



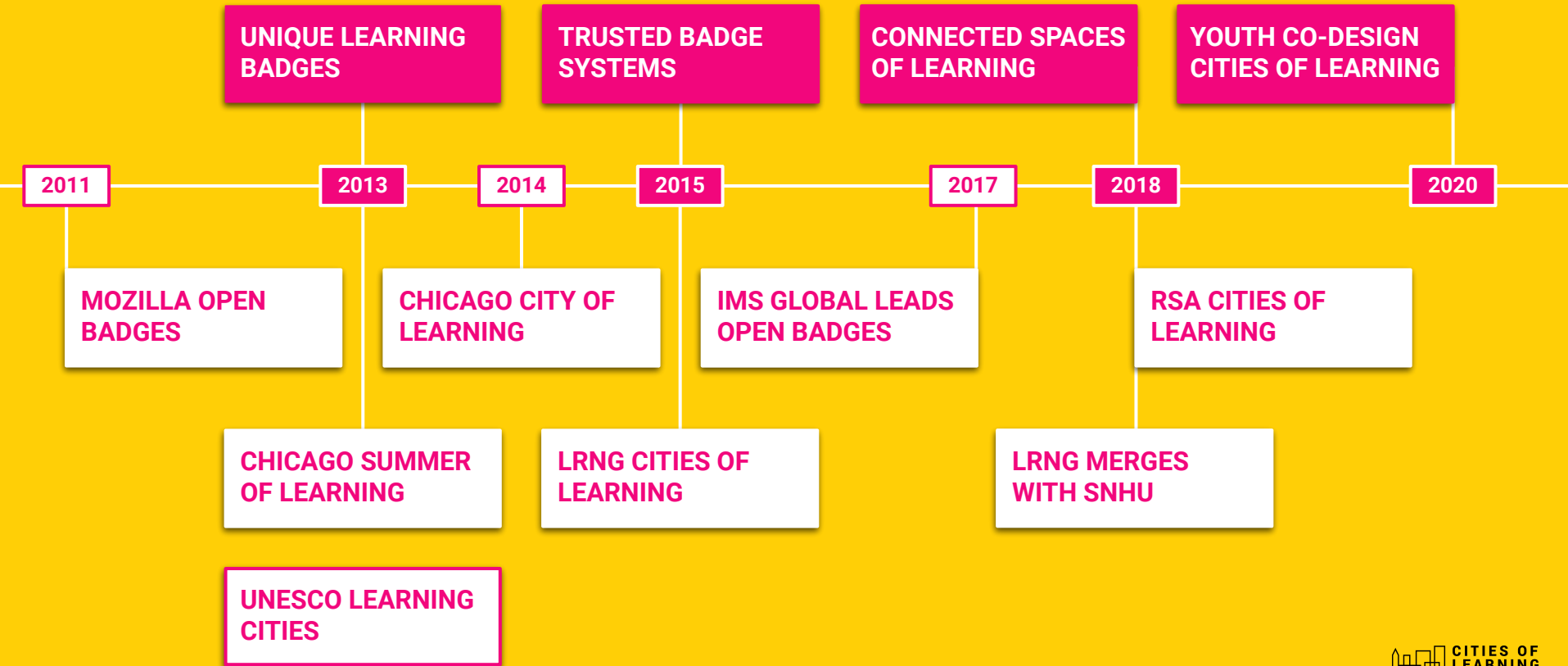
CITIES OF LEARNING: DEVELOPMENT CYCLES



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 **CITIES OF
LEARNING**
by Badgecraft

CITIES OF LEARNING: WHERE DO WE STAND?



[JOIN NOW](#)[LOG IN](#)[EXPLORE](#)[PARENTS](#)[BLOG](#)[ABOUT CCOL](#)

1

Claim or create your account

Join now in 3 easy steps

[JOIN NOW](#)

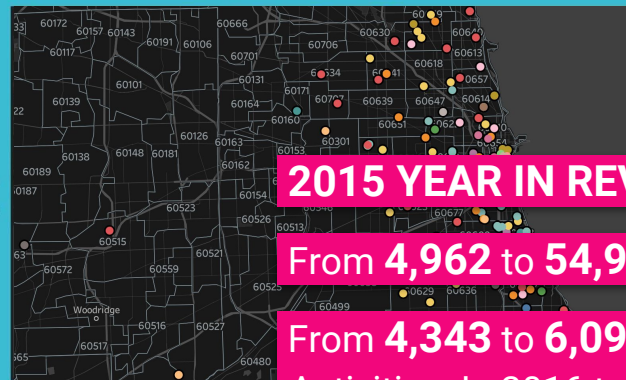
2

Explore things to do in Chicago and online

Explore **hundreds of activities** in 11 topics

3

Earn while you learn

Not only you can earn **digital badges** but you can also win raffle prizes**2015 YEAR IN REVIEW****From 4,962 to 54,943 Youth****From 4,343 to 6,097
Activities. In 2016 to 26,269!****87,719 Badges Earned****54,665 Badge Earners**

Trending on CCOL

Trending Topics

[Building and fixing things](#)[Reading & writing](#)[Digital media](#)

Trending Activities



Featured



Lights! Camera! Action!

Want to learn about all aspects of creating a movie? Then this playlist is for you.



Get Your Code On!

Learn how to use code to make interactive experiences (games, apps, comics) for others.



Tynker Puzzles

Check out these Tynker coding puzzles!

Source: [The Sprout Fund](#)

Pittsburg City of Learning

Recognizing learning and achievement anytime, anywhere with digital badges and enriching summer experiences.

Young Naturalists spend summer outdoors learning about the environment and gaining unique work experience

Frick Park, July 2014 photo: Ben Filio

2014-2016 PROGRAMME

\$349,000 Total Investment

72 Funded Projects & Events

55 Participating Organizations

6,000+ Participating Youth

8,000+ Digital Badges Earned

103 Competencies Developed

50+ Local Employers Engaged

Source: [The Sprout Fund](#)

This Is Your Platform

LRNG enables you to access both local and national opportunities from your computer, smartphone, or tablet. Here you can pursue your interests with mentors and peers, building new skills and habits wherever you are, whenever you want.

SINCE 2015

\$25 Million Seed Investment

From **5** to **15** to **10** Cities of Learning (+**3** Networks)

500 Participating Organizations

50,000 Youth

150,000 Learning XPs

333 Playlists

30,000 Badges Issued

Sources: [MacArthur Foundation](#), [LRNG](#), [Big Change](#)



HOME

OPEN BADGES

ABOUT US

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A NEW APPROACH TO PEOPLE AND PLACES TELLING STORY OF THEIR LEARNING

SINCE 2018

Started with **4** Cities of Learning
and now **2** lead the movement

122 public badges

25 public badge collections

Cities of Learning helps people find new learning opportunities near them. Our **digital platform** lets learners transform what they've studied into **new skills, qualifications and careers**.

We work with local leaders, learning providers, and employers to find untapped sources of community education and transform local lifelong

Sources: [RSA Cities of Learning](#), Credly Acclaim



UNESCO Institute
for Lifelong Learning

UNESCO Institute for Lifelong Learning

THE INSTITUTE

PROGRAMMES

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UNESCO Global Network of Learning Cities



What is the UNESCO Global Network of Learning Cities (GNLC)?

The UNESCO Global Network of Learning Cities is an international policy-oriented network providing **inspiration, know-how and best practice**. Learning cities at all stages of development can benefit greatly from sharing ideas with other cities, as solutions for issues that arise as one learning city develops may already exist in other cities. The Network supports the achievement of all seventeen Sustainable Development Goals (SDGs).

RELATED LINKS



Join our
network!

SINCE 2013

173 Learning Cities

4 international conferences



4th International
Conference on
Learning Cities -
view
presentations



UNESCO
Learning City
Award



Source: UNESCO Life Long Learning Institute

Global platform for Cities of Learning

Join activities that you want. Complete Learning Playlists. Earn digital Open Badges.

Sign up

Login

The image displays the Cities of Learning platform interface across different devices and views.

Mobile App View (Left): Shows the user's dashboard with 70 badges. The dashboard includes sections for "Better Than Coffee" and "Academy Contributor". The bottom navigation bar has icons for Home, All activities, and Map.

Map View (Center): A map of Europe showing activity counts for various countries. The counts are: Ireland (8), United Kingdom (231), Denmark (53), Poland (296), Austria (25), Greece (3), Turkey (51), Portugal (51), Spain (51), Morocco (51), Tunisia (51), France (51), Italy (25), and Ukraine (296).

Desktop View (Right): Shows the "Latest Opportunities" section. It includes a search bar with the placeholder text "interest, topic, keyword, activity name...". Below the search bar, there are filters for "Career and job readiness (35)", "Civic engagement (2)", "Technology and computers (10)", "Personal development (12)", "International and Intercultural (10)", and "Science (2)". The "Featured Skills" section lists skills such as "anticipate needs", "communicating", "prepare statistical reports", "recruit volunteers", "self-reflection", "reflexion on own behaviour", "sports events", "demonstrate willingness to learn", "develop a listening attitude when talking to players", and "work for social inclusion". The "Learning Playlists" section shows a list of playlists with a "Join" button.

USE OF THE PLATFORM

as of 15 April 2020

1579

activities
offered



5035

joins by 1630
learners



250

organisers
registered



127

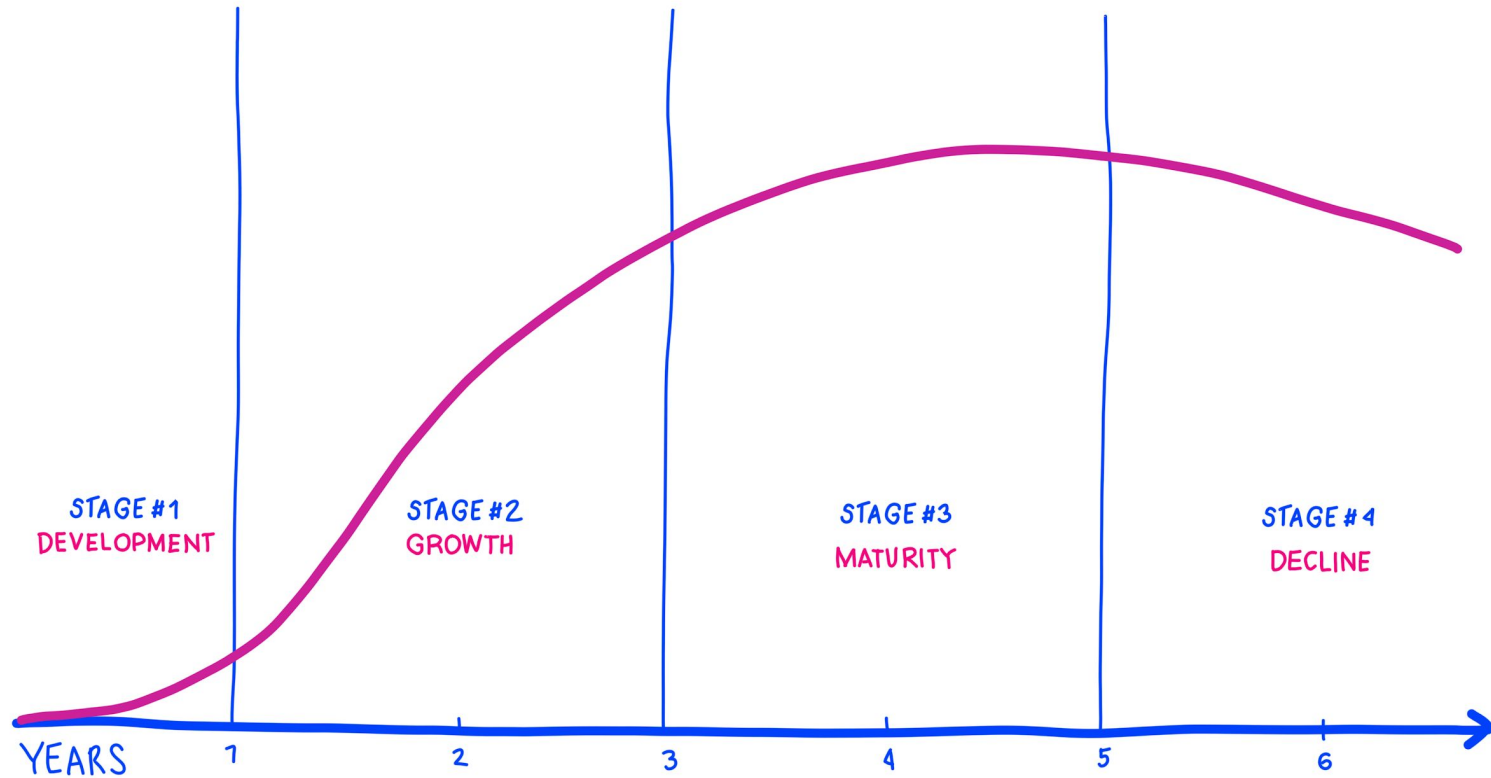
playlists
created



1583

badges
issued





Sources: [Harward Business Review](#), [visualmind.It](#)

CITIES OF LEARNING: LIFE CYCLE

STAGE 1 DEVELOPMENT

This is when you first start introducing Cities of Learning concept, before there is a proved demand for it, and often before it has been fully proved out to work for your city. Interest is low and creep along slowly

STAGE 2 GROWTH

Demand begins to accelerate and the size of the total network of learning providers and financial supporters expands rapidly. Some young people get to know the platform and try it out. It might also be called the "Take-off Stage."

STAGE 3 MATURITY

Demand levels off and grows, for the most part. Young people join the platform and start using it, feedback is needed. The number of learning providers and playlists grow, bigger variety of activities appear.

STAGE 4 DECLINE

The product begins to lose youth and learning provider appeal and offered activities drift downward. It's time when you need to bring your activities and promotion strategy to a new level.

CITIES OF LEARNING: **LIFE CYCLE**

STAGE 1 DEVELOPMENT	STAGE 2 GROWTH	STAGE 3 MATURITY	STAGE 4 DECLINE
BUILD YOUR TEAM	DEVELOP YOUR TEAM	SUPPORT YOUR TEAM	RENEW YOUR TEAM
RESEARCH NEEDS	INVOLVE AND CO-DESIGN	FEEDBACK AND DATA	DIVERSIFY TARGET GROUPS
UNDERSTAND FOCUS	DEVELOP STRATEGY	BUILD PARTNERSHIPS	SYSTEMIC INTEGRATION
MAP AND PRIORITISE	SECURE RESOURCES	DIVERSIFY RESOURCES	SUSTAINABILITY
CREATE CONTENT	CREATE SYNERGIES	ENSURE QUALITY	PROMOTE EXPERTISE

LESSONS LEARNT BY COL PARTNERS



1. INVOLVE



YOUNG PEOPLE

2. CREATE COOPERATION



BETWEEN STAKEHOLDERS

3. DEFINE FOCUS



OF THE PLATFORM

4. CONNECT



ONLINE AND OFFLINE

5. SUPPORT



NEW PROVIDERS

6. ALIGN ACTIVITIES



WITH COMPETENCES

7.

ESTABLISH



SUPPORT AND
COMMUNICATION
CHANNELS

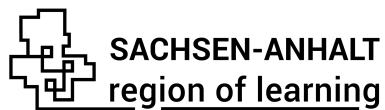
8.

DON'T GIVE UP!



@VISUALMIND.IT

Sources: CitiesOfLearning.eu, visualmind.it





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