



Newsletter Issue 4

Values - AI Skills, Powered by Values

*The final issue: everything VALUES built – and
everything that stays open after the project*



www.valuesai.eu

Newsletter
Issue 4

By
University of
Szczecin



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WHERE WE STARTED - WHAT WE BUILT

VALUES is an Erasmus+ initiative that set out to change how Europe teaches Artificial Intelligence: not as a set of tools, but as a competence built on fairness, transparency, accountability and privacy.

Across three newsletters we introduced the project and its partners, opened the Ethical AI Starter Kit with its case studies, and released the eight learning modules together with the AI Skills Self-Assessment. This final issue brings all of it into one place.

Our vision: young Europeans leading the digital revolution with ethics at the core.

Everything stays online at
www.valuesai.eu

What VALUES Set Out to Do

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

The project addressed a real gap. Plenty of AI training existed, but almost none of it connected the technology to European ethical frameworks in a way a youth worker could use on a Monday morning.



The answer was a complete ecosystem – guides, an assessment tool and eight open modules – designed so that young people from all backgrounds, including those with fewer opportunities, can take part.

From first awareness to advanced practice, in one path.



THREE FLAGSHIP OUTPUTS

One ecosystem for ethical AI education,
from first awareness to advanced practice.



Ethical AI Starter Kit

Understanding AI with ethics and responsibility



A three-part toolset for youth workers: the **Ethical AI Fundamentals Guide**, **Practical Applications of AI in Youth Work** and **AI in Action: Case Studies**. Together they move from principles, to classroom practice, to real European examples.

The case studies – among them the UK A-Levels algorithm scandal, Amazon's recruitment AI and Ireland's National Youth Assembly on AI – give young people something concrete to argue about.

Highlights: discussion frameworks and teaching activities, ready-to-use tool guidance, and 7 case studies with lessons for educators and policymakers.

Open access

3 guides

7 case studies

Find it at
www.valuesai.eu

AI Skills Self-Assessment

Know where you stand before you start



An interactive platform that lets young people evaluate their current AI knowledge and turns the result into a **personalised learning pathway**.

Roughly ten minutes of honest questions, an instant skills profile, and a direct route into the modules that close the gaps. Retake it any time to measure progress.

Highlights: free and open to everyone, useful as a personal starting point or as a group warm-up before a workshop.

Open access

Free

approx. 10 min

Instant result

Find it at
www.valuesai.eu

Open Educational Resources

Venturing into AI – the eight learning modules



The complete module set: from **fairness and bias**, through transparency, deepfakes, reliable content, data privacy, digital footprint and legal use, up to the **AI Decision Game** capstone.

Every module carries its own timings, exercises and quizzes, and digital badges give young people visible proof of what they have learned.

Highlights: ready-to-teach session packs, digital badges for recognised progress, and a CC BY 4.0 licence that keeps everything reusable long after the project ends.

Open access

8 modules

CC BY 4.0

Find it at
valuesai.eu/values-wp4/

The Full Module Path

Everything published under Venturing into AI – part one:

01

Fairness and Bias in AI

How bias enters AI systems, why it matters, and practical rules for fairer AI use.

valuesai.eu/values-wp4/module-1-fairness-and-bias-in-ai/

02

Transparency in AI-Generated Content

What transparency means in practice, how to label AI-assisted work, and questions of authorship.

valuesai.eu/values-wp4/module-2-transparency-in-ai-generated-content/

03

Disinformation, Deepfakes and Data Manipulation

How to recognise AI-driven deception and act responsibly as a content creator.

valuesai.eu/values-wp4/module-3-disinformation-deepfakes-and-data-manipulation/

04

Reliable AI-Assisted Content

Avoiding hallucinations, evaluating sources, and staying an accountable author when using AI.

valuesai.eu/values-wp4/module-4-reliable-ai-assisted-content/



Free, open and licensed under CC BY 4.0

The Full Module Path

... and part two, from data to decisions:

05

Data Privacy and Safe Use of AI Tools

What data AI tools collect, safer workflows, and everyday GDPR awareness.

valuesai.eu/values-wp4/module-5-data-privacy-and-safe-use-of-ai-tools/

06

AI and Digital Footprint

Understanding the data trails AI creates and how to manage them.

valuesai.eu/values-wp4/module-6-ai-and-digital-footprint/

07

Acting Legally with AI

Copyright, personality rights, the EU AI Act, and making lawful decisions with AI tools.

valuesai.eu/values-wp4/module-7-acting-legally-with-ai/

08

The AI Decision Game (Capstone)

A scenario-based capstone that brings all themes together through applied decision-making.

valuesai.eu/values-wp4/module-8-the-ai-decision-game-capstone/



All eight modules stay online after the project



1

The Project

Mission, vision, the six partners, and the skills VALUES teaches: bias, transparency, accountability, privacy.

2

Ethical AI in Practice

The Starter Kit, tools for inclusion and accessibility, critical thinking activities and real European case studies.

3

Modules & Self-Assessment

Eight open modules, how to run them in youth work, and the free AI Skills Self-Assessment.

The Skills We Built

Six competences that work together across the Starter Kit and the modules:

01

Bias & Fairness

Spotting where unfair outcomes come from and how to audit and mitigate them.

02

Transparency & Explainability

Building trust through decisions people can understand – and honest labelling of AI-assisted work.

03

Accountability

Knowing who answers when an AI system causes harm, and how oversight actually works.

04

Privacy & Data Protection

GDPR-aligned habits, data minimisation and respect for data subject rights.

05

Digital Footprint

Understanding the ripple effect of what we leave behind online.

06

Legal & Credible Use

Personality rights, copyright, the EU AI Act, source verification and hallucination control.



Lessons Learned

What the whole project taught us:

- AI systems must be *transparent, auditable* and *fair*.
- Data must reflect *diversity* to avoid discrimination.
- Human oversight remains *essential* in decision-making.
- Young people's voices matter in shaping AI governance and ethics.
- Educators adopt AI faster when resources are ready to run, not ready to read.
- Ethics becomes real when it is attached to a concrete task – a message, a source check, a privacy decision.

These lessons are directly applicable to education, youth engagement and social innovation.



Meet the Partners

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

PL

University of Szczecin (Project Coordinator)

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

IE

Momentum Marketing Services (MMS)

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

EU

European E-learning Institute (EUEI)

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

DE

The Vision Works (twv GmbH)

Creating the AI Skills Self-Assessment Platform, enabling personalised learning pathway development for youth.

PL

Stowarzyszenie Wspierania Techniki Polskiej (SWTP)

Developing interactive learning platforms and advancing digital skills education through cutting-edge technology solutions.

EU

Generation

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



What Stays After the Project

The VALUES ecosystem was designed to outlive its own timeline:

Open and free, permanently

Guides, modules and case studies stay online under Creative Commons licensing where possible.



Reusable by anyone

CC BY 4.0 lets schools, NGOs and youth centres adapt and translate the materials – just credit VALUES.



Recognised learning

Digital badges give young people visible proof of the ethical AI skills they have gained.



A growing community

Educators across Europe keep sharing how they run the modules with their own groups.





1

Assess

Start with the free AI Skills Self-Assessment and see where your group really stands.

2

Teach

Download the Starter Kit and the eight modules, and run your first ethical AI session this month.

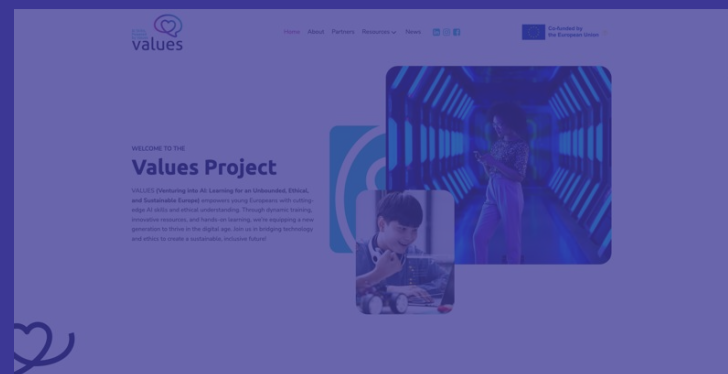
3

Share

Adapt the materials, credit VALUES, and pass them on to another educator or organisation.



Together, We Build Europe's AI Future



www.valuesai.eu

follow our journey



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