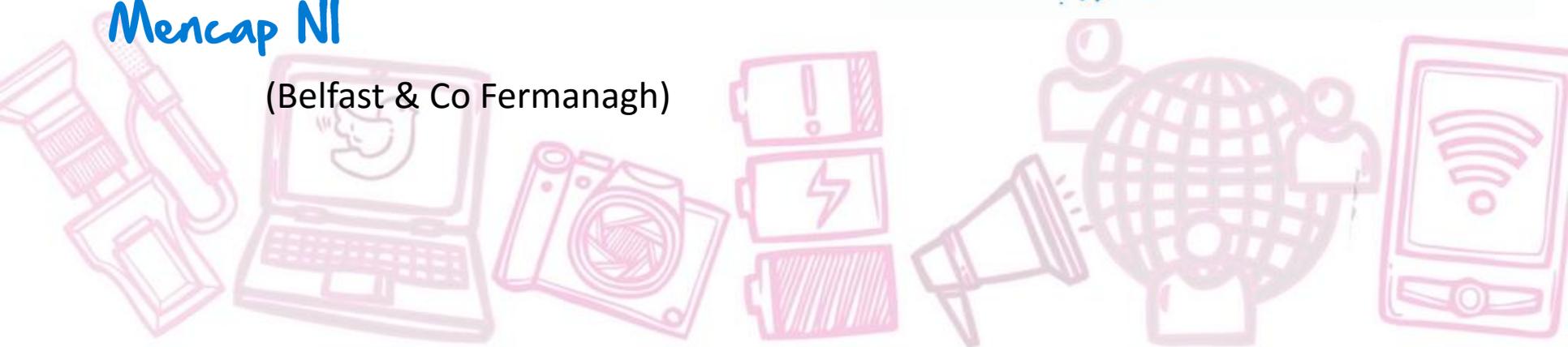
(Glasgow)

## The Pavilion

(Barnet, Greater London)

## Mencap NI

(Belfast & Co Fermanagh)





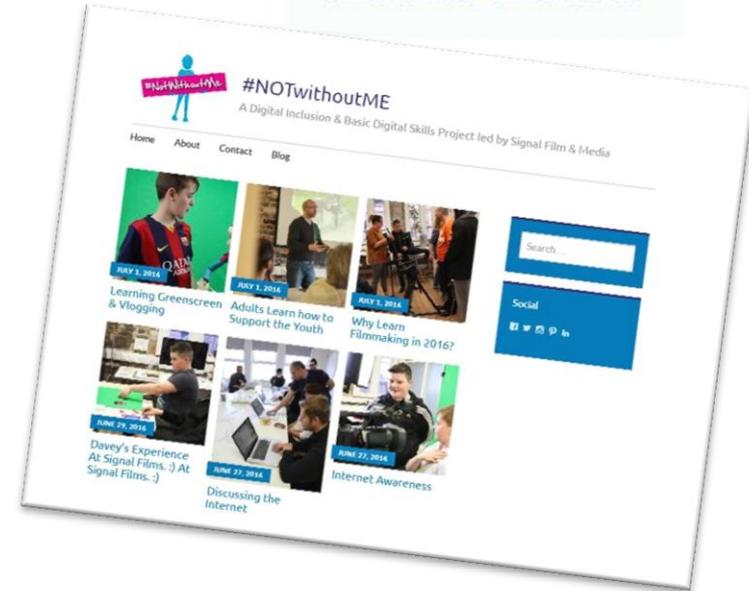
CarnegieUK  
TRUST

CHANGING MINDS • CHANGING LIVES

Projects ran **Jan '16 – Jan '17**

Worked with 100 young people

Workshops, training, screenings, demos





## Main barriers to digital inclusion

### Pushed out learners

social, emotional or  
behaviour needs

### Poverty

poor, overcrowded housing,  
no home computer

### Vulnerability

particular risk of child sexual exploitation  
- our students typically do not protect  
themselves when using social media and  
many have demonstrated offending  
behaviour

**Limited resources**  
in the school setting

### Passive consumerism

participating in potentially  
negative digital activities  
(gaming, chat and instant  
messaging) whilst missing  
out on positive skills  
development; lifelong  
learning opportunities



## Aim

Use creative media to support digital inclusion and **encourage empathy**, understanding and support of one another.

The technical challenge was to learn how to use the digital apparatus, how to plan and create appropriate content, how to share this safely with wider audiences and put on the school website for new students to see.

## What did they find?



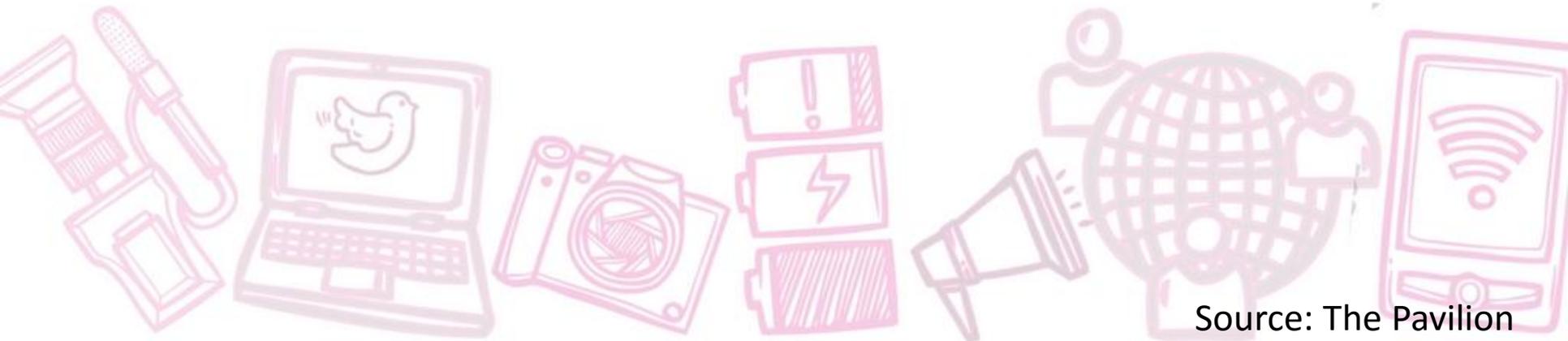
Source: The Pavilion





For one traumatised student the digital camera created a breakthrough into **re-engaging with learning**.

She was not able to sit in lessons or concentrate on her core subjects. However, she discovered the strategy of being able to participate from being behind the camera.





57% said they felt **confident** using digital technology.

However...



...outside of consuming media and engaging with social media, this appeared not to be the case.

The majority **struggled** with basic use of search engines.





85% did not feel confident writing formal emails



“The best part was covering the basics of **online CVs** because I feel like I've learned something that I didn't quite know before and I'm now more sure of.”



Source: Young Scot & Prince's Trust



I love meeting up every Wednesday and learning new skills. I like the way Jacqui lets us use the iPads.





**Programme** that is wide-reaching enough to have broad appeal but specific enough to meet individual needs

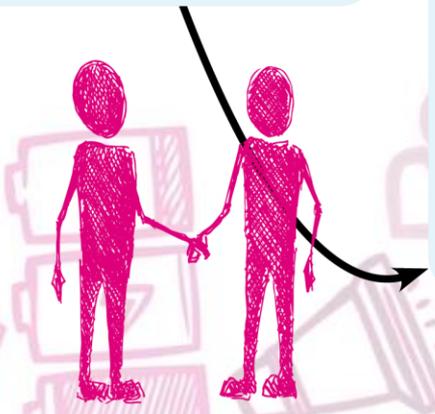
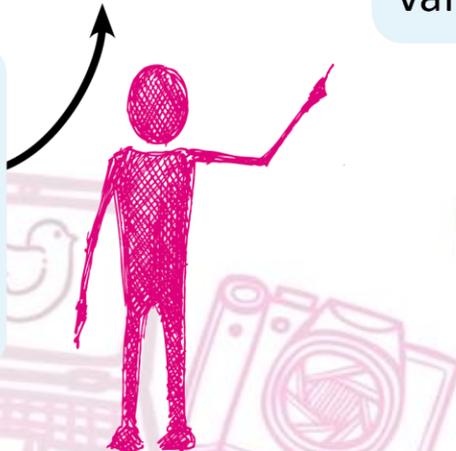
Maintaining involvement of young people with **unpredictable** lives

One-to-one support needed, but **peer** support really valuable

Success criteria needs to be adjusted.

‘feeling **happy** to be involved,’  
‘**proud** of themselves’  
or feeling ‘that they accomplished **trying** something new’

**Overestimating** competency through self assessment of digital skills





**#NotWithoutMe @theBBC** Digital Cities Week Glasgow 15.3.17

**80+ participants** at cross sector event to explore **emerging themes**





## Key themes

**Assumptions,**  
presumptions  
and power

**Sharing  
knowledge** and  
good practice

Digital skills are  
**life skills**?

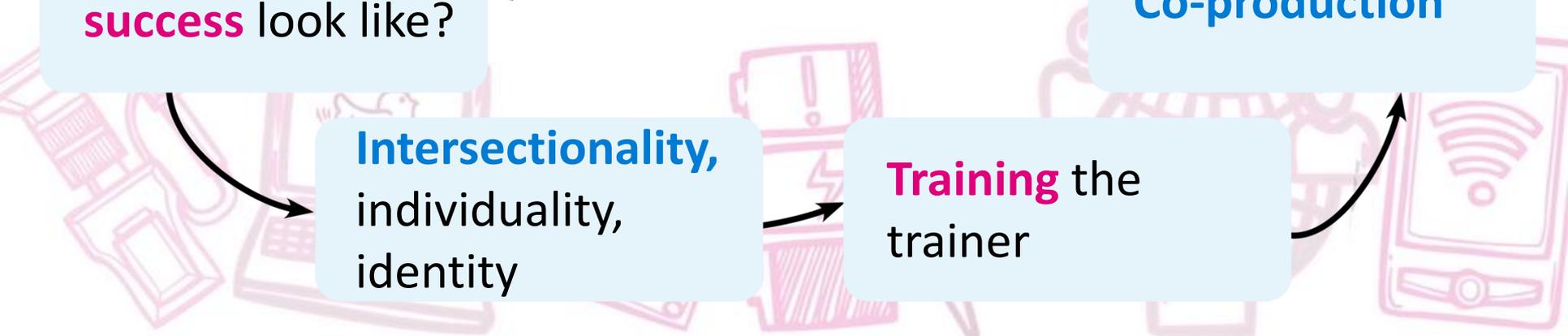
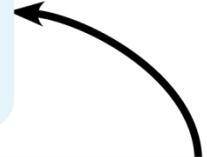
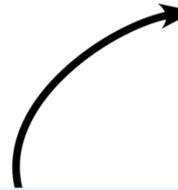
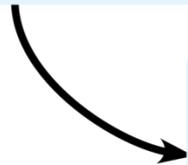
The **human**  
element

What does  
**success** look like?

**Co-production**

**Intersectionality,**  
individuality,  
identity

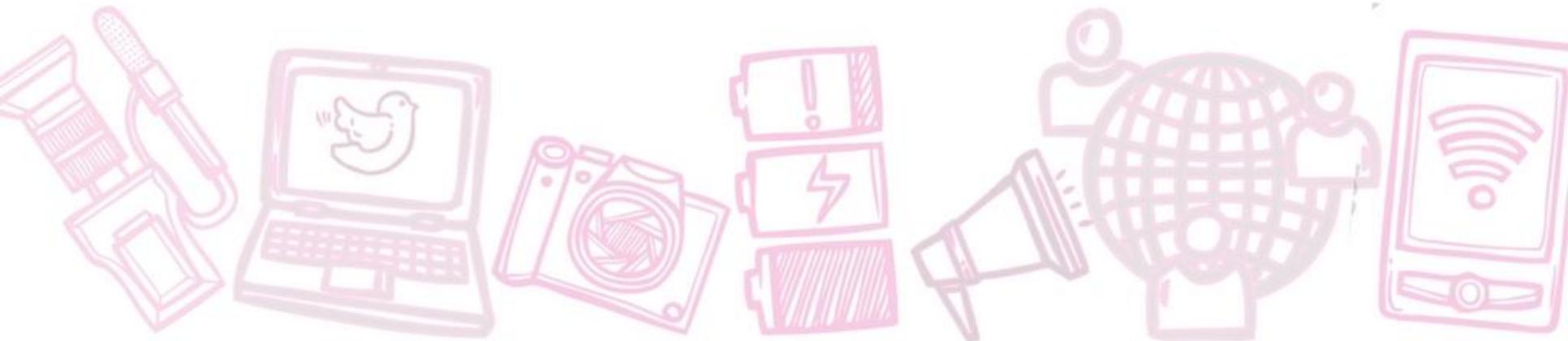
**Training** the  
trainer





The extent of the issue is hard to assess.

**Slipping Through the Net** research found that around 40% of disadvantaged young people are being held back in the digital world because they struggle with **'netiquette'** (how to deal with their own behaviour or the behaviour of others online).





## Digital inclusion is an issue of social justice.

Lack of access or skill exacerbates **inequalities**.

High level of correlation between social **exclusion** and internet access.

Those who are digitally excluded could benefit disproportionately from the **benefits** of the online world.





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