



ENHANCING DIGITAL READINESS BY OVERCOMING FAKE NEWS, INFORMATION IN SOCIAL MEDIA 2024-1-FR02-KA210-YOU-000247518

UnfakeSoMe Games

Social Media Simulation BINGO!

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Name of the	Media Literacy Challenge – Bingo
Game	
About the Game	Players match terms to definitions or examples related to media literacy,
	misinformation, and social media.
	Reinforces understanding of key concepts while being interactive and fun.
Number of	3 to 30 (small to large groups)
Players	
Recommended	14+ years (teens and adults)
Age	
Game Duration	15–30 minutes (can play multiple rounds with different patterns)
Objective	Mark terms on the Bingo card as the facilitator reads out definitions,
	scenarios, or clues.
	Complete a row, column, diagonal, or specified pattern to win.
Game Setup	Distribute a unique Bingo card to each player.
	Prepare a calling sheet with definitions.
	Players use pens or markers.
Game Flow	1. Setup: Hand out cards.
	2. Call Definitions: Facilitator reads a clue.
	3. Mark: Players mark the matching word.
	4. Bingo: First to complete the winning pattern calls "Bingo."
	5. Verify & Discuss: Check the card and discuss words.
Outcomes	Strengthen understanding of misinformation, media tools, and digital
	literacy.
	Improve listening comprehension.
	Encourage discussion about real-life media use.
Variations	• Silent Bingo (use images/headlines).
	• Fast Draw (speed challenge).
	• Reverse Bingo (mark words that don't match).
	Discussion Mode (pause after each word for group discussion).
Winning Patterns	Row, Column, Diagonal
	Four Corners
	• X-Pattern
	• Full House

Instruction Guide

Step	Facilitator Says/Does
1. Setup	"Welcome to Media Literacy Bingo! Everyone gets a Bingo card with different words related to media literacy, misinformation, and social media. Have your pens or markers ready."
2. Starting	"I'll read out a definition, clue, or example. If the word matches something on
the Game	your Bingo card, mark it."
3. Gameplay	"Listen carefully as I read. Think about the clue — it might be a definition, a
Flow	scenario, or an example of how this term applies online. First person to complete
	a row, column, diagonal, or other pattern calls out 'Bingo!'"











Scoring

Category	Criteria	Points		
Bingo Pattern Win	Correctly completed the Bingo pattern (row, column,	+5 points		
	diagonal, etc.)			
	Marked incorrect words – pattern invalid	0		
Explanation	Explained all winning words correctly (definition/example)	+3 points		
Bonus				
	Explained some words (partial)	+1 point		
	No explanations or incorrect meanings			
Participation	Actively listened, engaged, discussed with others	+2 bonus		
Bonus		points		
	Didn't participate actively	0		

Scoring Sheet

Player/Team Name	Bingo Pattern (5)	Explanation (3)	Participation (2)	Total (10)

Post-Game Reflection

Verify the	"Let's check the winning card. Can you explain what each marked word means? Let's
Win	discuss them together before confirming the winner."
	"What was one new concept or term you learned today?
	How do you think knowing these terms helps you in understanding online content
	and spotting misinformation?"

Learning Outcomes

- 1. Improve their ability to recognise common misinformation tactics and media manipulation strategies.
 - → Spot patterns such as clickbait, fake headlines, sensationalism, and misleading visuals.
- 2. Strengthen their understanding of key media literacy concepts in a fast-paced, engaging format.
 - → Reinforce terms and behaviours associated with misinformation and critical media use.
- 3. Develop observational and critical thinking skills to filter information effectively.
 - \rightarrow Quickly evaluate descriptions or clues that mimic real-world misinformation scenarios.
- 4. Enhance awareness of how misinformation spreads across digital platforms.
 - \rightarrow Identify real-world patterns and tricks used in misinformation and online content manipulation.











- 5. Foster group interaction, listening, and active participation in a collaborative learning environment.
 - ightarrow Encourage teamwork and friendly competition while reinforcing learning goals.

Materials Required

BINGO CARDS (to be printed)

Bingo Card 1

Algorithm	Spam	Filter	Reliable	Clickbait
Evidence	Bias	Source	Viral	Deepfake
Troll	Overshare	FREE	Influence	Hoax
Context	Cyberbully	Connect	Privacy	Perspective
Headline	Factcheck	Rumour	Disinform	Scam

Bingo Card 2

Bias	Disinform	Connect	Evidence	Viral
Factcheck	Troll	Headline	Overshare	Algorithm
Privacy	Fabrication	FREE	Filter	Source
Influence	Clickbait	Spam	Credibility	Deepfake
Context	Echochamber	Reliable	Manipulate	Scam

Bingo Card 3

Viral	Reliable	Overshare	Context	Spam
Cyberbully	Deepfake	Algorithm	Perspective	Troll
Source	Bias	FREE	Influence	Disinform
Privacy	Credibility	Hoax	Rumour	Connect
Filter	Fabrication	Scam	Clickbait	Headline

Bingo Card 4

Algorithm	Rumour	Source	Spam	Deepfake
Overshare	Clickbait	Cyberbully	Reliable	Headline
Connect	Viral	FREE	Hoax	Bias
Filter	Troll	Fabrication	Perspective	Influence
Credibility	Scam	Privacy	Context	Disinform

Influence	Deepfake	Algorithm	Connect	Rumour
Overshare	Privacy	Spam	Bias	Perspective
Filter	Hoax	FREE	Factcheck	Clickbait











Context	Reliable	Viral	Fabrication	Cyberbully
Source	Evidence	Troll	Headline	Disinform

Bingo Card 6

Spam	Reliable	Overshare	Algorithm	Filter
Cyberbully	Perspective	Clickbait	Hoax	Factcheck
Connect	Bias	FREE	Deepfake	Troll
Privacy	Viral	Evidence	Source	Credibility
Rumour	Context	Fabrication	Scam	Influence

Bingo Card 7

Algorithm	Overshare	Viral	Scam	Connect
Reliable	Hoax	Clickbait	Cyberbully	Influence
Bias	Perspective	FREE	Rumour	Troll
Headline	Source	Filter	Fabrication	Factcheck
Context	Spam	Privacy	Disinform	Deepfake

Bingo Card 8

Context	Scam	Spam	Hoax	Deepfake
Connect	Viral	Headline	Bias	Overshare
Clickbait	Influence	FREE	Source	Cyberbully
Algorithm	Troll	Perspective	Reliable	Evidence
Filter	Privacy	Disinform	Fabrication	Factcheck

Bingo Card 9

Connect	Headline	Viral	Perspective	Reliable
Overshare	Influence	Scam	Privacy	Spam
Fabrication	Disinform	FREE	Source	Bias
Clickbait	Troll	Evidence	Hoax	Algorithm
Cyberbully	Deepfake	Rumour	Filter	Factcheck

Viral	Spam	Algorithm	Headline	Filter
Troll	Deepfake	Overshare	Reliable	Bias
Connect	Fabrication	FREE	Privacy	Cyberbully
Perspective	Disinform	Rumour	Hoax	Factcheck
Influence	Clickbait	Context	Source	Scam











Bingo Card 11

Viral	Hoax	Algorithm	Reliable	Filter
Bias	Spam	Perspective	Headline	Overshare
Connect	Cyberbully	FREE	Influence	Troll
Clickbait	Deepfake	Privacy	Context	Scam
Factcheck	Fabrication	Evidence	Rumour	Disinform

Bingo Card 12

Connect	Perspective	Hoax	Spam	Reliable
Overshare	Disinform	Headline	Algorithm	Factcheck
Clickbait	Bias	FREE	Deepfake	Influence
Viral	Privacy	Fabrication	Rumour	Source
Troll	Scam	Cyberbully	Filter	Evidence

Bingo Card 13

Spam	Algorithm	Overshare	Clickbait	Reliable
Viral	Troll	Context	Source	Cyberbully
Bias	Headline	FREE	Privacy	Influence
Evidence	Perspective	Hoax	Rumour	Filter
Factcheck	Scam	Connect	Fabrication	Disinform

Bingo Card 14

Reliable	Perspective	Scam	Deepfake	Viral
Headline	Clickbait	Bias	Hoax	Source
Overshare	Connect	FREE	Algorithm	Influence
Filter	Cyberbully	Privacy	Troll	Spam
Rumour	Disinform	Context	Fabrication	Factcheck

Bingo Card 15

Influence	Connect	Algorithm	Bias	Viral
Spam	Overshare	Troll	Privacy	Deepfake
Reliable	Factcheck	FREE	Scam	Clickbait
Perspective	Filter	Hoax	Cyberbully	Evidence
Headline	Fabrication	Context	Disinform	Source

Algorithm	Viral	Reliable	Spam	Perspective
Headline	Deepfake	Clickbait	Overshare	Connect
Influence	Troll	FREE	Scam	Bias
Hoax	Privacy	Evidence	Source	Factcheck
Cyberbully	Rumour	Context	Fabrication	Disinform











Bingo Card 17

Spam	Viral	Connect	Bias	Filter
Hoax	Overshare	Clickbait	Reliable	Influence
Perspective	Deepfake	FREE	Cyberbully	Source
Disinform	Scam	Headline	Algorithm	Evidence
Factcheck	Fabrication	Privacy	Troll	Rumour

Bingo Card 18

Connect	Spam	Overshare	Filter	Viral
Bias	Clickbait	Privacy	Deepfake	Context
Cyberbully	Algorithm	FREE	Factcheck	Troll
Reliable	Perspective	Evidence	Scam	Hoax
Headline	Fabrication	Influence	Rumour	Disinform

Bingo Card 19

Filter	Algorithm	Perspective	Spam	Reliable
Troll	Overshare	Clickbait	Connect	Deepfake
Viral	Headline	FREE	Source	Scam
Influence	Rumour	Privacy	Bias	Cyberbully
Factcheck	Disinform	Fabrication	Hoax	Evidence

Viral	Hoax	Privacy	Deepfake	Algorithm
Connect	Filter	Spam	Overshare	Reliable
Bias	Perspective	FREE	Influence	Clickbait
Cyberbully	Scam	Headline	Source	Factcheck
Troll	Fabrication	Disinform	Evidence	Rumour









Calling Sheet:

Term	Definition/Prompt		
Algorithm	A system that decides what content you see based on your activity.		
Bias	Favouring one side or opinion over another in the media.		
Clickbait	Misleading headline designed just to attract clicks.		
Deepfake	Fake videos/images created using AI to mislead people.		
Disinform	Deliberately spread false information to deceive.		
Factcheck	Verifying whether information is true or false.		
Filter	A tool or process that limits or tailors what information you see.		
Hoax	A deliberately fabricated falsehood made to deceive.		
Influence	The power media or people have to shape your thoughts or behaviour.		
Overshare	Sharing too much personal information online.		
Perspective	A particular point of view or way of seeing something.		
Privacy	Protecting personal information online.		
Reliable	A source you can trust for accurate information.		
Scam	A dishonest scheme to trick people out of money or information.		
Source	Where the information or news originally comes from.		
Spam	Unwanted or irrelevant messages or advertisements.		
Troll	Someone who posts inflammatory comments online to provoke others.		
Viral	Content that spreads rapidly online.		
Headline	The title of a news article, designed to attract attention.		
Credibility	How trustworthy or believable a piece of information is.		
Context	Background information that helps you understand a story or claim.		
Connect	Using social media to communicate and build relationships.		
Cyberbully	Using technology to harass or bully someone online.		
Fabrication	Completely false information made up to mislead.		
Rumour	Unverified information that spreads quickly.		
Manipulate	To influence someone in a dishonest or unfair way.		
Echochamber	When you only see information that reinforces your own views.		
Verify	To check if information is true or accurate.		
Evidence	Proof or facts that support whether something is true or false.		





