



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

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UnfakeSoMe Games

Lateral Reading BREAKING FACT

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Name of the game	Breaking Fact
About the game	This game has us approach the way we process news, both as creators and consumers, in a playful way. The point is not to corroborate or debunk a piece of news, but rather to have fun with it. It is our hope that it will sharpen players' minds when it comes to interacting with any news.
Number of players	8-12 players
Recommended age	13+ years
Game duration	Two rounds (played simultaneously for the first part) last 20-25 minutes.
Objective	The game combines creativity with critical analysis in a newsroom challenge. Editorial teams must craft engaging stories—whether true or fabricated—based on real headlines or keywords, while reader teams evaluate each story's authenticity and appeal. The goal is to earn points through both inventive storytelling and sharp judgment, with the winning team demonstrating the best blend of narrative skill and evaluative insight.
Game setup	This game is to be played with 2 teams: • one editorial team working for a news publication • one team standing for the publication's audience/readership • one facilitator gives instructions to the editorial team
	The facilitator holds a list of news headlines. They divide the group into 2 teams.

Game flow	In the first part of the game, the editorial team is sitting in the newsroom, discussing the stories to be published in the next issue of their publication. [To avoid the second team to get bored during that time, they can play the part of another editorial team separately. Both teams will gather for the second part of the game. In that way, the first parts of 2 rounds are played at the same time.] The facilitator holds a list of news headlines. They are all true, taken from published newspapers. In the newsroom, the editorial team is given instructions by the facilitator to publish either a true or fake story. Each story has to have a headline and an introductory paragraph. If the story is to be true, the actual headline is given to the team. They have to write the introductory paragraph. If the story is to be fake, the team is given keywords from a true headline. They have to come up with a plausible story, but it has to be fake. The team works on a set number of stories.
	In the second part of the game, the editorial team presents their stories to the other team, their readers. Readers vote to decide whether each story is true or fake, and to assign points to it (between 1 and 3) depending on how engaging they find it. At the end of the voting process, the facilitator reveals whether each story was true or fake. Points are added up for each story. If readers guessed correctly, the story gets 1 additional point. If both teams played editorial teams at the same time, the voting process happens twice. The winning team is the one who collected the most points.
Outcomes	The game requires the editorial team to craft engaging narratives, whether they're true or fabricated. This encourages creative thinking and storytelling—a fun challenge for players who enjoy writing and coming up with clever twists. By having one team as the editorial team and another as the readers, the game fosters interaction between creative production and critical evaluation. This dynamic can lead to lively discussions and debates about what makes a story believable or engaging.

Step	Outlined instructions
1. Setup	Have the participants go into 2 teams of equal players. Each team sits around a table. Have paper and pens available.
2. Starting the game	Explain that each team will have to come up with a series of news stories. Some of them will have to be true, others will have to be fabricated. Hand out a list to each team containing: • News headlines: Teams must create an introductory paragraph. • Keywords: Teams will turn them into a fake story containing one headline and an introductory paragraph.
3. Gameplay flow	Allow 10 to 15 minutes for editorial teams to create their stories. Adjust the timing according to the number of stories.
4. Scoring & verdict	Both teams come together. The team listening to the other one's stories acts as the readership. For each story, they vote to decide if the story is true or fake and how engaging they find it (1 to 3 points). The facilitator keeps the score.
	Teams switch roles. Points are added up to name the winning team.
5. Post-game reflection	Lead a discussion on the way we engage with news headlines, both as creators and as readers.

Post-game discussion
What strategies were used to make fake stories appear credible?
Did the editorial team prioritize engagement over accuracy? Why or why not?
How difficult was it to craft a believable fake news story?
What clues helped the readership team identify fake stories?
Were there any stories that were surprisingly difficult to classify as true or fake?

Did personal biases influence the way readers judged the stories?
Did engaging stories tend to be believed more, even if they were fake?
What does this game reveal about the challenges of distinguishing between real and fake news?
Did the game feel balanced and fair for both teams?

Score tracking sheet			
Round	Team	Points earned for story engagement	Opposing team successfully guessed if true or false

Examples of news headlines given to editorial teams	
Headline	Keywords
Apollo 11 Moon Landing "Neil Armstrong Takes 'Giant Leap for Mankind' as Apollo 11 Lands on the Moon"	NASA-Moon
Fall of the Berlin Wall "Berlin Wall Falls: A New Era Begins in Germany"	Cold War-Iron Curtain
Detection of Gravitational Waves "Scientists Confirm Detection of Gravitational Waves, Validating Einstein's Theory"	Astrophysics-Einstein
Brexit Referendum Result "UK Votes to Leave the European Union in Historic Referendum"	EU-Referendum

COVID-19 Pandemic Declaration “WHO Declares COVID-19 a Global Pandemic”	Public health-Quarantine
First Image of a Black Hole “First Image of a Black Hole Captured, Opening a New Window into the Universe”	Black hole-Astrophysics
U.S. Capitol Riot Coverage “Chaos at the Capitol: Riot Erupts as Congress Convenes”	U.S. Capitol-Insurrection
NASA Perseverance Rover Landing on Mars “NASA’s Perseverance Rover Lands Successfully on Mars”	NASA-Red planet

NEWS HEADLINES

Ultra-rare lobster named Arnold Clawmer rescued from Maine grocery store

By Jacki Thrapp

Published Dec. 28, 2024, 2:42 a.m. ET

An extremely rare, split-colored lobster was gifted a new home on Christmas Eve after he was discovered inside a Maine grocery store’s seafood tank.

The unusual-looking sea creature named Arnold Clawmer is half-red and half-mottled brown — a characteristic that only happens in 1 in 50 million lobsters.

Arnold arrived at the Shaw Institute Environmental Education Center over the holidays after a “very sympathetic” shopper spotted him inside the Shop and Save grocery store in Milbridge,



Maine.

Once the shopper handed him off to researchers, they first got Arnold acclimated to living in a touch tank at the Oceanarium in Bar Harbor before bringing him to the Shaw Institute in Blue Hill, Maine.

The Shaw Institute claimed that Split lobsters – called chimeras – happen during the early stages of development when two fertilized eggs fuse together and form one lobster which results in the remarkable appearance of Arnold.

“Not only do genetics need to be right but the physical conditions inside the mother need to be right as well,” the Shaw Institute shared.

Keywords

Rare lobster
Split-colored
Maine
Animal rescue

The Atlantic

More From 160 Years of Atlantic Stories

TECHnoLocY

Life on Mars

Space scientists won't say so, but the results of three brilliantly conceived experiments lead inevitably to one startling conclusion: Life, in some form, exists on Mars.

By David Chandler



The idea that Mars, like the earth, might be the home of living beings has held our imagination since the turn of the century, when Percival Lowell thought he saw hundreds of canals crisscrossing the face of the planet, and took them as proof that Mars was inhabited.

Lowell was wrong. The canals never existed, as Mariner 9 photographs finally proved five years ago. But even though his evidence was mistaken, Lowell's conclusion may yet be vindicated: the Viking landers have returned an impressive array of biochemical data which seems to show that some form of life really does exist on Mars.

Keywords

Mars
Viking
landers Life
Detection

The Atlantic

CULTURE

When Young People Stop Imagining a Future

At its best, *The Teacher* captures the intimate horrors of life under harrowing circumstances

By Hannah Giorgis



At first glance, the main character of *The Teacher*, the debut feature film by the Palestinian British writer-director Farah Nabulsi seems drawn from a familiar inspirational-movie archetype. Basem El-Saleh (played by Saleh Bakri) is an English instructor at an all-boys high school, where a substantial portion of his work involves trying to motivate disaffected students. But *The*

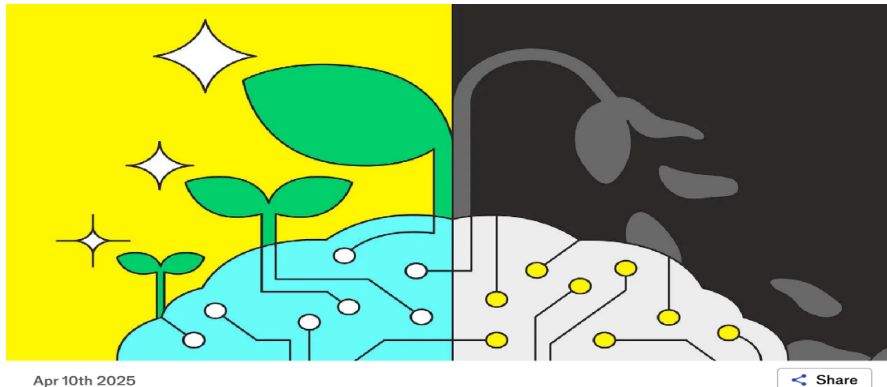
Teacher isn't just another paean to the democratizing power of education, or the role that a single mentor can play in guiding listless teenagers toward conventional success. On top of all this, Nabulsi's film spends considerable time fleshing out why school feels like an afterthought for some of Basem's students: The movie is set in the West Bank, where Israel's military occupation constrains the most mundane elements of Palestinian life—including what kind of future young people can imagine for themselves and their loved ones.

Keywords

Occupation
Education
Resistance
Mentorship

How AI could help the climate

The technology could help decarbonise the industries that have proved the hardest to clean up



EVEN IF YOU don't worry that artificial intelligence (AI) will destroy the human race, you might fret that its fearsome appetite for electricity will destroy the environment. Asking ChatGPT a question means using ten times more energy than an old-fashioned search query. Google's greenhouse-gas emissions rose by nearly half between 2019 and 2023, as the AI boom took off; Microsoft's are up by almost 30% since 2020. With huge investments in new data centres planned, more rises seem baked in. But the doom-mongering is misplaced. In absolute terms, AI may be less energy-hungry than many people assume. Better still, AI can help decarbonise the industries that have proved hardest to clean up.

Keywords

AI
Energy consumption
Emissions
Decarbonisation