

Media literacy methodology and material for parents (grandparents)

'Fake News', Misinformation and Disinformation



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Editorial coordinator: Daiva Penkauskienė

Authors: Alejandra Goded, Anca Dudau, Beate Hedrich, Betül Sahin, Daiva Penkauskienė, Hilary Hale

Editorial Board: Sophy Hale, Seda Gürcan, Konrad Schmidt, Cihan Sahin, Josafat Gonzalez Rodriguez, Roc Marti Valls, Virgita Valiūnaitė



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6 'Fake News', Misinformation & disinformation

6.1 Introduction into the theme

While the digital world offers a range of information and opportunities for young people, it is also becoming harder to separate fact from fiction. As children are spending more time online constantly making decisions on what to trust, it's now more important than ever for them to know how influence, persuasion and manipulation can impact their decisions, opinions and what they share online.

How do fake news and misinformation impact children and young people?

Exposure to misinformation can reduce trust in the media more broadly, making it tougher to know what is fact or fiction. When we start to believe that there is the possibility that anything can be fake, it's easier to discount what is actually true. This presents a real concern about the impact of fake news on our children and young people.

According to research[1] more than half of 12-15 year-olds go to social media as their regular source of news. And while only a third believe that social media stories are truthful, it is estimated that only 2% of school children have the basic critical literacy skills to tell the difference between real and fake news.

Children openly admit to being worried about 'fake news'. Teachers are noting a real increase in issues of anxiety, self-esteem, and a general skewing of world views. Generally, the trust children have in the news, social media and politicians is weakening.

In order to help both children and Parents/Grandparents improve both their understanding of 'Fake News', Misinformation and Disinformation and their digital literacy skills, we are suggesting a shared learning experience, facilitated through quiz-based learning (gamification). The aim is that, through the quiz game, parents and children can learn at the same time in an enjoyable and relaxed manner.

The Bite-size Learning Topics:

There are three Bite-sized Learning (BSL) activities, each of which is presented as a Quiz designed to be undertaken by a child and their parent/grandparent together and in competition to see who gets the most answers right. (The correct answer is always presented to the players for confirmation or information.) After each question, there is the opportunity to discuss the answer supported by prompting comments and topics.

Each Activity is supported by a 'Learn More' Fact Sheet with top tips to empower children to make smarter informed choices as they navigate online information.

There is also a Guide for Parents on **"What to do if your child has been negatively impacted by 'Fake News'".**

Each BSL deals with different but related topics to do with 'Fake News', Misinformation and Disinformation. The Quizzes are primarily designed for the 11-13 age group with their parents/grandparents, but are suitable for all ages depending on reading ability and use of digital media.

6.2 BSL tool 1: Spot the Fake!

A Learning Quiz Game designed to test and develop children's understanding of fake news, misinformation and disinformation; what it is and how it is spread through social media and on the internet.

Description

While the digital world offers a range of information and opportunities for young people, it is also becoming harder to separate fact from fiction.

As children are spending more time online constantly making decisions on what to trust, it's now more important than ever for them know how influence, persuasion and manipulation can impact their decisions, opinions and what they share online.

Parents / grandparents are encouraged to play this quiz game with their children and to discuss the topics raised after answering each question.

The game can be played with two to four players to see who gets the most questions right – or just by the child (but this is much less fun!)

We provide guidelines on what you both/all can learn from each question and ideas for what to discuss.

Age range

The quiz is designed for children aged 11-13.

However, it is just as valuable for the parents and grandparents as well – ie.no age limit!

Learning objectives

For Parents/Grandparents/Carers:

- To provide them with guidance on how to talk to children about 'fake news' and what it is
- To develop the critical digital literacy skills of parents/grandparents synchronously with those of the children in their care

To help young people to develop:

- an understanding of the different types of 'fake news', misinformation and disinformation;
- an understanding of how 'fake news' is spread
- critical online thinking / critical digital literacy

Preparation for the activity

The aim of this activity is to make it a game where both parent/s and children test their knowledge and understanding together.

Play the Quiz Game online or download it as an interactive Powerpoint presentation from our resources page on the APRICOT website www.apricot4parents.org/resources

Activity step-by step

The Quiz Game will take between 15 - 30 mins to play to get the best out of it.

Playing solo

Answer the questions and take a moment to review the 'learn and discuss' section to get tips to build knowledge. Keep a record of your score!

Playing as a team

This is the ideal way to play the quiz!

Player 1 will be asked to answer the question first followed by player 2. After both have answered the question, find out how well you did. Keep a record of your scores and see who wins.

We'd encourage players to pause after each question to chat through the discussion question(s) to make it more engaging.

Read the supporting Guide/Factsheet.

Questions for reflection, self-assessment and conclusions

- What do you think your children have learned?
- What did you learn?
- How do you think what you have learned will change your behaviour when looking at information on-line?
- Which tips will you apply in the future?

References

[1] *National Literacy Trust Fake News and Critical Literacy Report, UK 2018:*
<https://literacytrust.org.uk/research-services/research-reports/fake-news-and-critical-literacy-final-report/>

Parents guide to help kids tackle anxiety-inducing fake news during coronavirus pandemic
<https://www.internetmatters.org/hub/esafety-news/new-parent-guide-to-help-kids-tackle-anxiety-inducing-fake-news-during-coronavirus-pandemic/>

6.3 BSL tool 2: Spot the Difference: Fact or Fake?

A Quiz Game to test and develop children's ability to tell the difference between what is fact and what is fake along with suggestions for how to do this.

Description

While the digital world offers a range of information and opportunities for young people, it is also becoming harder to separate fact from fiction.

This activity is designed to help children and their parents/grandparents develop strategies for spotting the difference between what is real/true and what is fake.

It gives young people the tools to check if something is real or fake and how to identify untrustworthy sources.

Parents / grandparents are encouraged to play this quiz game with their children and to discuss the topics raised after answering each question.

The game can be played with two to four players to see who gets the most questions right – or just by the child (but this is much less fun!)

We provide guidelines on what you both/all can learn from each question and ideas for what to discuss.

Age range

The Quiz is designed for children aged 11-13. However, it is just as valuable for the parents and grandparents – i.e., there is no age limit to enjoying this informative game!

Learning objectives

For Parents/Grandparents/Carers:

- To provide them with guidance on how to spot 'fake news' and techniques for checking whether something online is real or misleading.
- To develop the critical digital literacy skills of parents/grandparents synchronously with those of the children in their care
- To prompt further investigation and research into the topic

To help young people to develop:

- Skills and techniques for spotting the difference between real and fake information in digital media formats
- critical interpretation skills –about intentions and what makes a news story fake;
- critical evaluation and reflection skills - to make independent and reasoned judgments
- critical online thinking / critical digital literacy

Preparation for the activity

The aim of this activity is to make it a game where both parent/s and children test their knowledge and understanding together.

Play the Quiz Game online or download it as a Powerpoint presentation from our resources page on the APRICOT website www.apricot4parents.org/resources.

Activity step-by step

The Quiz Game will take between 15 - 30 mins to play to get the best out of it.

Playing solo

Answer the questions and take a moment to review the 'learn and discuss' section to get tips to build knowledge. Keep a record of your score!

Playing as a team

This is the ideal way to play the quiz!

Player 1 will be asked to answer the question first followed by player 2. After both have answered the question, find out how well you did. Keep a record of your scores and see who wins.

We'd encourage players to pause after each question to chat through the discussion question(s) to make it more engaging.

Read the supporting Guide/Factsheet.

Questions for reflection, self-assessment and conclusions

- What do you think your children have learned?
- What did you learn?
- How do you think what you have learned will change your behaviour when looking at information on-line?
- Which tips will you apply in the future?

References

How to Spot Fake News Infographic: The International Federation of Library Associations and Institutions (IFLA) <https://www.ifla.org/publications/node/11174>

Lithuanian: <https://www.ifla.org/files/assets/hq/topics/info-society/images/how-to-spot-fake-news-lt.pdf>

Spanish: <https://www.ifla.org/files/assets/hq/topics/info-society/images/how to spot fake news - spanish.pdf>

German: https://www.ifla.org/files/assets/hq/topics/info-society/images/german_-_how_to_spot_fake_news_aug19.pdf

Parents guide to help kids tackle anxiety-inducing fake news during coronavirus pandemic
<https://www.internetmatters.org/hub/esafety-news/new-parent-guide-to-help-kids-tackle-anxiety-inducing-fake-news-during-coronavirus-pandemic/>

6.4 BSL tool 3: Fact Checking and Reporting

A Learning Quiz Game to test and develop children and young people's ability to check and report Fake News, Misinformation and Disinformation, and how to stop it spreading.

Description

While the digital world offers a range of information and opportunities for young people, it is also becoming harder to separate fact from fiction.

This activity helps young people develop tools and techniques for checking images and information – to become a 'Fake News Detective'! It also examines how to report suspicious content, what to do when you think something is dangerous or manipulative - and where to go to report it.

Parents / grandparents are encouraged to play this quiz game with their children and to discuss the topics raised after answering each question.

The game can be played with two to four players to see who gets the most questions right – or just by the child (but this is much less fun!).

We provide guidelines on what you both/all can learn from each question and ideas for what to discuss.

Age range

The quiz is designed for children aged 11-13.

However, it is just as valuable for the parents and grandparents as well – ie.no age limit!

Learning objectives

For Parents/Grandparents/Carers:

- To gain the 'know how' and skills to check facts and images using fact/image checking website
- To develop the critical digital literacy skills of parents/grandparents synchronously with those of the children in their care
- To prompt further investigation and research into the topic
- To know how to deal with and report suspicious content on social media and the internet

For young people:

- To develop critical evaluation and reflection skills - to make independent and reasoned judgments
- To gain the 'know how' and skills to check facts and images using fact/image checking website
- To know how to deal with and report suspicious content on social media and the internet
- To improve critical online thinking / critical digital literacy

Preparation for the activity

- The aim of this activity is to make it a game where both parent/s and children test their knowledge and understanding together.
- Play the Quiz Game online or download it as an interactive Powerpoint presentation from our resources page on the APRICOT website www.apricot4parents.org/resources .

Activity step-by step

The Quiz Game will take between 15 - 30 mins to play to get the best out of it.

Playing solo

Answer the questions and take a moment to review the 'learn and discuss' section to get tips to build knowledge. Keep a record of your score!

Playing as a team

This is the ideal way to play the quiz!

Player 1 will be asked to answer the question first followed by player 2. After both have answered the question, find out how well you did. Keep a record of your scores and see who wins.

We'd encourage players to pause after each question to chat through the discussion question(s) to make it more engaging.

Read the supporting Guide/Factsheet.

Questions for reflection, self-assessment and conclusions

- What do you think your children have learned?
- What did you learn?
- How do you think what you have learned will change your behaviour when looking at information on-line?
- Which tips will you apply in the future?

References

Dealing with fake news on popular social media platforms. Click to access.

1. Facebook fake news guidelines
[How do I mark a Facebook post as false news?](#)
[Facebook community standard on False news](#)
2. Instagram fake news guidelines
[How to flag false information on Instagram](#)
[Reducing the Spread of False Information on Instagram](#)
3. Snapchat fake news guidelines
[How to report safety concerns on Snapchat](#)
[Snapchat community guidelines](#)
4. YouTube fake news guidelines
[How to report inappropriate content on YouTube](#)
[Guidelines for fake news](#)
5. Twitter fake news guidelines
[How to report violations on Twitter](#)
[Guidelines for misleading information](#)

Parents guide to help kids tackle anxiety-inducing fake news during coronavirus pandemic
<https://www.internetmatters.org/hub/esafety-news/new-parent-guide-to-help-kids-tackle-anxiety-inducing-fake-news-during-coronavirus-pandemic/>