

The THINK DIGITAL TOOLKIT

for
Enhancing Critical
Thinking Skills
in the Digital Age



Co-funded by
the European Union

IKREON

Project Code: 2025-1-SK02-KA152-YOU-000299515



THINK DIGITAL



Brief Overview of THINK DIGITAL

THINK DIGITAL (Enhancing Critical Thinking Skills in the Digital Age) was an Erasmus+ Youth Exchange (KA152-YOU) hosted in Ružomberok, Slovakia (July 2026). It gathered 37 participants from 6 countries, namely Slovakia, Italy, Spain, Czechia, Poland, and Armenia, focusing on youth aged 17–28, with around 50% facing fewer opportunities.

Through non-formal education, the project aimed to build practical skills in source verification, media bias analysis, algorithmic awareness, and ethical online engagement. This open-access publication shares its workshop blueprints and methodologies for educators, youth workers, and young leaders across Europe.

Audience

Youth Workers & Educators: Serving young people – particularly those with fewer opportunities – with accessible, low-cost tools for digital literacy, fact-checking, and critical media consumption.

Trainers & Facilitators: Needing non-formal, hands-on workshop blueprints to teach misinformation detection, media bias, algorithm awareness, and digital campaigns.

NGO Leaders & Managers: Seeking to boost digital youth work capacity, run local follow-up projects, expand European networks, and evaluate learning impact.

What You'll Get

- **Methodologies:** Non-formal frameworks linking media bias, fact-checking, algorithms, and digital ethics.
- **Ready-to-Run Sessions:** Step-by-step workshop blueprints with digital tools and inclusion strategies.
- **Coherent 7-Day Programme:** Replicable sequence covering digital footprints, bias, algorithms, ethics, fact-checking, and campaigns.
- **Recognition Tools:** Frameworks for Youthpass mapping, daily evaluations, and impact tracking.

Use Cases

- **Run a Short Workshop:** Use 60–90 minute modules (e.g., "Spotting Misinformation") for local sessions.
- **Build a Full Youth Exchange:** Execute the complete 7-day program from digital footprints to campaign creation.
- **Embed into Existing Programs:** Integrate individual drills or tools into current youth activities.

Prerequisites (*minimum viable setup*)

- **Facilitators:** Skilled in non-formal learning, group dynamics, digital media literacy, and peer-to-peer mentoring.
- **Materials:** Standard workshop supplies (flipcharts, markers) combined with basic digital access (smartphones, laptops, Wi-Fi) for online research and campaign creation.
- **Space:** Flexible indoor and outdoor workspace (such as Penzión Sidorovo or local youth venues) allowing for small group collaboration, digital work, and plenary discussions.

Inclusion & Wellbeing (How We Keep It Safe)

- **Inclusive Pedagogy & Accessibility:** Tailored for youth, using peer support, dynamic group work, and flexible participation.
- **Wellbeing & Digital Safety:** Uses reflection circles, debate guidelines, safe spaces, and support mechanisms to discuss digital bias, harassment, and online safety.

What It's Not

- **Not an IT or programming manual:** It prioritizes critical thinking, media evaluation, source verification, and ethical digital citizenship rather than computer coding or technical software development.
- **Not theory-heavy:** Methods are participant-centered, interactive, and grounded in non-formal education, real-world case studies, gamified simulations, digital storytelling, and collaborative campaign design.

Learning Recognition (Youthpass)

- **Daily Reflection:** Uses daily evaluation rounds ("Circle Time", "Plus & Delta") and logs to track competence growth and adapt digital tools to local contexts.
- **Key Competences:** Covers Digital, Media & Critical Literacy, Personal/Social/Learning to Learn, Citizenship, Communication, and Cultural Awareness.

How to Navigate This Toolkit

Section A: Target Audience: Overview, prerequisites, and use cases.

Section B: Project Overview: Context, rationale, and SMART objectives.

Section C: Programme Flow: 7-day exchange schedule and adaptation rules.

Section D: Toolkit Usage: Delivery principles and quick-start steps.

Section E: Activity Blueprints: Guides for workshops, algorithms, fact-checking, and campaigns.

Section F: Youthpass & Recognition: Competence mapping and certification.

Section G: Impact & Follow-Up: Local workshops and organizational capacity.

Credits & Legal: Partner list and licensing terms.

Success Conditions (Quick Checklist)

- Review group backgrounds and tailor digital/fact-checking activities to participant skill levels.
- Establish a safe, respectful environment for digital debate and ethics early in the program.
- Debrief every interactive exercise to link digital literacy concepts directly back to real-world online habits.
- Capture participant learning outcomes using daily reflection logs and prepare for Youthpass certification and local follow-up campaigns.

WHY THINK DIGITAL (PROJECT OVERVIEW)

CONTEXT & VISION

What We Built: THINK DIGITAL was an Erasmus+ Youth Exchange (July 2026, Slovakia) uniting 37 participants, leaders, and facilitators. It equipped young adults, explicitly including those with fewer opportunities, with non-formal media literacy, source verification, and algorithmic awareness tools in order to build capacity in areas of resilience against online manipulation, fake news, and bias.

The Arc of the Experience

The 7-day youth exchange sequence moved through distinct learning phases:

Digital Footprint & Media Analysis (Days 1–2):

Teambuilding, establishing an inclusive learning space, analyzing personal digital footprints, and identifying media bias using non-formal exercises.

Algorithms, Ethics & Fact-Checking (Days 3–5):

Hands-on exploration of algorithm mechanics, ethical online debate practices, and interactive fact-checking drills using open-source tools.

Campaign Creation & Showcases (Days 6–7):

Co-designing youth-led digital awareness campaigns, holding peer feedback showcases, mapping Youthpass competences, and preparing local follow-up actions.

Learning Philosophy

Rooted entirely in non-formal, experiential learning methodologies. The project prioritized "learning by doing," gamified simulations, peer-to-peer mentoring, and interactive workshops. Frontal teaching methods have not been used.

Learning Philosophy

Daily reflection circles ("Circle Time", "Plus & Delta") and Youthpass integration ensured participants anchored their international learning into recognized key competences and actionable community initiatives.

Where & When:

- Project Window: Hosted in Ružomberok, Slovakia in July 2026 (excl. travel days).
- Location: Penzión Sidorovo, Ružomberok, Slovakia.
- Participants: 38 youth participants, group leaders, and facilitators from 6 partner countries (Slovakia, Italy, Spain, Czechia, Poland, Armenia).

PROBLEM ANALYSIS - Why This Matters Now

Algorithmic Echo Chambers & Information Manipulation:

Young people constantly face automated algorithms, echo chambers, and viral content. Without media literacy, they struggle to recognize how algorithms curate feeds, amplify polarization, and drive targeted online manipulation.

Disinformation & Verification Deficits:

Rapidly spreading fake news, clickbait, and biased reporting make it hard for young people to separate fact from propaganda. They need practical, low-cost tools to spot bias, verify sources, and fact-check claims independently.

Inclusion & Digital Access

Gaps: Young people from rural or disadvantaged areas often lack digital skills development. Projects urgently need inclusive, peer-led environments that directly serve participants with fewer opportunities (targeting at least 50% of the cohort).

SPECIFIC OBJECTIVES — How Success Was Defined



Critical Media & Algorithmic Literacy:

Empower young participants to recognize online manipulation, analyze media bias, understand algorithm mechanics, and verify digital news sources using open-source tools.

Ethical Digital Engagement & Inclusion: Boost young people's capacity to participate in constructive digital debates, practice online safety, and include peers with fewer opportunities in digital activism.

Youth-Led Campaigns: Equip participants with practical co-design tools to produce digital awareness campaigns and plan local follow-up workshops in their home communities.

Transnational Youth Network: Establish a durable network of young leaders and youth workers across 6 European and Eastern Partnership nations to exchange digital literacy methods and sustain peer collaboration.

HOW THESE WERE MEASURED

- **Daily Reflection & Evaluation Rounds:** Evening circles ("Circle Time", "Plus & Delta") and daily logs to track Youthpass key competence growth.
- **Tangible Co-Created Outputs:** The production, presentation, and peer evaluation of participant-designed digital campaign prototypes on Days 6–7.
- **Learning & Participation Assessment:** Tracking satisfaction, peer engagement, and the active inclusion of youth with fewer opportunities (minimum 50% target).
- **Post-Exchange Follow-Up:** Verification of local dissemination workshops and awareness initiatives executed by participants back home.

Approaches & Methods

- **Non-Formal & Experiential Learning:** THINK DIGITAL replaced traditional lectures with gamified simulations, role-play debates, media analysis labs, and campaign design sprints. Exercises were tested and refined through direct peer collaboration during the youth exchange.
- **Participant-Centric & Inclusive Facilitation:** Facilitators applied peer-to-peer mentoring and intergenerational learning, matching group leaders with youth participants. Flexible, low-tech adaptations ensured that all exercises were fully accessible to participants regardless of their technical background or social origin.



PROGRAMME AT A GLANCE



INTRODUCTION

7-Day Exchange Arc: Structured as a 7-day program at Penzión Sidorovo (Ružomberok, Slovakia), co-created with partner organizations responsible for designing and facilitating two activities each.

Learning Progression: Moves logically from analyzing personal digital footprints and media bias to mastering algorithms, practicing ethical debate, using open-source fact-checking tools, co-designing youth campaigns, and presenting final project outcomes.

DAY 1: DIGITAL FOOTPRINT & INCLUSIVE SPACE

Focus: Teambuilding, Safe Space Creation & Personal Digital Footprint Mapping.

- **Objectives:** Establish an inclusive group dynamic, establish guidelines for respectful communication, and analyze personal digital habits and footprint awareness.
- **Key Activities:**
 - **Digital Footprint Audit:** Interactive mapping exercise where participants track their daily online habits, data trails, and platform usage.
 - **Community Charter Workshop:** Co-creating group agreements and safety rules for open, inclusive digital discussions.
 - **Icebreakers & Digital Expectations:** Non-formal team games to introduce international participants and map exchange learning goals.
 - **Insight Wall & Daily Debrief:** Evening reflection circle ("Circle Time", "Plus & Delta") tracking personal baseline competences.

DAY 2: MEDIA BIAS & EDITORIAL PERSPECTIVES

Focus: Identifying Media Bias, Framing & News Analysis.

- **Objectives:** Deconstruct media articles to identify commercial, political, and cultural bias, and analyze how news framing influences public perception.
- **Key Activities:**
 - **Deconstructing Headlines:** Small-group workshop examining international news coverage of the same event to spot emotional language and structural bias.
 - **Perspective Mapping Relay:** Interactive role-play where groups reframe a single story from different stakeholder viewpoints.
 - **Media Literacy Lab:** Peer-led analysis of clickbait strategies, sensationalism, and confirmation bias.
 - **Daily Debrief:** Evening evaluation log tracking insights on media consumption and bias detection.



PROGRAMME AT A GLANCE



THINK DIGITAL

DAY 3: ALGORITHM MECHANICS & ECHO CHAMBERS

Focus: Algorithmic Influence, Filter Bubbles & Digital Manipulation.

- **Objectives:** Understand how recommendation algorithms work, explore the mechanics of echo chambers, and analyze targeted digital content delivery.
- **Key Activities:**
 - **The Algorithm Game:** Gamified physical simulation representing recommendation algorithms, engagement metrics, and echo chamber creation.
 - **Bubble Breaker Workshop:** Practical exercise exploring strategies to escape personalized search results and diversify content feeds.
 - **Social Media Manipulation Clinic:** Case-study analysis of viral misinformation, bots, and coordinated online campaigns.
 - **Daily Debrief:** Peer feedback circle deconstructing daily findings on algorithmic personalization.

DAY 4: ETHICAL DIGITAL DEBATE & DIALOGUE

Focus: Cyber Ethics, Online Discourse & Hate Speech Prevention.

- **Objectives:** Build practical skills for constructive online debates, counter polarization, and foster ethical digital citizenship.
- **Key Activities:**
 - **Digital Debate Arena:** Facilitated debate exercise where participants practice counter-narrative techniques and polite online disagreement.
 - **Hate Speech & Polarization Workshop:** Examining the roots of online hostility and building strategies for respectful digital communication.
 - **Digital Ethics Fishbowl:** Interactive discussion exploring freedom of expression versus online moderation and censorship.
 - **Daily Debrief:** Reflection circle focusing on emotional safety and digital dialogue experiences.



PROGRAMME AT A GLANCE



DAY 5: FACT-CHECKING TOOLS & VERIFICATION DRILLS

Focus: Open-Source Intelligence (OSINT), Verification Tools & Deepfake Awareness.

- **Objectives:** Master entry-level open-source fact-checking tools, perform reverse image/video searches, and identify manipulated media.

- **Key Activities:**

- **Spot-the-Fake Toolbox:** Hands-on workshop testing verification tools, metadata checkers, and reverse-image search techniques.
- **Verification Sprint:** Speed-based team challenge solving real-world misinformation scenarios and verifying ungrounded claims.
- **Deepfake & Synthetic Media Clinic:** Examining AI-generated media, audio manipulation, and visual verification cues.
- **Daily Debrief:** Evening Youthpass reflection log focusing on practical verification skills acquired.

DAY 6: CAMPAIGN DESIGN & CONTENT CREATION

Focus: Co-Designing Youth-Led Digital Awareness Campaigns.

- **Objectives:** Translate media literacy knowledge into creative, peer-focused digital campaigns and community action plans.

- **Key Activities:**

- **Campaign Ideation Lab:** Brainstorming digital literacy campaigns targeting specific youth communities and social issues.
- **Content Sprint:** Drafting posts, videos, visual storyboards, and interactive social media assets for peer outreach.
- **Peer Review Carousel:** Cross-national testing and constructive feedback on campaign prototypes and messaging clarity.
- **Daily Debrief:** Team reflection evaluating campaign progress and peer collaboration dynamics.



PROGRAMME AT A GLANCE

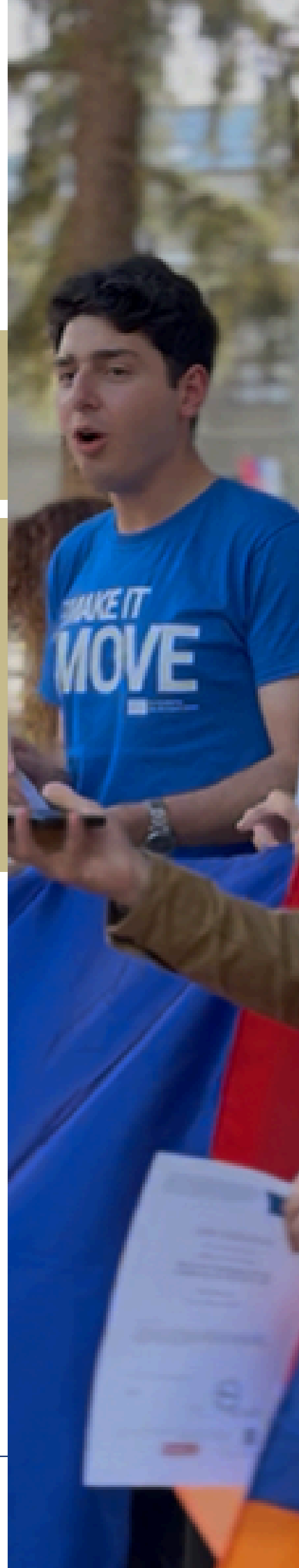


DAY 7: SHOWCASE, EVALUATION & YOUTHPASS

Focus: Campaign Showcase, Project Evaluation & Youthpass Certification.

- **Objectives:** Present co-created digital campaigns, evaluate overall exchange outcomes, map Youthpass key competences, and plan local follow-up actions.
- **Key Activities:**
 - **Digital Literacy Exhibition:** Final presentation and showcase of group campaigns to participants, leaders, and guest evaluators.
 - **Follow-Up Action Planning:** Outlining local dissemination activities and community workshops to be run post-exchange.
 - **Final Mobility Evaluation:** Comprehensive exchange feedback session, "Plus & Delta" review, and outcome assessment.
 - **Youthpass Ceremony:** Formal recognition of learning achievements, issuing of Youthpass certificates, and closing reflection circle.

For detailed quick-start steps, adaptations, and group size recommendations when replicating these 7 days, see Sections D and E.



HOW TO USE THIS TOOLKIT

What This Gives You

Field-Tested Blueprints: Non-formal guides for youth workers to teach media literacy, fact-checking, algorithms, digital ethics, and campaign design.

Standardized Structure: Includes step-by-step facilitation, timings, debriefing, low-tech adaptations, UDL tweaks, and Youthpass mapping.

Quick Start (3 Steps)

- **Pick Your Arc:** Select standalone 60–90 minute workshops (e.g., Spot-the-Fake, The Algorithm Game) or deliver the full 7-day program from footprint audits to campaign showcases.
- **Prep Light:** Gather basic training materials (flipcharts, sticky notes) and ensure digital access or offline worksheets for low-tech environments.
- **Run → Reflect → Recognise:** Lead hands-on "learning by doing" sessions, run daily debriefs ("Circle Time", "Plus & Delta"), and track competence growth for Youthpass recognition.

Replication Characteristics

- **Low Barrier:** Uses everyday materials with offline adaptations, making it easy to run in low-resource settings without specialized tech.
- **Versatile Application:** Tested and co-created by 38 participants across 6 European and Eastern Partnership nations to fit diverse youth contexts.
- **Recognisable:** Aligns with European key frameworks (Digital, Media, Personal/Social, Citizenship) for easy Youthpass validation.

Customising Your Programme

- **Time:** Standard 60–90 min modules, adaptable into weekend seminars, weekly clubs, or a full 7-day exchange.
- **Group Size:** Ideal for 20–40 participants; break into small teams of 4–6 for practical exercises to maximize peer learning.
- **Setting:** Flexible indoor space with movable furniture, open wall space, plus outdoors for energizers and quiet areas for reflection.
- **Inclusion & Well-being:** Pair mixed skill levels early, apply UDL principles (visuals, plain language), and schedule reflection breaks to ensure group safety.

Evidence & Recognition

- **Before:** Establish a baseline assessment of participants' media literacy habits, digital foot print awareness, and fact-checking confidence on Day 1.
- **During:** Produce tangible co-created outputs, including digital footprint maps, media bias analyses, verification worksheets, and peer-designed campaign prototypes.
- **After:** Track participant learning through daily Youthpass reflection logs, project evaluation surveys, and follow-up local dissemination workshops in home communities



PHASE 1: DIGITAL FOOTPRINTS & MEDIA BIAS ANALYSIS

ACTIVITY SHEET 1.1 — DIGITAL FOOTPRINT AUDIT: MAPPING ONLINE HABITS & PRIVACY

Purpose: To analyze personal daily screen time, social media consumption habits, data trails, and platform privacy settings. By visually mapping their digital footprint, participants transition from passive content consumption to active awareness of how personal data is collected, tracked, and monetized by digital platforms.

Time: 90 minutes (15' Intro & Screen Time Audit → 35' Visual Footprint Mapping → 25' Privacy & Data Clinic → 15' Debrief & Reflection).

Group: Small mixed-nationality groups (4–5 participants) to compare digital habits and platform usage across different European and Eastern Partnership countries.

Materials:

- **Flipchart Paper:** Large flipchart paper or A1 poster sheets.
- **Color-Coded Sticky Notes:** Blue (Apps/Platforms), Yellow (Personal Data Shared), Pink (Trackers/Permissions).
- **Stationery & Devices:** Colored markers, pens, and personal smartphones or tablets.
- **Handouts:** Basic guides on smartphone privacy and app permission audits.

Setup:

- **Work Stations:** Small table clusters equipped with flipchart sheets and markers.
- **Central Footprint Wall:** A designated wall space for displaying finished footprint maps during the group clinic.

Steps

- **Intro & Screen Time Audit (15 min):** Check phone screen-time logs, top 3 apps, and active permissions.
- **Visual Footprint Mapping (35 min):** Draw a large footprint outline on poster paper and map digital habits using color-coded sticky notes (Blue = Apps, Yellow = Shared Data, Pink = Trackers).
- **Privacy & Data Clinic (25 min):** Peer-audit security settings in small groups and review practical tips for reducing digital footprints (e.g., clearing cache, 2FA, privacy browsers).
- **Debrief (15 min):** Group discussion on findings and daily digital security habits.



ACTIVITY SHEET 1.1

Debrief Qs:

- What surprised you most when inspecting your weekly screen time and background data permissions?
- How much control do you feel you actually have over the personal data you share online?
- What is one concrete setting change you will make today to protect your digital footprint?



Inclusion Adaptations:

- **Visual Representation:** Using visual footprint diagrams and color-coded notes enables participants with varying language levels to participate without reading heavy text.
- **Device Access:** Participants without smartphones or mobile data can work with peer buddies or map their web browser habits using paper templates.

Green Tips:

- Encourage participants to clear old cloud backups and unsubscribe from spam emails to reduce server-side digital energy storage.

Risks & Safeguarding:

- **Privacy Boundaries:** Participants must not be forced to reveal sensitive personal accounts or private messages during the audit. Focus strictly on general app types and platform permissions.

Youthpass Mapping:

- **Digital Competence:** Understanding digital privacy, data collection, and basic cybersecurity settings.
- **Personal, Social & Learning to Learn Competence:** Self-reflection on personal digital habits and screen time management.

Evidence Capture:

- Photographs of completed visual Footprint Maps posted on the Central Footprint Wall.
- Group summary list of top privacy recommendations for young people.

Replication Notes:

- **Budget:** Minimal (flipcharts, sticky notes, markers).
- **Online Variant:** Use a collaborative whiteboard (e.g., Miro or Padlet) with pre-made digital footprint templates.

ACTIVITY SHEET 1.2 — DECONSTRUCTING HEADLINES: IDENTIFYING MEDIA BIAS & FRAMING

Purpose: To deconstruct online headlines, clickbait, and news framing across international media sources. Participants analyze how emotional language, selective facts, and sensationalism alter public perception of real-world events.

Time: 90 minutes (15' Intro & Framing Mechanics → 40' Headline Deconstruction Lab → 20' Perspective Swap Exercise → 15' Debrief & Reflection).

Group: Small teams (4–5 participants) representing mixed international backgrounds.

Materials:

- Printed or digital news articles and headlines covering the same international news event from different media outlets.
- Highlighters (Yellow = Emotional/Loaded Language, Pink = Unverified Claims, Green = Neutral Facts).
- Analysis worksheets on media bias indicators (commercial, political, sensationalist).
- Flipcharts and markers.

Setup:

- Small group tables with printed news article packs and multi-colored highlighters.

Steps

- **Intro & Framing Mechanics (15 min):** Facilitator presentation on news framing techniques. Introduces core concepts: clickbait, sensationalism, commercial bias, political framing, and confirmation bias to explain how language shapes perception.
- **Headline Deconstruction Lab (40 min):** Teams receive different news coverage of a single event and analyze the text using highlighters: **yellow** for loaded/emotional words, **pink** for unverified claims, **green** for neutral facts. Teams then place each outlet on a "Bias Matrix" (Sensationalist vs. Neutral, Left vs. Right).
- **Perspective Swap Exercise (20 min):** Practical team challenge where participants rewrite a highly sensationalized headline into a neutral, fact-based summary, and transform a neutral report into a clickbait-style headline.
- **Debrief (15 min):** Groups share their rewritten headlines in a plenary session, discussing editorial framing, emotional triggers, and how to spot media bias in daily media consumption.



ACTIVITY SHEET 1.2

Debrief Qs:

- How did changing a single adjective in a headline alter your emotional reaction to the story?
- Why do digital media outlets often prioritize sensational headlines over neutral reporting?
- What red flags should trigger you to double-check a news article before sharing it on social media?



Inclusion Adaptations:

- **Bilingual Support:** Provide news headlines in participants' native languages alongside English translations.
- **Visual Icons:** Use visual symbols (e.g., warning icons, balance scales) on worksheets to support diverse learning styles.

Green Tips:

- Avoid excessive printing by displaying news articles on shared tablets or projecting them on a central screen.

Risks & Safeguarding:

- **Political Controversy:** News topics may spark intense political debates among international participants. Keep the focus strictly on linguistic framing and source verification rather than debating personal political stances.

Youthpass Mapping:

- **Media & Critical Literacy:** Analyzing news framing, identifying editorial bias, and recognizing sensationalist media tactics.
- **Citizenship Competence:** Developing critical awareness of media influence in democratic discourse.

Evidence Capture:

- Completed Bias Matrix charts and highlighted headline worksheets.
- Photo records of rewritten neutral vs. sensational headlines.

Replication Notes:

- **Budget:** Minimal (printed article packs or shared screen access).
- **Online Variant:** Conduct using shared Google Docs or Canva templates where participants highlight digital text live in breakout rooms.

PHASE 2: ALGORITHMS, FILTER BUBBLES & ECHO CHAMBERS

ACTIVITY SHEET 2.1 — THE ALGORITHM GAME: SIMULATING FEED RECOMMENDATIONS & ECHO CHAMBERS

Purpose: To physically model how social media recommendation algorithms function, how engagement metrics (likes, shares, watch time) drive content distribution, and how echo chambers form. Through a gamified simulation, participants experience firsthand how algorithms prioritize provocative content over neutral information to maximize platform retention.

Time: 90 minutes (15' Intro & Role Assignment → 40' Physical Algorithm Simulation → 20' Echo Chamber Mapping → 15' Debrief & Reflection).

Group: Full group (20–38 participants) divided into specific roles.

Materials:

- Role cards ("User", "Content Creator", "Algorithm Engine").
- "Engagement Tokens" (colored poker chips, paper tokens, or stickers representing Likes, Shares, and Comments).
- Content cards categorized by theme and tone (Neutral, Informative, Sensationalist, Outrage/Extreme).
- Blindfolds or colored scarves (to represent personalized filter bubbles).

Setup:

- Large open room or outdoor area clear of tables.
- Center space designated as the "Feed Arena" where Algorithm Engines deliver content cards to Users.

Steps

1. Intro & Role Assignment (15'):

Facilitator: "Social media isn't neutral. Algorithms curate it to keep your attention." Assign roles:

Users (60%): Receive interest cards (Sports, Tech, Environment).

Content Creators (20%): Produce cards with different emotional tones.

Algorithm Engines (20%): Distribute content based on engagement metrics.

2. Physical Algorithm Simulation (40'):

Round 1 (Organic Feed): Random card delivery. Users pay 1 token to read, 2 for strong emotional reactions.

Round 2 (Optimized Feed): Algorithms target engaged Users with outrage cards and blindfold them to block other topics.

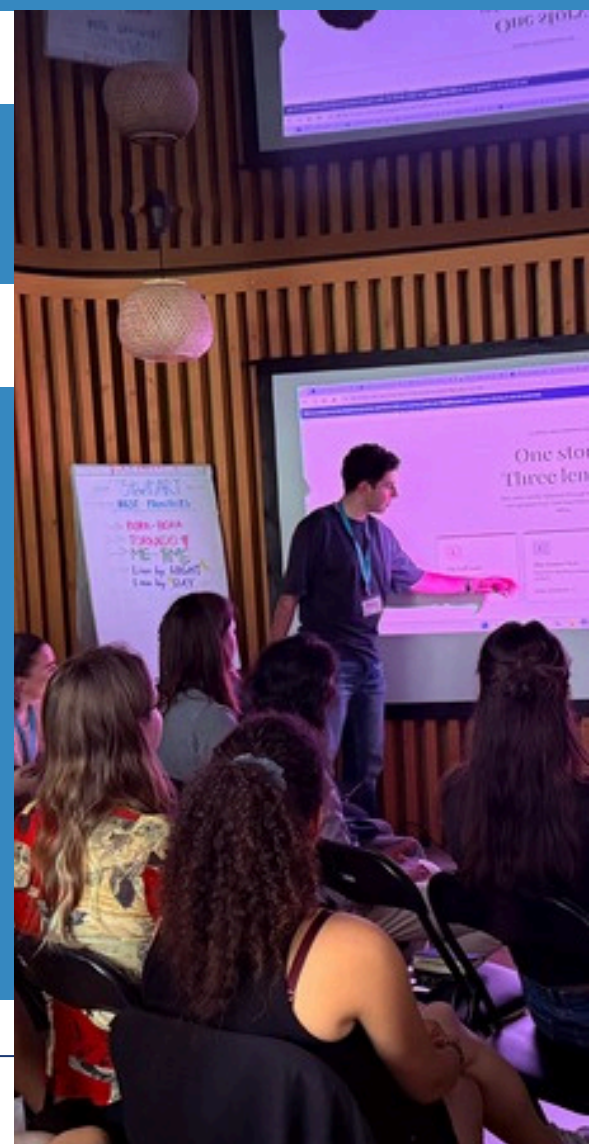
Round 3 (Echo Chamber): Users receive only content reflecting past reactions, isolating them from other views.

3. Echo Chamber Mapping (20'):

Participants pause, observe the room, and draw how isolated content bubbles formed.

4. Debrief (15'):

Plenary debrief analyzing algorithmic curation and content polarization.



ACTIVITY SHEET 2.1

Debrief Qs:

- How did it feel when the "Algorithm Engine" stopped showing you alternative viewpoints?
- Why do algorithms prioritize outrage and sensationalism over balanced, factual information?
- What real-world social consequences occur when millions of citizens live inside different algorithmic echo chambers?



Inclusion Adaptations:

- **Physical Accessibility:** The simulation can be conducted seated at tables with "Algorithm Engines" walking between groups, ensuring full access for participants with mobility constraints.
- **Visual Helpers:** Color-coded tokens and icons on content cards assist non-native speakers in identifying content types instantly.

Green Tips:

- Reuse token chips and content cards across multiple training deliveries to eliminate paper waste.

Risks & Safeguarding:

- **Frustration Management:** Physical role-plays can cause mild frustration when "Users" feel controlled by "Algorithms." Remind participants during the exercise that this frustration accurately reflects online manipulation.

Youthpass Mapping:

- **Digital Competence:** Understanding data-driven algorithms, personalized search mechanisms, and digital platform economics.
- **Social & Civic Competence:** Recognizing how online polarization affects democratic dialogue.

Evidence Capture:

- Video clips or photographs of the simulation in progress.
- Participant-drawn Echo Chamber Mapping diagrams for project documentation.

Replication Notes:

- **Budget:** Low (reusable role cards and tokens).
- **Online Variant:** Simulate using breakout rooms where "Algorithms" restrict participants' chat access based on their previous poll answers.

ACTIVITY SHEET 2.2 — BUBBLE BREAKER WORKSHOP: AUDITING & DIVERSIFYING DIGITAL FEEDS

Purpose: To provide practical strategies for breaking out of personalized search bubbles, resetting algorithmic profiling, and actively diversifying digital information feeds.

Time: 75 minutes (15' Feed Audit → 35' Bubble-Breaker Strategy Sprint → 15' Feed Swap Drill → 10' Debrief & Reflection).

Group: Small working groups (3–4 participants).

Materials:

- Smartphones/tablets with internet access.
- "Bubble-Breaker Action Worksheets".
- Flipchart paper and markers.

Setup:

- Table stations equipped with Wi-Fi access and printed action sheets.

Steps

- **Feed Audit (15'):**
 - Participants open their preferred news app or social media search feed and record the top 5 recommended stories or accounts.
 - Groups categorize their results: Are the recommended sources politically aligned, geographically limited, or single-perspective?
- **Bubble-Breaker Strategy Sprint (35'):**
 - Facilitator introduces 4 concrete "Bubble-Breaker" tactics:
 - i. Algorithmic Reset: Clearing search histories, resetting ad settings, and clearing app cache.
 - ii. Counter-Following: Intentionally following reputable international news sources representing opposing or alternate viewpoints.
 - iii. Incognito Searching: Using privacy-focused search engines (e.g., DuckDuckGo) to bypass location-based personalization.
 - iv. RSS & Aggregators: Utilizing non-algorithmic news readers to curate raw timelines.
 - Participants execute at least 2 of these strategies live on their mobile devices.
- **Feed Swap Drill (15'):**
 - Participants swap phones with a partner from a different country or background for 5 minutes to compare how different their search results look for identical keywords.
- **Debrief (10'):** Brief sharing circle on takeaways.



ACTIVITY SHEET 2.2

Debrief Qs:

- How different were the search results when you used privacy-focused browsers versus your standard search engine?
- What challenges did you face when intentionally exposing yourself to viewpoints you disagree with?
- How can youth workers teach young people to build balanced media diets without feeling overwhelmed?



Inclusion Adaptations:

- **No-Tech Alternative:** For participants without data access, provide pre-printed search result printouts generated from different geographical locations for the same breaking news topic.

Green Tips:

- Encourage participants to switch apps to dark mode and lower screen brightness during audits to save device battery life.

Risks & Safeguarding:

- **Device Privacy:** Ensure participants only show public search recommendations and are never asked to open private messages or personal photos.

Youthpass Mapping:

- **Digital Competence:** Managing digital identity, configuring privacy settings, and curating information sources.
- **Personal, Social & Learning to Learn Competence:** Critical self-awareness and intentional habit modification.

Evidence Capture:

- Before-and-after screenshots of search results showing feed diversification.
- Completed "Bubble-Breaker Action Worksheets".

Replication Notes:

- **Budget:** Zero cost (uses existing mobile devices and Wi-Fi).
- **Online Variant:** Conduct screen-sharing demonstrations in Zoom breakout rooms comparing search results across different countries.

PHASE 3: CYBER ETHICS & CONSTRUCTIVE DIALOGUE

ACTIVITY SHEET 3.1 — DIGITAL DEBATE ARENA: COUNTER-NARRATIVES & DE-ESCALATION

Purpose: To build practical communication skills for conducting respectful digital debates, responding to online provocation, using counter-narratives, and practicing de-escalation in polarized comment sections.

Time: 75 minutes (15' Framing & Strategy → 35' Role-Play Debate Simulation → 15' De-escalation Clinic → 10' Debrief & Reflection).

Group: Small debate teams (4–5 participants)

Materials:

- "Comment Section Cards" featuring real-world provocative online comments and toxic discussions.
- Whiteboards or flipcharts with dry-erase markers.
- Strategy handouts on "Non-Violent Communication (NVC) in Digital Spaces".

Setup:

- **Arena arrangement:** Two rows of chairs facing each other representing "Commenters" and "Counter-Narrative Responders".

Steps

Framing & Strategy (15'):

Facilitator: "Online arguments aren't about defeating opponents, but informing the silent audience." Introduce the 3 Rules of Digital Counter-Speech:

- Focus on facts and empathy over personal attacks.
- Reframe using shared values.
- Know when to disengage from trolls.

Role-Play Debate Simulation (35'):

- Teams get a controversial comment card.
- One plays the Provocateur; others draft a counter-response using NVC principles.
- Teams test their response live while peers provide feedback on tone, clarity, and impact.

De-escalation Clinic (15'):

Demonstrate techniques to calm aggressive threads (clarifying questions, acknowledging emotions, citing neutral sources).

Debrief (10'):

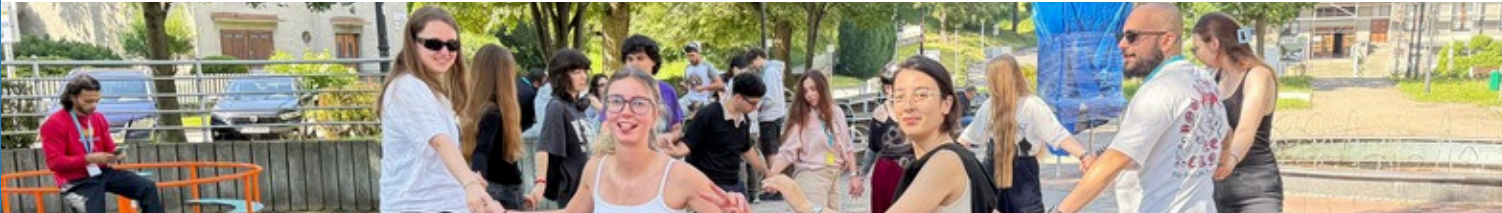
Plenary reflection on managing emotions during online debates.



ACTIVITY SHEET 3.1

Debrief Qs:

- What emotional triggers make it difficult to stay polite when responding to aggressive online comments?
- How does focusing on the "silent reader" change your choice of words during a digital debate?
- What is the difference between constructive disagreement and harmful online trolling?



Inclusion Adaptations:

- **Written Format Options:** Shy or introverted participants can draft written responses on flipcharts rather than speaking aloud in the physical arena.

Green Tips:

- Use dry-erase whiteboards or laminated reusable comment cards to avoid single-use paper waste.

Risks & Safeguarding:

- **Emotional Safety:** Role-playing provocative online behavior can trigger distress. Facilitators must establish clear ground rules: no genuine insults, focus strictly on simulated scenarios, and provide immediate "stop" signals if needed.

Youthpass Mapping:

- **Citizenship Competence:** Engaging in respectful democratic discourse and managing conflict in digital spaces.
- **Communication Competence:** Formulating empathetic, logical, and persuasive arguments.

Evidence Capture:

- Written counter-narrative formulas recorded on whiteboards.
- Participant evaluation reflections on de-escalation techniques.

Replication Notes:

- **Budget:** Minimal (whiteboards, markers, scenario cards).
- **Online Variant:** Run simulated debate threads inside a closed Slack, Discord, or Padlet channel where participants post live responses.

ACTIVITY SHEET 3.2 — HATE SPEECH & POLARIZATION CLINIC: ANALYZING HOSTILITY & COUNTER- SPEECH

Purpose: To examine the psychological and social drivers of online hate speech, analyze how online hostility spreads, and co-design effective, youth-led counter-speech responses.

Time: 90 minutes (15' Intro & Case Study Setup → 40' Fishbowl Analysis → 20' Counter-Speech Blueprinting → 15' Debrief & Reflection).

Group: Plenary group arranged in an inner/outer circle ("Fishbowl" setup).

Materials:

- Anonymized real-world case studies of online hate speech and viral polarization.
- Color-coded sticky notes (Red = Hostility Drivers, Yellow = Affected Target Groups, Green = Counter-Speech Action).
- Large flipchart paper and markers.

Setup:

- **Fishbowl Configuration:** 5 chairs in an inner circle (active debaters) surrounded by outer circle chairs (observers/listeners).

Steps

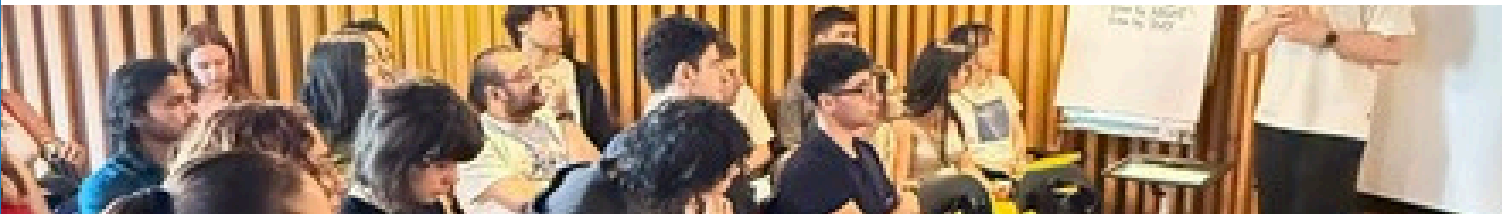
- **Intro & Case Study Setup (15'):** Facilitator presents anonymized cases of online hostility toward youth groups. Introduce the "Pyramid of Hate" model to show how unchecked hostility drives societal polarization.
- **Fishbowl Analysis (40'):**
 - 5 participants enter the inner circle to analyze a case study; outer circle participants take notes and can step in anytime using an empty chair.
 - The inner circle analyzes escalation triggers, platform moderation success or failure, and victim support mechanisms.
- **Counter-Speech Blueprinting (20'):** Teams design a "Counter-Speech Blueprint" detailing positive messaging, reporting steps, and community support.
- **Debrief (15'):** Plenary review of ethical responsibility and digital solidarity.



ACTIVITY SHEET 3.2

Debrief Qs:

- What is the responsibility of passive bystanders when they witness online hate speech in group chats or social media?
- Where is the line between protecting freedom of speech and preventing harmful hate speech online?
- How can youth organizations create safer digital spaces for vulnerable young people?



Inclusion Adaptations:

- **Fishbowl Dynamic:** The outer-circle setup allows less confident speakers to observe and contribute at their own pace without pressure.
- **Clear Guidelines:** Plain-language case study summaries ensure accessibility for all learning levels.

Green Tips:

- Project case studies digitally on screens rather than printing individual paper packets.

Risks & Safeguarding:

- **Sensitivity Notice:** Case studies must be pre-screened and anonymized to remove explicit slur language or triggering content. Ensure clear referral avenues for psychological support if discussion touches personal experiences

Youthpass Mapping:

- **Citizenship Competence:** Human rights awareness, active counter-speech, and online anti-discrimination.
- **Personal, Social & Learning to Learn Competence:** Empathy, active listening, and ethical judgment in digital spaces.

Evidence Capture:

- Completed Counter-Speech Campaign Blueprints.
- Group synthesis poster mapping online hostility drivers and solutions.

Replication Notes:

- **Budget:** Minimal (flipcharts, sticky notes, markers).
- **Online Variant:** Conduct the Fishbowl exercise using Zoom's spotlight feature for inner-circle speakers while outer participants post notes in the chat.

PHASE 4: OSINT, FACT-CHECKING & SYNTHETIC MEDIA

ACTIVITY SHEET 4.1 — SPOT-THE-FAKE TOOLBOX: OPEN-SOURCE VERIFICATION DRILLS

Purpose: To master entry-level Open-Source Intelligence (OSINT) tools, perform reverse image searches, analyze photo/video metadata, and verify questionable digital claims before sharing.

Time: 90 minutes (15' Intro & OSINT Basics → 40' Hands-On Verification Stations → 20' Speed Fact-Check Challenge → 15' Debrief & Reflection).

Group: Small teams (4–5 participants).

Materials:

- Laptops or smartphones with Wi-Fi access.
- Pre-curated "Fact-Check Challenge Cards" containing viral photos, misattributed quotes, and manipulated headlines.
- OSINT cheat sheets highlighting free verification tools (Google Reverse Image, TinEye, InVID, Jeffrey's Image Metadata Viewer).
- Flipcharts and markers.

Setup:

- 4 physical "Verification Stations" setup around the venue, each dedicated to a specific verification technique (Station 1: Image Verification, Station 2: Metadata Analysis, Station 3: Source Tracing, Station 4: Geolocation).

Steps

- **Intro & OSINT Basics (15'):**
 - Facilitator input: "Verification is digital detective work. Never rely on appearances—always verify the source, date, and context."
 - Introduce the 4 Core OSINT Steps: Source Check, Reverse Search, Metadata Inspection, and Lateral Reading.
- **Hands-On Verification Stations (40'):**
 - Teams rotate through all 4 Verification Stations, spending 10 minutes per station solving real-world case study cards:
 - Station 1: Perform reverse image searches to identify recycled disaster photos.
 - Station 2: Inspect image EXIF data to reveal original capture dates and GPS tags.
 - Station 3: Trace unverified quotes back to original transcripts or domain registries.
 - Station 4: Match background visual landmarks in video stills to satellite maps.
- **Speed Fact-Check Challenge (20'):**
 - Teams compete in a timed sprint to verify 3 breaking social media posts, filing a 1-paragraph "Verification Report" for each.
- **Debrief (15'):** Review challenge results and correct verification methods in plenary.



ACTIVITY SHEET 4

Debrief Qs:

- Which verification tool or technique was easiest to apply, and which was most surprising?
- How can young people build a daily habit of fact-checking content before hitting "share"?
- What are the limitations of open-source verification when dealing with highly sophisticated hoaxes?



Inclusion Adaptations:

- **Peer Buddy System:** Pair tech-savvy participants with peers who have lower digital confidence.
- **Offline Worksheets:** Provide printed visual guides showing step-by-step screenshots of reverse-search processes.

Green Tips:

- Provide OSINT cheat sheets digitally via QR codes rather than printing heavy paper manuals.

Risks & Safeguarding:

- **Distressing Content:** Case study materials must be carefully pre-screened to avoid graphic violence, hate imagery, or traumatic news scenes.

Youthpass Mapping:

- **Digital Competence:** Using open-source verification tools, evaluating information validity, and analyzing digital content.
- **Critical Thinking:** Source evaluation, evidence collection, and logical deduction.

Evidence Capture:

- Completed Verification Reports from the Speed Fact-Check Challenge.
- Group photographs at OSINT Verification Stations.

Replication Notes:

- **Budget:** Minimal (existing devices and Wi-Fi access).
- **Online Variant:** Set up interactive verification rooms using Google Forms or Breakout Rooms with digital challenge cards.

ACTIVITY SHEET 4.2 — DEEPPFAKE & SYNTHETIC MEDIA CLINIC: DETECTING AI MANIPULATION

Purpose: To examine AI-generated visuals, synthetic audio, and deepfake technologies, learn visual detection cues, and explore the ethical implications of Generative AI in media ecosystems.

Time: 75 minutes (15' Synthetic Media Primer → 35' Deepfake Forensic Analysis → 15' Verification Protocol Design → 10' Debrief & Reflection).

Group: Working pairs or small teams (3–4 participants).

Materials:

- Laptops or tablets with video display capabilities.
- Sample media pack featuring side-by-side authentic photos/videos and AI-generated deepfakes.
- Visual artifact checklist (lighting mismatches, ear/eye asymmetries, unnatural skin smoothing, audio synchronization lags).

Setup:

- Central viewing area with a projector, surrounded by team working tables.

Steps

- **Synthetic Media Primer (15'):**
 - Facilitator presentation: "Generative AI makes seeing no longer believing. We must shift from visual trust to forensic verification."
 - Introduce deepfake mechanics, generative image algorithms, and synthetic voice cloning.
- **Deepfake Forensic Analysis (35'):**
 - Teams examine a digital media pack containing 6 images and 2 short video clips.
 - Using the visual artifact checklist, teams analyze each item for AI markers (e.g., distorted hands, inconsistent reflections, irregular speech cadence).
 - Teams categorize each asset as "Authentic", "AI-Generated", or "Manipulated".
- **Verification Protocol Design (15'):**
 - Teams co-create a simple 3-step "AI Verification Checklist" that youth workers can share with young people in local communities.
- **Debrief (10'):** Plenary evaluation of forensic findings and synthetic media trends.



ACTIVITY SHEET 4.2

Debrief Qs:

- What visual cues were most reliable when spotting AI-generated images versus real photos?
- How might deepfakes and synthetic media impact public trust in journalism and democratic elections?
- What ethical rules should content creators follow when using AI generation tools?



Inclusion Adaptations:

- **Visual Magnification:** Provide digital zooming tools or large screens so participants with visual impairments can inspect detailed visual artifacts clearly.

Green Tips:

- Screen videos on a shared central projector rather than running multiple high-energy individual devices.

Risks & Safeguarding:

- **Paranoia Mitigation:** Avoid creating helplessness or total skepticism where participants believe "everything online is fake." Reiterate that systematic verification restores trust.

Youthpass Mapping:

- **Digital Competence:** Identifying synthetic content, understanding Generative AI capabilities, and evaluating digital media authenticity.
- **Cultural Awareness & Expression:** Analyzing visual media literacy and ethical content creation.

Evidence Capture:

- Completed Forensic Analysis worksheets.
- Co-created "AI Verification Checklists" for youth workers.

Replication Notes:

- **Budget:** Minimal (projector and shared sample packs).
- **Online Variant:** Use screen-sharing in video calls with interactive poll tools (e.g., Slido or Mentimeter) for real-time authentic vs. AI voting.

PHASE 5: CAMPAIGN DESIGN & LOCAL COMMUNITY ACTION

ACTIVITY SHEET 5.1 — DIGITAL CAMPAIGN IDEATION & CONTENT SPRINT

Purpose: To translate media literacy concepts into co-designed, peer-focused digital awareness campaigns and social media content targeting youth communities.

Time: 90 minutes (15' Campaign Framing → 40' Storyboard & Asset Sprint → 20' Pitch Preparation → 15' Debrief & Reflection).

Group: Multinational project teams (4–6 participants).

Materials:

- Flipchart paper and colored markers.
- Graphic design apps (e.g., Canva) or mobile video editing tools on smartphones/laptops.
- Campaign Canvas templates (Target Group → Core Message → Platform/Format → Call to Action).

Setup:

- Team workspaces equipped with poster paper, sticky notes, and digital workstations.

Steps

- **Campaign Framing (15'):**
 - Facilitator input: "Effective digital campaigns don't lecture—they engage, resonate, and empower peer-to-peer action."
 - Introduce key campaign elements: defining target audience, crafting clear messaging, choosing distribution channels, and formulating calls to action.
- **Storyboard & Asset Sprint (40'):**
 - Teams select a core media literacy theme (e.g., Spotting Clickbait, Escaping Filter Bubbles, Stopping Online Bullying).
 - Teams complete the Campaign Canvas and produce 2 prototype campaign assets (e.g., short reel/TikTok script, visual infographic, carousel post).
- **Pitch Preparation (20'):**
 - Teams refine a concise 3-minute pitch presenting their campaign concept, target audience, and prototype content.
- **Debrief (15'):** Reflection on creative collaboration and messaging impact.



ACTIVITY SHEET 5.1

Debrief Qs:

- How did you adapt complex topics like media bias into engaging, short-form content for young people?
- What makes a call-to-action effective in a social media campaign?
- How can you ensure your campaign messaging is inclusive and accessible to diverse youth audiences?



Inclusion Adaptations:

- **Multi-Modal Content:** Allow groups to choose their creative format based on team strengths—video acting, graphic poster design, or scriptwriting.

Green Tips:

- Encourage digital storyboarding using open-source online canvases to avoid excess paper consumption.

Risks & Safeguarding:

- **Appropriation & Sensitivity:** Ensure campaign messaging avoids stereotypes, cultural appropriation, or stigmatizing specific social groups.

Youthpass Mapping:

- **Entrepreneurship Competence:** Project design, campaign ideation, and creative pitch delivery.
- **Digital Competence & Content Creation:** Designing digital graphics, video editing, and multi-channel outreach planning.

Evidence Capture:

- Completed Campaign Canvas sheets and digital prototype files.
- Photos and video recordings of team pitch preparations.

Replication Notes:

- **Budget:** Minimal (mobile devices and basic design software).
- **Online Variant:** Conduct storyboarding on collaborative digital whiteboards (e.g., Miro or Canva Teams) during breakout sessions.

ACTIVITY SHEET 5.2 — PEER REVIEW CAROUSEL & LOCAL ACTION PLANNING

Purpose: To stress-test digital campaign prototypes through cross-national peer feedback, refine campaign clarity, and outline concrete post-exchange local follow-up workshops.

Time: 75 minutes (15' Carousel Setup → 35' Cross-National Feedback Rounds → 15' Local Action Blueprinting → 10' Debrief & Reflection).

Group: Campaign teams pairing up for peer review rounds.

Materials:

- Printed Local Action Plan templates.
- Color-coded sticky notes for peer feedback (Green = Strengths, Yellow = Clarification Questions, Pink = Improvement Suggestions).
- Flipcharts and markers.

Setup:

- Exhibition format where each campaign team sets up an informal "Booth" displaying their Campaign Canvas and digital prototypes.

Steps

- **Carousel Setup (15'):**
 - Teams set up their campaign prototypes and pitch materials at designated exhibition stations around the room.
- **Cross-National Feedback Rounds (35'):**
 - Teams split into two halves: "Presenters" who stay at the booth and "Reviewers" who rotate to peer stations.
 - Reviewers hear a 3-minute pitch, view prototype assets, and leave sticky notes on the station feedback board:
 - **Green:** Key strengths and compelling elements.
 - **Yellow:** Questions about audience clarity or format.
 - **Pink:** Concrete suggestions for improvement.
 - Halfway through, team members swap roles so all participants present and review.
- **Local Action Blueprinting (15'):**
 - National teams synthesize peer feedback and complete their "Local Action Plan," outlining specific community workshops and dissemination activities to be executed post-exchange.
- **Debrief (10'):** Plenary closing circle on peer feedback and local commitment.



ACTIVITY SHEET 5.2

Debrief Qs:

- How did peer feedback help you uncover blind spots in your initial campaign design?
- What is the first concrete step your team will take upon returning home to implement your local follow-up workshop?
- How can partner organizations support each other after the international mobility ends?



Inclusion Adaptations:

- **Structured Feedback Prompts:** Pre-printed sticky note templates with sentence starters assist participants who feel less confident giving spontaneous feedback in English.

Green Tips:

- Use digital feedback forms (e.g., QR code leading to a Padlet board) to capture peer comments electronically.

Risks & Safeguarding:

- **Constructive Critique:** Facilitators must emphasize that feedback must be targeted at project ideas, not personal abilities, maintaining a supportive, encouraging atmosphere.

Youthpass Mapping:

- **Citizenship Competence:** Local community action planning and active civic participation.
- **Personal, Social & Learning to Learn Competence:** Giving and receiving constructive peer feedback, reflective learning.

Evidence Capture:

- Completed Local Action Plan commitment forms.
- Photos of peer review carousel discussions and feedback boards.

Replication Notes:

- **Budget:** Minimal (paper forms and sticky notes).
- **Online Variant:** Host a virtual poster session using Google Slides or Padlet where teams leave digital comments on peer project boards.

SECTION F: YOUTHPASS & LEARNING RECOGNITION

WHAT YOUTHPASS IS

Youthpass is the European Union's official recognition tool for non-formal and informal learning in Erasmus+ youth projects. It enables participants, group leaders, and facilitators to articulate what they learned and translate practical exchange experiences—such as auditing personal digital footprints, running algorithm simulations, testing OSINT fact-checking tools, and designing digital awareness campaigns—into recognized competences for personal development and active citizenship. In THINK DIGITAL, Youthpass transforms experiential youth work into structured, portable educational evidence detailing critical thinking, media literacy, digital ethics, and cross-cultural collaboration.

HOW WE USE IT DAILY

- **Evening Reflection Circles:** Daily 30-minute sessions ("Circle Time", "Plus & Delta") co-facilitated by rotating national teams to review personal learning, group dynamics, and local application.
- **Evidence Capture:** Archiving maps, charts, game diagrams, and campaign prototypes as proof of learning.
- **Competence Mapping:** Leaders link daily sessions directly to Key Competences for Lifelong Learning during debriefs.

MINI PROMPTS (PICK 1–2 PER DAY)

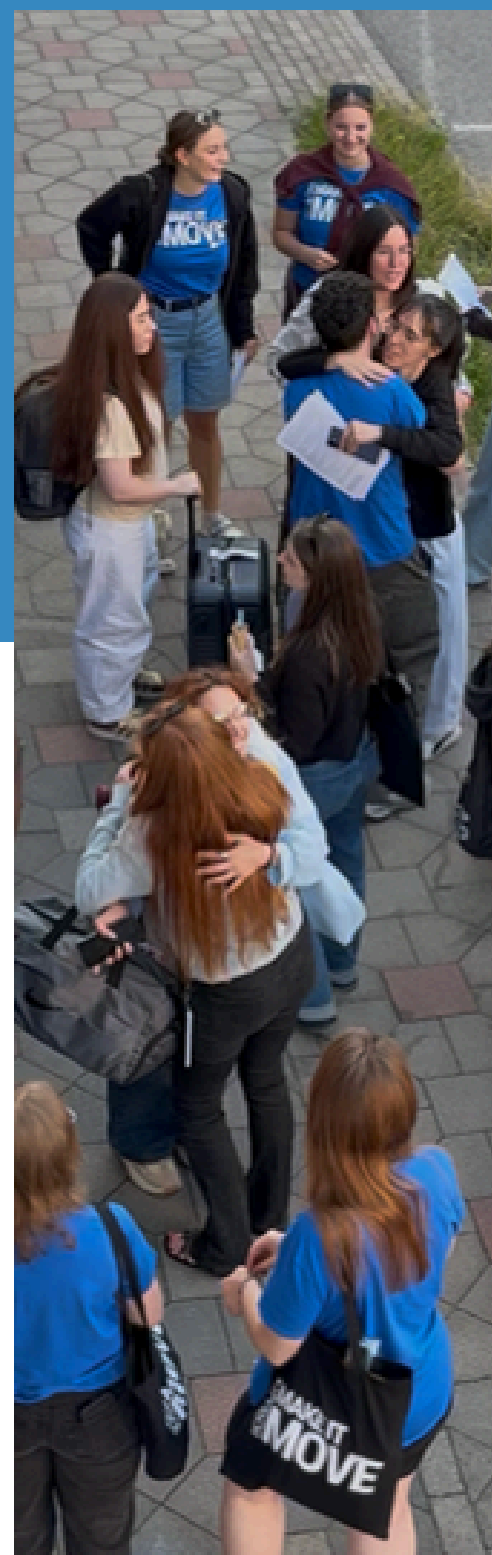
- "Today I analyzed my personal digital footprint and privacy settings by..."
- "A moment I realized how social media algorithms influence my perspective was... and I can address this by..."
- "One open-source fact-checking tool or verification technique I learned today that I will share with my peers back home is..."
- "I collaborated with an international peer during the Campaign Sprint and learned..."

YOUTHPASS COMPETENCE GRID (WITH THINK DIGITAL EVIDENCE)

Key Competence	Co-Created THINK DIGITAL Evidence & Practical Outcomes
Digital Competence	Auditing footprints and privacy settings; using OSINT verification tools; identifying deepfakes; designing campaign assets.
Media & Critical Literacy	Deconstructing headline framing and bias; analyzing recommendation algorithms and echo chamber mechanics.
Personal, Social & Learning to Learn	Participating in daily reflection circles; exchanging peer feedback; managing screen time and digital well-being.
Citizenship Competence	Practicing ethical counter-speech; countering online hostility; building local digital literacy action plans.
Cultural Awareness & Expression	Co-designing visual campaign storyboards; analyzing cross-border news framing across 6 partner nations.
Entrepreneurship Competence	Turning campaign concepts into prototypes; delivering 3-minute pitches; planning local follow-up workshops.
Multilingual Competence	Communicating in English as a shared language; translating digital literacy concepts across partner languages.
Literacy & Communication	Drafting logical debate counter-narratives; writing verification reports; crafting clear campaign calls-to-action.

CLOSING-DAY YOUTHPASS SESSION (20')

- **Warm-up (3'):** Pair share: "The media literacy or digital verification skill I improved the most this week."
- **Map Your 3 Wins (5'):** Mark three major achievements on your personal competence log (e.g., "Mastered reverse image search," "Co-created a digital awareness campaign prototype," "Led a counter-speech debate role-play").
- **Write It (8'):** Draft 2–3 Youthpass statements using the **Action + Impact** formula:
 - Example: "I co-designed a digital awareness campaign targeting filter bubbles and tested open-source verification tools, which enhanced my Digital, Critical Literacy, and Citizenship Competences."
- **Next Step (4'):** Write down one concrete way you will share your Youthpass certificate and media literacy tools with schoolmates, youth club members, or local organization leaders back home.



IMPACT & TESTIMONIALS

Project Impact Snapshot: Survey data highlights a highly successful project, with overall experience, activities, and intercultural exchange overwhelmingly rated 4 and 5 out of 5. Feedback shows strong cohesion, digital skills gain, and enthusiasm for local follow-ups.

Organizational Support: Host organization IKReON received outstanding feedback. Participants praised the staff as "professional, friendly, and very helpful," noting they were "very supportive throughout the whole" experience.

Long-Term Impact & Replicability: Most participants are executing follow-up activities, including local dissemination, article writing, applying skills at work, and staging a local "Armenian play" to share their learnings.

Ratings at a Glance

(Note: Based on the raw survey data, the following categories received overwhelming majority ratings of 4 and 5 out of 5)

- **Intercultural Activities & Exchange:** Consistently 4.0 - 5.0 / 5.0
- **Activity Facilitation & Delivery:** Consistently 4.0 - 5.0 / 5.0
- **Organizational Support (IKReON):** Consistently 4.0 - 5.0 / 5.0



WHAT CHANGED FOR PARTICIPANTS (THEMES)

- **Digital Skills & Critical Thinking:** Participants noted tangible improvements in their practical abilities, specifically emphasizing that the project "improved my critical thinking and digital literacy" through "well-presented educational info".
- **Intercultural Connection & Empathy:** A major highlight was the international bonding; attendees deeply valued the "intercultural night," the opportunity to work "closely with a diverse group," and making international connections, such as gaining "new Slovak friends" and practicing new languages.
- **Personal Growth & Empowerment:** Youth workers reported leaving the project feeling personally and professionally empowered, stating they "learned new skills, became more confident," and found the environment to be "inspiring, comfortable and energetic".

PARTICIPANT VOICES (ANONYMISED)

"I improved my critical thinking and digital literacy... The activities were interactive, fun, and well organized."

"This project was an amazing experience... IKREON was very supportive throughout the whole [process]."

"I am grateful for the people I met, the experiences... My experience abroad was truly unforgettable. I would definitely do it again, because this project [exceeded my expectations]."

COORDINATION & EDITING:

IKREON SK - IKReON

PARTNER COUNTRIES:



**IT - Associazione Culturale
Pro.M.E.T.EU.S**



**ES - Colectivo Circo
Zaragoza**



**AM - FEDERATION OF YOUTH
CLUBS OF ARMENIA**



PL - Fundacja I2



CZ - Wild Geese z.s.

LEAD FACILITATORS & EDITORIAL TEAM

Lead Facilitators & Trainers: Mgr. Patrícia Medek, DiS.art & Federico Demaria with Filip Lepieš, LL.M., all (IKReON)

Editorial & Publication Management: Filip Lepieš, LL.M. (IKReON)

THANKS

Special thanks to the Municipality of Ružomberok, LeanUP, Vila Efekt, and all participating youth workers, trainers, and community stakeholders across the partner countries whose co-creative contributions made this toolkit possible.

CONTACT

info@ikreon.com • www.ikreon.com

HOW TO CITE

The THINK DIGITAL Toolkit on Enhancing Critical Thinking Skills in the Digital Age. Edited by F. Lepieš on behalf of IKReON. Ružomberok: IKReON. Available via Creative Commons (CC BY 4.0).

LICENSE

This work is licensed under a **Creative Commons Attribution 4.0 International Licence (CC BY 4.0)**.

CREATIVE COMMONS LICENCE (CC BY 4.0)

You are free to:

- **Share:** Copy and redistribute the material in any medium or format.
- **Adapt:** Remix, transform, and build upon the material for any purpose, including commercial use.

Under the following condition: You must give appropriate credit to IKReON and the THINK DIGITAL project, provide a link to the licence, and indicate if changes were made.

DISSEMINATION, INTELLECTUAL PROPERTY & LEGAL NOTICE

Open Educational Resource (OER)

This publication is developed and published as an Open Educational Resource (OER) to ensure widespread accessibility, adaptation, and integration across international educational networks, youth centers, civil society organizations, and non-formal learning institutions.