



ENHANCING DIGITAL READINESS BY OVERCOMING FAKE NEWS, INFORMATION IN SOCIAL MEDIA

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UnfakeSoMe Games

Social Media Simulation INFORMATION AVALANCHE

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Name of the Game	Information Avalanche – Sorting Truth from Misinformation
About the Game	Players face an overwhelming flood of news, social media posts, expert opinions, and viral misinformation. Their goal is to analyse, verify, and categorize information correctly before time runs out. The game tests critical thinking and fact-checking skills under pressure.
Number of Players	3-6 players (can be played individually or in teams). Encourages quick decision-making and teamwork.
Recommended Age	14+ years. Designed for teenagers and adults to strengthen their media literacy skills.
Game Duration	30-45 minutes. Each round takes approximately 5-10 minutes, depending on difficulty.
Objective	Players must sift through an overwhelming amount of conflicting information and categorize it as true, misleading, or false as quickly and accurately as possible. The player/team with the most correct classifications wins.
Game Setup	
1. Prepare Information Decks	The facilitator prepares news snippets, tweets, headlines, expert opinions, statistics, and viral posts. Some are accurate, misleading, or entirely false.
2. Distribute News Flood	Players are given 20-30 pieces of information at the start of each round. These can be printed, written on cards, or displayed digitally.
3. Provide Categorization Tools	Each team receives sorting cards labelled True, Misleading, and False or uses a scoring sheet to classify information.
4. Set Time Limits	Players have 5 minutes to sort as much information as possible before time runs out.
Game Flow	
1. Information Avalanche Begins	Players receive a flood of mixed information (headlines, social media posts, news reports, opinions, and ads).
2. Sorting Phase	Within 5 minutes, players must categorize each piece as True, Misleading, or False.
3. Fact-Checking Challenge (Optional)	Players can choose 3 items to fact-check further, but they must use their limited fact-checking tokens wisely.
4. Scoring & Discussion	The facilitator reveals the correct answers, explains why certain items are misleading, and awards points accordingly.
Outcome	Players develop fact-checking skills, media awareness, and information filtering techniques to navigate the modern news landscape more effectively.

Instruction Guide

Step	Instructions
1. Setup	"Welcome, everyone! Please gather your printed news cards, sorting labels (True, Misleading, False), and score sheets. I will now distribute a stack of mixed information items to each team."
2. Starting the Game	"Your challenge is to quickly sort through this avalanche of information and categorize each item as True, Misleading, or False. You have 5 minutes for this task. Work quickly and accurately!"
3. Gameplay Flow	"Begin sorting your information. As you do, make sure to check for key indicators of misinformation, such as sensational language or unverified sources. I will monitor the process, but I won't intervene until time is up."
4. Scoring & Verification	"Time's up! Now, each team will present their sorted items along with a brief explanation for each category. I will reveal the correct classifications and award points based on accuracy and speed."
5. Post-Game Reflection	"Great work sorting through all that information! Let's reflect: Which items were the hardest to classify? What clues helped you decide? How can these strategies be applied to real-life media consumption?"

Step	Outlined Instructions
1. Setup	• Gather printed news cards, sorting labels (True, Misleading, False), and score sheets. • Distribute the information stacks to each team.
2. Starting the Game	• Explain the objective: sort the information quickly into True, Misleading, or False. • Set a time limit of 5 minutes.
3. Gameplay Flow	• Teams sort through the information, identifying key indicators of misinformation. • The facilitator monitors without providing hints until time expires.
4. Scoring & Verification	• Teams present their sorted information and explain their reasoning. • The facilitator reveals the correct answers and awards points based on a predefined scoring system.
5. Post-Game Reflection	• Lead a discussion on the challenges of sorting misinformation. • Ask which items were most difficult and what clues were most useful.

Scoring System

Category	Criteria	Points
Correct Classification	Each correctly categorized item earns points.	+2 points
Mistaken Classification	Incorrectly classifying an item will result in a penalty.	-1 point
Fact-Checking Accuracy	If a fact-checked item is correctly verified, bonus points are awarded.	+3 points
Speed Bonus	If all items are sorted before time runs out, extra points are given.	+2 points

Total Maximum Points Per Round: Variable (depends on the number of items).

Conflicting News Scenarios

Information Type	Snippet	Correct Classification	Explanation
Breaking News Headline	"Mysterious illness spreads rapidly – Officials warn of a new pandemic!"	Misleading	The report exaggerates initial findings; no pandemic is declared.
Tweet from Unverified Source	"I took this new herbal supplement and my cancer is gone!"	False	No scientific evidence supports this claim.
Official Health Statement	"The new variant is being studied, and vaccines are still effective."	True	Comes from a verified health organization.
Viral Image with No Source	A blurry image of a UFO with the caption "Government is hiding the truth!"	False	No credible source or evidence is provided.
Sensationalized Headline	"You Won't Believe What Scientists Just Discovered About AI!"	Misleading	Clickbait headline that lacks context.
Celebrity Gossip	"Famous actor caught in scandal – Fans outraged!"	Misleading	Out-of-context quote taken from an interview.
Expert Quote from a Scientist	"Climate change is leading to more extreme weather events."	True	Based on peer-reviewed research.
Political Meme	"This politician wants to BAN all free speech!"	False	Exaggerated claim with no factual backing.
Sponsored Content Disguised as News	"Doctors recommend this miracle diet pill!"	Misleading	Advertisement framed as a news article.

Scoring Sheet

Round	Team Name	Correct Classification (2 pts)	Fact-Checking Bonus (3 pts)	Speed Bonus (2 pts)	Total Score
1					
2					
3					
4					
5					

Game-End Reflection Round (Post-Game Discussion)

Question	Purpose
Which types of misinformation were the hardest to detect?	Helps players understand common deceptive tactics.
Did the time pressure make it harder to think critically?	Explores the impact of information overload.
How do social media algorithms contribute to information avalanches?	Encourages discussion about digital literacy.
What strategies can we use in real life to filter reliable news from misinformation?	Promotes responsible media consumption habits.