

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

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UnfakeSoMe Games

Lateral Reading FEED FILTER

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Name of the Game	Feed Filter: Fact or Fiction
About the Game	Players experience a simulated social media feed using printed cards that display various news posts, headlines, tweets, and images. Some cards contain factual information, while others are misleading or completely fake. The challenge is to quickly evaluate, sort, and justify each card's accuracy.
Number of Players	3-6 players (can be played individually or in teams). Encourages quick decision-making and discussion.
Recommended Age	14+ years – Designed for teenagers and adults to enhance media literacy and critical thinking skills.
Game Duration	30-45 minutes – Each round takes approximately 5-10 minutes, depending on the number of cards and discussion depth.
Objective	Players must rapidly review a deck of printed news cards, then classify each card as True, Misleading, or False. They must justify their decisions using fact-checking strategies and critical analysis.
Game Setup	
1. Prepare News Cards	The facilitator prints a set of news cards. Each card features a news post (including text, images, or headlines) and is pre-categorized as True, Misleading, or False (hidden answer key).
2. Gather Materials	Provide each team with the printed news cards, sorting labels (True, Misleading, False), score sheets, and pens.
3. Define Roles	Players work individually or in teams. Each team reviews the feed, sorts the cards into categories, and later explains their choices.
4. Set a Time Limit	Assign a fixed time (e.g., 5 minutes per round) for sorting the cards.
Game Flow	
1. Feed Presentation	The facilitator displays or hands out the deck of printed news cards to each team.
2. Sorting Phase	Teams have the allocated time (e.g., 5 minutes) to quickly review and place each card into one of three piles: True, Misleading, or False.
3. Explanation Phase	Once time is up, each team explains their classification for selected cards, discussing key indicators (e.g., sensational language, lack of credible sources, exaggeration, etc.).
4. Verification & Scoring	The facilitator reveals the correct classifications using the answer key and explains why each card falls into its category. Teams earn points based on accuracy and depth of explanation.
5. Game-End Reflection	A group discussion follows where players share insights on how to better identify fake news and discuss strategies for real-life media consumption.
Outcome	Players develop rapid media literacy, fact-checking skills, and the ability to filter misinformation, preparing them for real-world information overload.

Instruction Guide

Step	Instructions
1. Setup	"Hello everyone, let's get started! Please gather all your materials: your printed news cards, sorting labels (True, Misleading, False), score sheets, and pens. I'm now shuffling and distributing the cards to each team."
2. Starting the Game	"Your task is simple: review the social media feed displayed on these cards, and sort each card into one of three piles – True, Misleading, or False. You have exactly 5 minutes to complete this. Work quickly and discuss your decisions!"
3. Sorting Phase	"Now, begin sorting your cards into the three categories. Remember, look out for sensational language, exaggerated images, or any signs that the information might not be reliable. I'll be timing you—make sure you keep an eye on the clock!"
4. Explanation Phase	"Time's up! Now, each team, please explain the reasoning behind the categorization for a few selected cards. Tell us why you placed a card in a particular category based on the cues you noticed."
5. Verification & Scoring	"Great job! I will now reveal the correct classifications using the answer key. Let's see how many you got right, and I'll explain why each card falls into its category. Points will be awarded based on your accuracy and the quality of your explanations."
6. Post-Game Reflection	"Well done, everyone! Let's reflect on the activity: Which posts were the hardest to decide on, and why? What clues did you rely on the most? And how can you apply these fact-checking strategies when you see news online?"

Step	Outlined Instructions
1. Setup	• Gather all materials: printed news cards, sorting labels (True, Misleading, False), score sheets, and pens. • Shuffle the news cards and distribute them to each team.
2. Starting the Game	• Explain that each team must review the printed social media feed and sort each card into one of three categories: True, Misleading, or False. • Set a time limit (e.g., 5 minutes) for sorting.
3. Sorting Phase	• Teams analyse each card for key indicators such as sensational language, exaggerated imagery, and source credibility. • Players work together to sort the cards within the allotted time.
4. Explanation Phase	• After time expires, ask each team to select a few cards and explain their categorization choices. • Encourage discussion on the cues that influenced their decisions.
5. Verification & Scoring	• Reveal the correct classifications using the answer key. • Discuss why each card belongs in its category and award points based on accuracy and explanation quality.
6. Post-Game Reflection	• Facilitate a group discussion with questions such as: - Which posts were the hardest to classify?

	- What visual or textual clues helped you decide? - How can you apply these fact-checking strategies in real life?
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Scoring System

Category	Criteria	Points
Correct Classification	Each correctly sorted card earns points.	+2 points/card
Explanation Quality	Clear, evidence-based explanations for classifications.	+1–2 points/item
Speed Bonus	Extra points if teams finish sorting before the time limit.	+2 points
Penalty for Misclassification	Incorrect classifications result in a deduction.	-1 point/card

Total maximum points per round will vary depending on the number of cards used.

News Stories for Gameplay

Post	Displayed Content	Correct Classification	Sample Explanation
Post 1	"Scientists Discover Miracle Vitamin That Cures Everything!" (Vibrant, flashy headline with an image)	False	"This claim is highly exaggerated with no credible source backing it."
Post 2	"Local Hospital Reports Record Low Infection Rates This Month." (Simple factual tone with clear statistics)	True	"The headline is neutral and verifiable with local statistics."
Post 3	"BREAKING: New Study Shows 5G Towers Can Alter Your DNA!" (Sensational tone with a blurred image)	Misleading	"This uses fear-mongering language and misinterprets scientific data."
Post 4	"Local School Introduces Mandatory Nap Time; Students Rejoice!" (Positive tone, supported by school press release)	True	"This is a factual report supported by official statements from the school."
Post 5	"Government Announces Ban on Social Media Posts After 10 PM – Outrage Ensues!" (Sensational headline with dramatic imagery)	Misleading	"The headline is overly dramatic; the policy is merely a suggestion for guidelines."
Post 6	"New Study Reveals Chocolate Improves Brain Function!" (Appealing headline with a bright image of chocolate bars)	True	"The study is genuine, though the headline might be a bit catchy."

Post 7	"Celebrity Chef Reveals Secret to Eternal Youth: Ice Cream!" (Over-the-top, humorous headline with an exaggerated image)	Misleading	"This is an exaggeration for entertainment, lacking scientific backing."
Post 8	"Local Community Rallies to Save Historic Library – A Success Story" (Neutral, community-focused headline with verified sources)	True	"The report is factual and supported by multiple local sources."
Post 9	"Local Man Claims to Have Found Hidden Treasure in His Backyard!"	False	"This claim is unsubstantiated and appears to be a local rumor with no evidence."
Post 10	"New App Promises Instant Language Learning in 24 Hours!"	Misleading	"The claim is exaggerated; language learning is a gradual process that cannot be instant."
Post 11	"City Council Approves Free Public WiFi for All Residents"	True	"This is a factual report on a public initiative, verified by local government sources."
Post 12	"Researchers Warn That Daily Social Media Use is Linked to Decreased Empathy"	Misleading	"While there may be some correlation, the headline overstates the impact without causal proof."
Post 13	"Study Shows Eating Chocolate Can Improve Memory"	Misleading	"There may be some research, but the headline exaggerates the benefits, making it misleading."

Scoring Sheet

Round	Team Name	Correct Classifications (2 pts each)	Explanation Quality (avg. 1.5 pts per item)	Speed Bonus	Penalty (if any)	Total Score
1						
2						
3						
4						
5						

Game-End Reflection Round (Post-Game Discussion)

Question	Purpose
Which posts were the hardest to classify, and why?	To identify challenges in evaluating media and discuss uncertainty in source credibility.
What visual or textual cues helped you decide?	To focus on key indicators such as sensational language, imagery, and source attribution.
How can you apply these fact-checking strategies in your daily media consumption?	To encourage real-life application of skills learned during the game.
What improvements would you suggest for this simulation?	To gather feedback for further refinement and enhance the overall learning experience.