



www.valuesai.eu

Newsletter Issue 1

**By** University of Szczecin



### About the VALUES Project



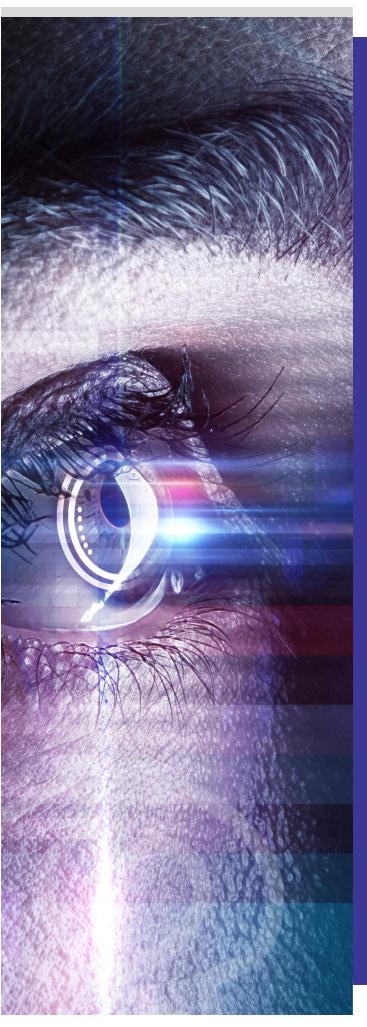
VALUES is an innovative Erasmus+ initiative transforming how we approach AI education across Europe. Our mission goes beyond technical training4we're building a generation of digitally literate, ethically-minded young leaders who understand both the power and responsibility that comes with artificial intelligence.

The project bridges the gap between rapid technological advancement and human values, ensuring that as AI reshapes our world, European youth are equipped not just to use these tools, but to guide their development in ways that reflect our shared commitment to fairness, transparency, and inclusion.

Through comprehensive resources, interactive platforms, and practical activities, we're making ethical AI education accessible to youth workers, educators, and organizations across Europe.

Our Vision: Young Europeans leading the digital revolution with ethics at the core





**Ethical AI Starter Kit** 

1

A comprehensive three-part toolset designed specifically for youth workers. Includes fundamentals guide, practical applications, and realworld case studies.

Platform

Interactive digital tool allowing

Interactive digital tool allowing young people to evaluate their current AI knowledge and create personalized learning pathways.

**Skills Assessment** 

Open Educational Resources

Freely accessible collection of practical tools, activities, and applications for integrating ethical AI learning into youth programs.

Each component works together to create a complete ecosystem for ethical AI education, from initial awareness to advanced application in youth work settings.

#### Skills: What to Teach about Ethical AI



#### **Bias & Fairness**

Understanding how bias emerges in AI systems and learning practical strategies to identify, audit, and mitigate unfair outcomes through representative data, comprehensive testing, and meaningful human oversight.

# Transparency & Explainability

Creating AI systems that provide understandable, auditable decisions. Building trust through clear communication about how AI reaches conclusions and affects people's lives.



#### Skills: What to Teach about Ethical AI



### **Accountability**

Establishing clear governance structures and responsibility frameworks. Understanding who is accountable when AI systems cause harm and how to implement effective oversight mechanisms.

## Privacy & Data Protection

Implementing GDPR-aligned practices including lawful basis for processing, data minimization principles, robust security measures, and respect for data subject rights.



### **Practice: Al in Everyday Youth Work**

Transform your youth programs with these practical AI applications, each carefully selected for their educational value and ethical considerations.

#### **Lesson Planning & Assessment**

Tools: ChatGPT (OpenAI), Google Classroom + Quillionz

Streamline curriculum development while maintaining educational quality and personalization.

#### **Creativity & Design**

Tools: Runway ML, DeepDream Generator

Enhance creative projects while fostering discussions about authorship, originality, and bias in Algenerated content.

#### **Inclusion & Accessibility**

Tools: Microsoft Immersive Reader, Otter.ai

Break down barriers with real-time captions, translation services, and adaptive reading support.

#### **Monitoring & Personalization**

Tools: DreamBox Learning, Classcraft

Track progress and adapt learning experiences while respecting privacy and individual learning styles.

#### **Critical Thinking**

Tools: IBM AI Fairness 360, Google Teachable Machine

Develop analytical skills through hands-on exploration of AI bias and machine learning principles.



#### **Meet the Partners**

VALUES brings together expertise from across Europe, combining academic research, technical innovation, youth work experience, and educational design.



## **University of Szczecin** (Project Coordinator)

Leading development of AI in Youth Education OERs, bringing academic rigor and research expertise to practical educational applications.

## Momentum Marketing Services (MMS)

Creating comprehensive learning programs focused on youth employability and professional development content.



#### **Meet the Partners**

VALUES brings together expertise from across Europe, combining academic research, technical innovation, youth work experience, and educational design.



# **European E-learning Institute (EUEI)**

Leading development of the VALUES Ethical AI Starter Kit with expertise in digital learning and instructional design.

# The Vision Works (tvw GmbH)

reating the AI Skills SelfAssessment Platform, enabling personalized learning pathway development for youth.



#### **Meet the Partners**

VALUES brings together expertise from across Europe, combining academic research, technical innovation, youth work experience, and educational design.



## Stowarzyszenie Wspierania Techniki Polskiej (SWTP)

Developing interactive learning platforms and advancing digital skills education through cuttingedge technology solutions

# Generation (Change?)

Specializing in non-formal learning approaches and civic participation programs that engage young people as active citizens.



### **Project Vision & Impact**

## Key Focus: Building ethical AI competence as a fundamental life skill for European youth

VALUES equips young people and youth educators to use Artificial Intelligence responsibly creatively, grounded in European values. Our mission extends beyond simple technology training 3 we're building a foundation for ethical digital citizenship that will serve youth throughout European their personal and professional lives. The project addresses a critical gap in current educational offerings by providing practical, ready-to-use resources that bridge the divide between AI technology

European ethical frameworks. Through comprehensive tools and community building, we ensure that the next generation of Europeans can harness Al's potential while maintaining the values that define our shared identity. Our approach emphasizes accessibility and inclusivity, ensuring that young people from all backgrounds 3 including those with fewer opportunities benefit 3 can from high-quality AI education that prepares them for future challenges and opportunities in an increasingly digital world.



### **Core Project Outputs**

These three flagship outputs form the cornerstone of the VALUES project, each designed to address specific needs within the youth education ecosystem. The Starter Kit provides immediate practical value for educators seeking to integrate AI education into their programs. The Self-Assessment Platform offers personalized learning experiences that adapt to individual needs and skill levels. The OERs with Digital Badges create a sustainable ecosystem for ongoing learning and skill recognition that extends far beyond the project timeline.



### **Core Messages for Impact**

#### Ethical AI as Life Competence

Ethical AI is a competence for life, citizenship and work. In today's rapidly evolving digital landscape, understanding AI ethics isn't just a technical skill 3 it's essential for informed participation in democratic society and future employment opportunities.



#### Ready-to-Use Solutions

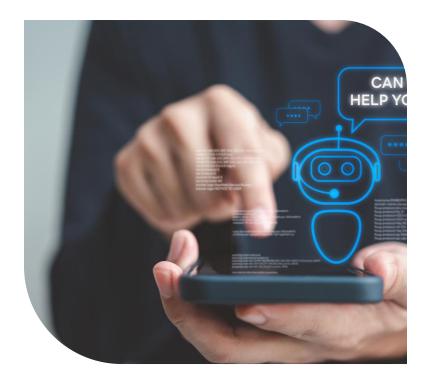
VALUES provides ready1to1use tools including our comprehensive Starter Kit, interactive Self-Assessment App, and extensive OERs library. No need to start from scratch 3 we've done the groundwork for you.



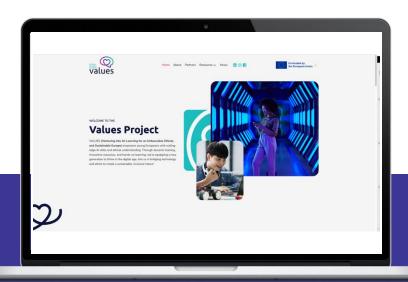
#### Open and Accessible

Everything is open and free to reuse with attribution under Creative Commons licensing where possible. Our commitment to accessibility ensures that quality AI education reaches every corner of Europe, regardless of budget constraints.









## Together, We Build Europe's Al Future

www.valuesai.eu

follow our journey







