Co-funded by
the European Union

> boot smart_youth_worker --mode=playbook
> loading 11 chapters · 7 days · 6 countries · OK

Smart Youth Worker Playbook

How to design and run digital skills trainings for youth work, from AI prompting and vibe coding to OSINT and blockchain. Every method was tested with a real international group.

~/playbook $ ls ./chapters

01 designing_a_digital_training
02 online_scams
03 prompt_like_a_pro
04 vibe_coding
05 deploy_and_pitch
06 osint_and_treasure_hunt
07 blockchain_in_10_minutes
08 live_tracking_public_data
09 gdpr_in_youth_work
10 communication_visibility
11 reflection_and_youthpass
++ templates

Erasmus+ Training Course
Stara Zagora, Bulgaria · 2-10 November 2026

BG ES AL RO MD LT

Smart Youth Worker Playbook

How to design and run digital skills trainings for youth work

Based on the Erasmus+ training course **“Smart Youth Worker – AI and digital skills for youth work”**, held in Stara Zagora, Bulgaria, from 2 to 10 November 2026.

Organised by **IYAC Bulgaria** · www.iyacbulgaria.com
With youth workers and young people from Bulgaria, Spain, Albania, Romania, Moldova and Lithuania.

All characters, companies and events in the OSINT treasure hunt are fictional; the places are real. Participant work is shown without names.

Published November 2026.

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Contents

00 **How to use this book** 4
The course at a glance, who the book is for

01 **Designing a digital skills training** 6
Six principles, the programme, mapping tools

02 **Online scams** 9
Red flags and the Spot the Scam activity

03 **Prompt Like a Pro** 12
R-T-C-F, two team games, what the teams made

04 **Vibe coding** 17
From idea template to working app

05 **Deploy and pitch** 20
GitHub Pages, the 2–3 minute pitch, peer feedback

06 **OSINT and the digital treasure hunt** 23
Your footprint, and how to build a hunt

07 **Blockchain in 10 minutes** 27
The explanation and the riddle chain game

08 **Live tracking and public data** 31
Public cameras and where the line is

09 **GDPR in youth work** 33
Collect, consent, store, share

10 **Communication and visibility** 35
The daily content system and posting rules

11 **Reflection and Youthpass** 38
Results, competences, Youthpass text

++ **Templates** 41
Idea template, prompt card, scorecard, pitch card

00

[CHAPTER_00]

How to use this book

This is a playbook, not a report. Each chapter takes one part of the training course *Smart Youth Worker – AI and digital skills for youth work* and gives you what you need to run it yourself: the idea, the activity, the materials and what we learned doing it.

FORMAT	WHERE	WHEN
Erasmus+ training course	Stara Zagora, Bulgaria	2–10 November 2026
PROGRAMME	**COUNTRIES**	**ORGANISER**
7 full days	BG · ES · AL · RO · MD · LT	IYAC Bulgaria

Who it's for

Youth workers, trainers and youth leaders who want to teach digital skills to young people but don't come from a tech background. You don't need to code. You need a laptop, an internet connection and the willingness to try things with your group.

How each chapter works

THE IDEA

What and why

The concept in plain language, and why it matters for young people.

THE ACTIVITY

How to run it

Step-by-step instructions, timings, materials and rules.

LESSONS

What we learned

What worked, what went wrong and what we'd change.

READ IN ANY ORDER

Chapter 01 explains the design principles behind everything else. After that, jump to whatever you want to run next week.

01

[CHAPTER_01] the whole week

Designing a digital skills training

The principles behind the course, so you can build your own programme around them.

> Every theory input is followed straight away by something participants do.

Six design principles

01 **Input, then action. Always.**

No input ran longer than it took to explain one idea. The R-T-C-F prompt formula was followed by two competitive games. The blockchain explanation was followed by a riddle game that *is* a blockchain.

02 **Make it a game**

Teams, points, a scoreboard, riddles, treasure hunts, a plot twist. Competition keeps energy high in the long tech-heavy sessions, and games give a natural "debrief moment" at the end.

03 **Build something real**

By the end of the week every participant had built and published their own website, app, portfolio or learning platform. A live link on your phone is worth more than a certificate.

04 **Design for replication**

Every method was chosen so a youth worker could run it again with teenagers, with free tools. Ask yourself for each activity: could a participant run this back home next month?

05 **Teach safety inside the skills**

Online safety wasn't one session. It ran through the week: scams on Day 1, account security in the prompting game, a safety checklist before building apps, OSINT on your own footprint, crypto scams, and public cameras.

06 **Pace the brain**

Three intense tech days were followed by a cultural day with no screens. Cultural evenings ran through the week. Digital fatigue is real. Plan for it.

The programme at a glance

DAY	THEME	MAIN ACTIVITIES
DAY_01 · 3 Nov	Team, mission and online scams	Teambuilding and icebreakers, project objectives, online scams and red flags, welcome evening
DAY_02 · 4 Nov	AI in youth work	"Prompt Like a Pro" workshop, two team games, app brainstorm, AI tool mapping, first vibe coding round
DAY_03 · 5 Nov	Build day	Second vibe coding round, start of the vibe coding toolkit, Albanian, Lithuanian and Bulgarian cultural evening
DAY_04 · 6 Nov	Cultural day	Bulgarian culture and Stara Zagora, rest and recharge

DAY	THEME	MAIN ACTIVITIES
DAY_05 · 7 Nov	Deploy, pitch and OSINT	Finishing projects, GitHub Pages, pitching, OSINT workshop on digital footprints and famous hacks, Spanish, Moldovan and Polish cultural evening
DAY_06 · 8 Nov	Digital treasure hunt	OSINT treasure hunt across five platforms, peer feedback on projects, work on the youth work guide
DAY_07 · 9 Nov	Blockchain and grand finale	Blockchain in 10 minutes and the riddle chain, live tracking with public cameras, reflection, evaluation, Youthpass

Before you plan: map the tools

On Day 2 we asked every participant which AI tools they already use, free or paid. This tells you what you can build on, and who will need a free alternative. Ask it early. The answers shape every later session.

ChatGPT · Claude · Gemini · Copilot · Lovable · Bolt · Cursor · Replit · Canva Pro · Midjourney · CapCut · ElevenLabs

> RULE WE USED
>
> "No subscriptions? No problem." Make sure there is a free option for every activity, so nobody is left out because of money.

02

[CHAPTER_02] DAY_01

Online scams

Start with the threat everyone has already met. It's concrete, personal and gets the whole group talking on day one.

The idea

Most online attacks don't break code. They break people. A scam works by making you act before you think. If young people learn to spot the pressure, they can stop most scams without any technical knowledge.

THE RED FLAGS

FLAG 01

Unknown sender

A message from someone you don't know, or from a friend's account acting strangely. Accounts get hacked.

FLAG 02

Too good to be true

Free skins, prizes you never entered, "guaranteed" profit. If it's free and urgent, it's bait.

FLAG 03

Fake urgency

"Today only", "your account will be deleted", "act now". Pressure is the trick.

FLAG 04

Suspicious links

Look-alike addresses with one letter changed, like `steamcommunlty` instead of `steamcommunity`.

Activity: Spot the Scam

TIME	GROUP	MATERIALS
15–20 min	Pairs or small teams	One fake message

01 **Make a fake message**

Write (or ask AI to write) a fake "you won a prize" message with exactly four red flags hidden in it. Show it on screen or print it.

02 **Hunt**

Teams have three minutes to find all four flags. First team to find all four wins.

03 **Reveal**

Go through each flag. Ask: "Have you ever received something like this?" The stories that come out are the real lesson.

04 **Golden rule**

End with one rule: never log in through a link someone sent you. Open the app, or type the address yourself.

example · fake message (used by one team)

```
from: xX_GiftDrop_Xx
yo!! giving away FREE knife skins today only.
log in here before it ends:
steamcommunlty-gifts.com

# flags: unknown sender · free stuff · "today only" · look-alike link
```

WE ALSO USED IT ON INSTAGRAM

The Day 1 interactive story was a "Spot the Scam" image with four red flags in a fake prize message. It carried the lesson to people who weren't in the room.

03

[CHAPTER_03] DAY_02

Prompt Like a Pro

How to talk to AI so it actually helps you. One morning, six teams, points all morning.

Same AI. What changed?

Open with a side-by-side comparison. It explains prompting faster than any definition.

BAD PROMPT

"write about youth work"

Result: long, generic, nobody would use it.

GOOD PROMPT

"You are an experienced youth worker. Write a 120-word Instagram post inviting 15–18-year-olds in Stara Zagora to a free weekend coding workshop. Tone: fun and casual. Include 3 emojis, a clear call to action and 3 hashtags."

Result: ready to post.

The R-T-C-F formula

R

Role

Who should the AI act as?

"You are an experienced youth worker…"

T

Task

What exactly do you want?

"…write an icebreaker game…"

C

Context

For whom, why, in what situation?

"…for 20 teens aged 14–16 from 5 countries, day one of a camp…"

F

Format

Length, structure, tone, language?

"…as 5 numbered steps, max 150 words, playful tone."

Two golden rules

RULE 01

Give an example

Show the AI what good looks like: "Here is a post we liked. Write 3 more in this style."

RULE 02

Iterate

The first answer is a draft. Reply: "shorter", "more fun", "simpler English", "give me 3 options".

POWER PHRASES

- Ask me questions before you start
- Explain it to a 12-year-old
- Check your answer for mistakes
- Use a table with columns for…

Game 1: Hack-proof your accounts

TIME	TEAMS	POINTS
45–60 min	6	6 for 1st ... 1 for 6th

```
game_01 · mission: lock_down

$ Use AI to research and create a 5-slide presentation
  for high school students (15-18): how to stay safe online
  and not get your Google, Facebook and Steam accounts hacked.

rules:
  exactly 5 slides · any AI tool · every fact needs a linked source
  design and transitions count · send file or link to the facilitator

judged by an AI jury on:
  accuracy (sources linked) · wow effect · usefulness for 15-18
```

WHAT THE TEAMS MADE

Five teams handed in. Same brief, same hour, five completely different results. This is the most useful thing to show your own group afterwards.

INTERACTIVE WEB DECK

"Stay Unhackable"

Slides on a 3D laptop with matrix rain and glitch transitions. Cited NIST on 15+ character passphrases, CISA on SMS codes being the weakest 2FA, and the FBI and Take It Down on sextortion.

Its first slide: "Every fact has a source link. Check them, don't trust me."

GAMER THEME

"Hackproof Your Accounts"

Built like game levels, LVL 1 to MAX LEVEL, with a fake "free knife skins" Steam scam to dissect and a 60-second checklist at the end.

FACILITATOR-READY

"Your account. Their next target?"

Every slide came with speaker notes, a question to ask the room, and the date the sources were checked. Ready to run with teenagers the next day.

REAL VS FAKE

"Hack-Proof Accounts"

Put a real Google security alert next to a phishing email so students could compare them, and ended with a 3-step challenge: change one password, turn on 2FA, share with 3 friends.

MINIMAL

"Don't Get Hacked"

A calm "5-minute account shield" in four moves: pause before you click, add a second lock, protect the recovery path, recover fast. "Pause. Report. Recover."

DEBRIEF GOLD

Two decks gave different minimum password lengths: one said 16 characters, another quoted NIST's 15. Use moments like this. AI makes research fast, but sources still need checking, and that's a skill to teach.

Game 2: Prompt Pictionary

TIME	TEAMS	POINTS
30–40 min	6	3 / 2 / 1 for top three

01 **Each team gets a target image**

Generate one image per team in advance with any AI image tool. Keep the prompts secret.

02 **Prompt until it matches**

Teams write prompts and generate until their image looks like the target. Iterate, iterate, iterate. Each team keeps its best result.

03 **Side by side**

Show each original next to the team's version. The room votes for the closest copy.

TWO REAL PROMPTS FROM THE GAME

TEAM 1 · THE FRIENDLY APPROACH

"helllo, my princess! darling can you help me please, imagine you are a whimsical artist inspired by galaxy… two twin cats… if you do it corectly you are a good boy! thank you so much you are the best!!!"

Warm, chatty, full of compliments. Inside it, though, is a real description: two cats, galaxy colours, one ginger, one blue-black.

TEAM 6 · THE ENGINEER APPROACH

"Create an ultra-high-resolution… lonely, ancient lighthouse… COMPOSITION AND CAMERA… THE LIGHTHOUSE… THE OLD LIGHTHOUSE KEEPER… THE SEAGULL… LIGHTING AND COLOUR PALETTE…"

Over 1,500 words in labelled sections: camera angle, every object, materials, lighting, palette and a list of things to avoid.

Put these two side by side in your debrief and ask: which parts actually changed the picture? Compliments don't. Specific details about subject, composition, colour and style do. And once you've described what matters, more words stop helping.

04

[CHAPTER_04] DAY_02 · DAY_03 · DAY_05

Vibe coding

Describe what you want in plain language and let AI write the code. Nobody in the group needs to be a programmer. Everybody leaves with something real.

The idea

Vibe coding means building software by talking to an AI coding tool. You explain the idea, look at the result, and say what to change. We used **Claude Code**. Lovable, Bolt, Cursor and Replit work in a similar way.

For youth work, this changes what's possible. A youth worker can build a sign-up site for an event, a quiz, or a city guide in an afternoon. A young person can see their own idea working on their phone the same day.

Step 1: Start with the idea, not the tool

Every participant first fills in an idea template. The one-sentence version is the heart of it:

```
~/vibe_coding $ npm run brainstorm · my_idea.js

const myIdea = {
  what:     "app | website | tool | bot",
  forWho:   "who will use it?",
  problem:  "what does it solve?",
  features: ["1", "2", "3"],
  wow:      "why will people love it?"
}

// in one sentence:
"I want to build a ___ that helps ___ to ___."
```

Need a spark? Event sign-up site · online safety quiz · youth info chatbot · portfolio website · volunteer matcher.

The full template (in the Templates chapter) also asks about audience, three must-have features, look and feel, content, data and a safety check. Filling it in takes 20 minutes and saves hours of building the wrong thing.

Step 2: Build in rounds

01 **Round 1 (Day 2 afternoon)**
Give the AI the filled-in template and ask it to build a first version. By the end of the day most participants had an almost-ready app, portfolio or learning platform.

02 **Round 2 (Day 3)**
Turn the first version into something that works. Test it on a phone. Fix what's broken. Add the wow factor.

03 **Round 3 (Day 5)**
Final push, then publish it online (see Chapter 05).

What participants built

CITY GUIDE

Little Detours

A guide to Stara Zagora with missions to complete around the city.

LEARNING APP

Vollearn

Learn volleyball positioning and rotations.

CIVIC

Politics Made Simple

Makes politics understandable for young first-time voters.

HABITS

Habit tracker

Rewards users with EXP and streaks, like a game.

BUSINESS

Tiling company site

"Every tile, perfectly placed." A real website for a real small business.

PORTFOLIOS

3D notebook & watercolour

"It's a notebook, not a template." Plus a survival-skills learning platform.

Facilitation tips

- **Start every build with "Ask me questions before you start."** It's the power phrase from Chapter 03, and it stops the AI guessing.
- **Small steps beat big prompts.** One feature at a time, check it, then the next.
- **Test on a phone early.** Most young people will open the result on a phone, not a laptop.
- **Pair up.** Someone who's confident with tech next to someone who isn't works better than mixed teams of five.
- **Run the safety check before building, not after.** It's at the bottom of the idea template.

> SAFETY CHECK BEFORE YOU BUILD
>
> Collect no personal data, or only what you really need. If you collect data, users know why and agree. Use only photos you own or have permission for, and no recognisable faces of minors without consent. Don't paste anyone's personal data into AI tools. Never put passwords or API keys in your code or prompts.

05

[CHAPTER_05] DAY_05 · DAY_06

Deploy and pitch

A project isn't finished until someone else can open it. Put it online for free, then present it like you mean it.

Publishing with GitHub Pages

GitHub Pages hosts simple websites for free, straight from a GitHub repository. It also teaches **version control**: every change is saved as a "commit", a save point you can go back to.

01 **Create a free GitHub account**

Pick a username you're happy for others to see. It becomes part of the web address.

02 **Create a public repository**

Name it `username.github.io` for your main site, or any name for a project site.

03 **Add your files**

Upload them in the browser with "Add file → Upload files", or let your AI coding tool push them. The main page must be called `index.html`.

04 **Turn on Pages**

Settings → Pages → Deploy from branch → `main` / root. (For a `username.github.io` repo this usually happens by itself.)

05 **Open the link**

After about a minute the site is live at `https://username.github.io`. Send it to your phone and test it.

> WATCH OUT
>
> Git on a shared laptop signs in with whatever GitHub account is open in the default browser. Before a participant pushes, check that the browser is signed in to *their* account. Otherwise their work lands in someone else's.

The 2–3 minute pitch

Every team presented their project to the whole group. Keep it short and give everyone the same structure:

PART	TIME	WHAT TO SAY
Hook	15 s	A question, a surprising fact or a one-line story that makes people look up.
Problem and why	30 s	What's broken or missing, and why it matters to you.
Who it helps	15 s	A specific person, like "first-time voters aged 18" or "volleyball beginners".
Live demo	60 s	Show it working, on a phone if possible. Show, don't explain.
What's next	15 s	One feature you'd add, or who you'll share it with.
Close	10 s	The link or a QR code, and a one-line ending.

Peer feedback

On Day 6 teams presented again, received feedback, and improved their projects. A simple format that keeps feedback kind and useful:

I LIKE
One specific thing that works.

I WISH
One thing that confused you or is missing.

WHAT IF
One idea to take it further.

06

[CHAPTER_06] DAY_05 · DAY_06

OSINT and the digital treasure hunt

OSINT means open-source intelligence: finding information from public sources. Teach it as detective work, then turn it around so participants see their own footprint.

Part 1: Your own digital footprint

The Day 5 workshop started with participants investigating *themselves*. It's the most personal, eye-opening part of the week. A five-step self-check you can use:

01 **Search yourself**
Your full name, in quotes, in two different search engines. Then your name plus your city or school.

02 **Check data leaks**
Enter your email on Have I Been Pwned to see which breaches it appeared in. Change the passwords for those services.

03 **Follow your username**
Search the usernames you use. Do they link your gaming, social and school accounts together?

04 **Look at your photos**
Check what your public photos show: location data, your street, your school logo, your house number.

05 **Lock down**
Turn off location in your camera app, make old accounts private or delete them, and use different usernames where it matters.

The group then analysed famous online hacks, debated how they happened and how they could have been prevented, and came back to scams with fresh eyes.

Part 2: The digital treasure hunt

On Day 6 teams became investigators. A fictional person had disappeared, and his clues were spread across **GitHub, X, Instagram, Reddit and the Wayback Machine** (web archive). Teams followed them one by one to work out what had happened.

THE STORY

Iyacus Bulgarov Bulgarev, 35, is a backend developer in Sofia. He bikes to work, photographs buildings and hikes on Vitosha. His company, Kodar Labs, wins a contract to rebuild Zrunche, a coffee loyalty app with 40,000 daily users. In the old code he finds a module that secretly sends users' exact location to an outside company, for money. His boss tells him to leave it. He goes up the mountain, where there's no signal, to write a complaint to the data protection authority.

Kodar Labs, Zrunche and all the people are invented. The places are real.

THE CLUE TRAIL WE BUILT

his blog

Posts set the mood. They get darker over time: a big new contract, a stressful hike, then "My thinking spot", which ends: "Some decisions are easier above 1,800 metres."

a photo's hidden data

The photo knows where he is. The thinking-spot photo carries GPS coordinates in its metadata (EXIF), pointing to Aleko hut on Vitosha at 1,810 m, plus a phone model and the exact time.

robots.txt → sitemap.xml

A page nobody links to. The sitemap lists a hidden to-do page: "finish the complaint, pack a charger, a USB stick and warm socks."

GitHub

The username leads further. His GitHub profile has a repository whose README says "Nothing to see here."

git history

Deleted, but not gone. A file of notes was added one night and deleted the next morning ("remove notes, not my business"). The commit history still holds every word.

Build your own hunt

01 **Write the story first**

Character, invented organisation, real places, and a timeline of dated events. Every clue must fit the timeline.

02 **Plan the chain**

Decide which clue leads to which before you create anything. Aim for 5–7 hops, and more than one route to the answer.

03 **Create the persona's accounts**

A blog (free on GitHub Pages), a GitHub account, social profiles. Mark every page as fiction in the page source.

04 **Plant the clues**

Use what real people leak: photo metadata, a hidden page in the sitemap, a deleted file in git history, an old version in the web archive, a username reused across platforms.

05 **Test it as a player**

Have a colleague do the whole trail without help. Write hints for every hop where they got stuck.

WHAT WENT WRONG, SO YOU CAN SKIP IT

PROBLEM	FIX
Images pasted into a chat lost their GPS data	Move image files directly. Check the metadata after every step.
Editing or compressing a photo wiped its metadata	Add metadata last, then never re-save the file.
Fake camera data looked fake	Copy the exact values a real phone writes. A Galaxy S23 writes `samsung` / `SM-S911B`, not "Galaxy S23".
A trail sign in the photo showed the wrong country	Check every sign, shop name and number plate. Blur or replace.
Creative Commons photos needed a visible credit, showing the character didn't take them	Use CC0 or public-domain photos, or take your own.
The facilitator's real email appeared in public commits	Set the persona's GitHub "noreply" address as the commit email before the first commit.

> **ETHICS FIRST**
>
> Fictional people only, never real ones. Check that every username, email and handle in the story is yours or doesn't exist, so nobody contacts a stranger by accident. And give the debrief real time: the same skills that protect a whistleblower can be used to find and harm one.

DEBRIEF QUESTIONS

- Which single clue gave away the most? Could he have avoided it?
- Do your own photos carry location data? How do you check?
- What have you deleted that might still exist somewhere?
- What does a data protection authority do, and how would you report a company misusing your data?

07

[CHAPTER_07] DAY_07

Blockchain in 10 minutes

One notebook that nobody can cheat. No maths, promise. Ten minutes of explanation, then a game where the group *becomes* a blockchain.

The explanation, in five steps

01 **The problem**

When you send 10 coins to a friend, the bank writes it in its own notebook. One company keeps the only notebook, and you have to trust it.

02 **The big idea**

What if everyone had a copy of the notebook? That's a blockchain: a notebook of payments, copied on thousands of computers. Everyone can read it. Nobody can secretly change it.

03 **A block is one page**

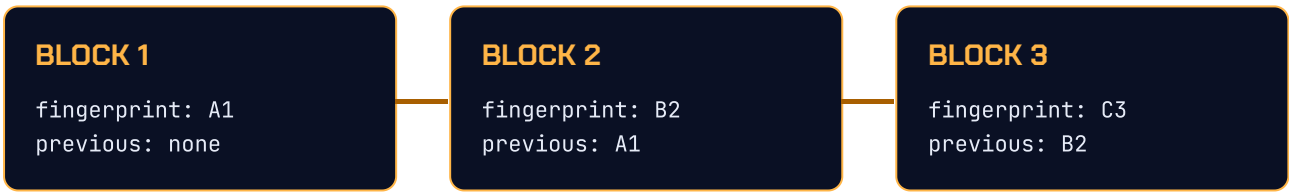
Each page holds three things: the payments, its own fingerprint (a code made from everything on the page), and the fingerprint of the page before.

04 **The pages are chained**

Change one letter on Block 1 and its fingerprint changes. Block 2 no longer matches, so everyone sees the cheat.

05 **Who writes the next page?**

Computers called miners race to solve a hard puzzle. The winner adds the block and earns new coins. That's how new coins are made.



CRYPTO WORDS

COIN
Money that exists only as lines in the notebook. Bitcoin was the first, in 2009.

WALLET
An app that shows your coins and sends them.

KEY
The secret that lets you spend them. Lose it, lose everything.

Activity: The riddle chain

TIME	TEAMS	ROLES
25–30 min	3	Detectives · Miners A · Miners B

01 **Three teams, three jobs**

Detectives find out who's lying. Miners A and Miners B each solve a riddle. All three work at the same time.

02 **Three answers make a seal**

The three answers together form the block's seal. Say the seal out loud to open the next block. No seal, no next block.

03 **Switch jobs after every block**

Block 1: Team 1 Detectives, Team 2 Miners A, Team 3 Miners B. Then rotate, so every team plays every role.

04 **The hacker strikes**

When the chain is complete, change Block 1's seal. Block 2 no longer matches. That's why a blockchain is so hard to fake.

BLOCK 1

DETECTIVES · TEAM 1

Dan got 2 coins from one person. Ana: "I paid Dan." Ben: "Ana didn't pay Dan." Cara: "I didn't pay Dan." Only one tells the truth. Who paid Dan?

MINERS A · TEAM 2

I have a head and a tail, but no body. What am I?

MINERS B · TEAM 3

I'm made of links, but I'm not the internet. Break just one link and I fall apart. What am I?

SEAL FOR BLOCK 1 **CARA · COIN · CHAIN.** Only Ben told the truth, so Cara paid Dan.

BLOCK 2

DETECTIVES · TEAM 2

Someone stole a coin. Ana: "Ben did it." Ben: "Dan did it." Dan: "Ben is lying." Only one is lying. Who stole the coin?

MINERS A · TEAM 3

I'm small and I open things. In crypto, if you lose me, your money is gone forever. What am I?

MINERS B · TEAM 1

If you have me, you want to share me. If you share me, you don't have me anymore. What am I?

SEAL FOR BLOCK 2 **BEN · KEY · SECRET.** Only Ben was lying, so Ben stole it.

BLOCK 3

DETECTIVES · TEAM 3

3 coins went missing. Ana: "It wasn't me." Cara: "It was Dan." Dan: "Cara is lying." Only one tells the truth. Who took the coins?

MINERS A · TEAM 1

I hold your money, but I'm not a bank. In crypto I'm just an app, useless if you forget my password. What am I?

MINERS B · TEAM 2

The more of me you take, the more of me you leave behind. What am I?

SEAL FOR BLOCK 3 **ANA · WALLET · FOOTSTEPS.** Only Dan told the truth, so Ana took them. Every step leaves footsteps, online too.

PLOT TWIST: THE HACKER STRIKES

BLOCK 1 · changed
DAN · COIN · CHAIN

BLOCK 2
was opened with
CARA · COIN · CHAIN
✕ doesn't match

BLOCK 3
To hide it, the hacker must redo every block after it, faster than everyone else together.

WRAP-UP: THE GAME VS REAL CRYPTO

IN THE GAME	IN REAL CRYPTO
Detectives find who's lying	Computers check every payment is honest
Miners solve riddles	Miners race to solve a puzzle and add the block
3 answers make a seal	Every block gets a unique fingerprint
No seal, no next block	Every block is locked to the one before
Everyone sees the seals	Nobody is the boss, everyone checks everyone

STAY SAFE BEFORE YOU EVER TOUCH CRYPTO

Never share your key or your 12 secret words: real support never asks. "Guaranteed profit" is always a scam. Prices can crash fast, so only use money you can afford to lose. And you can't undo a payment: wrong address, money gone.

08

[CHAPTER_08] DAY_07

Live tracking and public data

The world is on camera. Show young people how much is public, then talk about where the line is.

The tools

MAP

Argos Atlas

Over 200,000 public cameras plus live flights, ships and news on one map. Free basic map.

WEATHER & SCENERY

Windy Webcams

Weather and landscape cameras on a map. Free.

FAMOUS PLACES

EarthCam

Cameras at places like Times Square. Free.

CITIES & TRAVEL

SkylineWebcams

HD city and travel cameras. Free.

NEWS

Liveuamap

Live news and events on a map. Free basic version.

Activity: Where's the line?

01 **Explore (10 min)**
Teams explore the map and find one camera in their own country.

02 **Sort (10 min)**
Show examples and sort them into "public, OK" and "private, not OK".

03 **Discuss (10 min)**
What could someone learn about you from public cameras and tracking data? What does this mean for privacy?

PUBLIC WEBCAMS: OK

Traffic, beaches, city squares, official tourism cams. Put online on purpose, for everyone.

PRIVATE CAMERAS: NOT OK

Homes, shops, baby monitors left on the factory password. Watching them is spying.

> TAKE-HOME ACTION
>
> Own a camera or smart device? Change the default password today.

09

[CHAPTER_09] across the week

GDPR in youth work

Every youth worker handles personal data: names, phone numbers, photos, videos. GDPR in practice means a few habits, not a law degree.

The questions to ask, every time

COLLECT

Do I really need this?

Collect only what you need for the activity. If you don't need a birth date, don't ask for it.

CONSENT

Do they know and agree?

People should know why you collect data and agree to it. For minors, think about parents too.

STORE

Where does it live?

Keep data in one safe place, with access only for people who need it. Delete it when you're done.

SHARE

Who sees it?

Photos and videos of participants, especially minors, need permission before you post them.

Before you use AI tools with personal data

- **Don't paste anyone's personal data into AI tools.** Names, emails, phone numbers, health or family details stay out of prompts.
- **Anonymise first.** "Participant A, 16, from Spain" works just as well for planning.
- **Never put passwords or API keys in your code or prompts.**
- **Use photos you own or have permission to use**, with no recognisable faces of minors without consent.

Connecting it to the rest of the week

GDPR felt real to the group because of the other sessions. The OSINT treasure hunt's whole story is a GDPR breach: an app secretly selling users' locations, and a developer deciding to report it to the national data protection authority. The idea template's safety check turned GDPR into a checklist people used before writing a line of code.

10

[CHAPTER_10] every day

Communication and visibility

Daily social media made the course visible and carried each day's lesson to people who weren't there. Here's the system we used.

The daily content package

PIECE	FORMAT	NOTES
Facebook post	1080 × 1080	One strong image per day
Instagram carousel	3 slides, 1080 × 1350	The three slides form one continuous panorama when swiped
Description	Text	Full project title in the first line
Animated story	About 16–20 s	With an original generated soundtrack
Interactive story photo	1080 × 1920	Space left for Instagram stickers: polls, quizzes, questions

Interactive stories that teach

Each day's story turned the session into a mini-activity for followers:

DAY_01

Spot the Scam

4 red flags in a fake prize message.

DAY_02

Which prompt wins?

An A/B poll on R-T-C-F.

DAY_03

What would YOU build?

Apps built plus the idea template.

DAY_04-05

Your digital footprint?

A 5-step self-OSINT checklist.

DAY_06

Follow the clues

An investigation map across five platforms.

DAY_07

Can you crack Block #1?

The riddle chain with an empty seal to fill in.

Visual identity

A "hacker" look matched the topic: dark navy background, neon green, cyan and violet accents, a monospace font, photos inside terminal windows with file names, code rain, scanlines, glitch effects and `[ DAY_0X ]` labels. The last day got a "MISSION COMPLETE" stamp. The blockchain day switched to navy and amber, like its presentation. This book uses the same identity.

A 24-second recap reel closed the week: a boot screen, the title, 16 beat-synced clips with day labels, a "7 DAYS · 6 COUNTRIES · ∞ NEW SKILLS" card with flags, and a "MISSION COMPLETE" ending.

Posting rules

- Always the full title, **"Smart Youth Worker – AI and digital skills for youth work"**, in the visuals and the first line of each description.
- The EU "Co-funded by the European Union" logo, the organiser's logo and the six partner flags on every visual.
- Only three hashtags: `#ErasmusPlus` `#SmartYouthWorker` `#IYACBulgaria`.
- Faces never covered or cut off.
- Leave out or crop photos with energy drinks, tobacco or nicotine products, or bored people on phones.

11

[CHAPTER_11] DAY_07

Reflection and Youthpass

Close the loop: what did people learn, and how do they name it?

Results of the course

- Every participant built and published their own website, app, portfolio or learning platform with vibe coding, hosted on GitHub Pages.
- A guide on teaching digital skills to young people and using vibe coding in youth work: this book.
- Five ready-to-use non-formal methods: Spot the Scam, Prompt Pictionary, the AI-researched safety presentation challenge, the OSINT treasure hunt and the blockchain riddle chain.
- Stronger digital, entrepreneurial and freelancing skills, and intercultural competence from working every day in international teams.
- Youthpass certificates for all participants.

Competences developed

DIGITAL

AI prompting (R-T-C-F), AI tools for research, design, images and content, vibe coding, GitHub Pages and version control, digital workflows for online teams.

ONLINE SAFETY & DATA

Recognising scams, account security, Have I Been Pwned, OSINT and digital footprint, public cameras and tracking data, GDPR basics, crypto safety.

ENTREPRENEURSHIP

Developing ideas, pitching, building products for real users, freelancing skills.

LEARNING TO LEARN

Iteration, peer feedback, reflection, teamwork under time pressure.

CULTURAL AWARENESS

Cultural evenings from Albania, Lithuania, Bulgaria, Spain, Moldova and Poland. Working in English in a multinational group.

FACILITATION

Methods designed to be run again with young people.

Youthpass text

The front-page description we used. Adapt it to your own course:

youthpass_front.txt · 482 characters

This training course brought together youth workers to develop their AI and digital skills for youth work. Through non-formal education, participants learned to use AI tools and write effective prompts, build smart digital workflows, protect themselves online with cyber security basics and OSINT, and apply GDPR in practice. They created web platforms, apps and social media content with AI and vibe coding, designed online safety workshops and left with their own digital toolkit.

REFLECTION PROMPT

Ask each participant to finish three sentences: "This week I learned to...", "I will use ... with my young people", "One thing I'll change about how I'm online is...". The answers make the Youthpass learning-outcomes text much easier to write.



[TEMPLATES] copy, adapt, use

Templates

The materials from the course, ready to copy into your own documents.

My Vibe Coding Project: idea template

Make your own copy, then fill in every box. Short answers are fine.

1. ME AND MY IDEA
My name · Country
Project name (make one up!)
What am I building? (website, app, AI tool or chatbot, portfolio, game, other)
My idea in one sentence: I want to build a ___ that helps ___ to ___.

2. PURPOSE AND AUDIENCE
What problem does it solve, or what need does it meet?
Why does this matter to me?
Who will use it? (age, role)
Where will they use it? (phone, laptop, both) · How will they find it?
What should a user be able to do after 1 minute on it?

3. FEATURES	FEATURE	WHAT IT DOES
Must-have 1		
Must-have 2		
Must-have 3		
Nice to have		
Wow factor: what one thing makes people say "cool!"?		

4. LOOK AND FEEL · 5. CONTENT, DATA AND TOOLS
Style in 3 words · main colours · fonts or vibe
1–3 websites or apps I like the look of
What content do I need, and do I have it or will AI create it?
Will users enter any data?
AI tools I'll use · where it will live online

SAFETY CHECK BEFORE I BUILD

- ☐ I collect no personal data, or only what I really need
- ☐ If I collect data, users know why and agree to it
- ☐ I use only photos I own or have permission to use, and no recognisable faces of minors without consent
- ☐ I don't paste anyone's personal data into AI tools
- ☐ I won't share passwords or API keys in my code or prompts

R-T-C-F prompt card

prompt_card.txt

```
R Role     You are a _________________________.
T Task     _________________________________.
C Context  for ______, because ______, in ______.
F Format   ___ words · as ______ · tone: ______ · in ______.

then: give an example · iterate ("shorter", "more fun", "3 options")
power: "Ask me questions before you start."
```

Game scorecard

TEAM	GAME 1 · HACK-PROOF (6→1)	GAME 2 · PICTIONARY (3/2/1)	TOTAL
Team 1			
Team 2			
Team 3			
Team 4			
Team 5			
Team 6			

Pitch card

pitch.md · 2–3 minutes

```
hook        _____________________________  # 15 s
problem     what's missing, and why I care   # 30 s
who         it helps ____________________  # 15 s
demo        show it working, on a phone      # 60 s
next        one thing I'd add                # 15 s
close       link / QR + one-line ending      # 10 s
```

Co-funded by
the European Union

Seven days. Six countries. One playbook.

Youth workers from Bulgaria, Spain, Albania, Romania, Moldova and Lithuania learned to prompt AI like pros, built and published their own apps and websites through vibe coding, became digital detectives through OSINT and cracked a blockchain through riddles. This book shares every method so you can run them with your own young people.

7	6	5	11
DAYS	COUNTRIES	READY-MADE METHODS	CHAPTERS

IYAC Bulgaria · www.iyacbulgaria.com · #ErasmusPlus #SmartYouthWorker #IYACBulgaria

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.