

## Body Image & Dangers of Social Media (C2)

### Lesson Plan - An Alternative to Blended Mobility in Finland

**Aim:** To teach media literacy by raising awareness about disinformation on social media through discussions and an online game called [Bad News](#) developed by researchers at Cambridge University and DROG, a Netherlands-based platform against disinformation.

**Duration:** 45 minutes (approx. 20 mins for the game & 20 - 25 mins. for discussion)

**Age group:** 14 and up

**Method:** pair or small group work

**Tools/devices:** one computer or one mobile device with internet connection per pair/group and printed worksheets & pencils

**Preparation:** Read the information sheet about the game [here](#) prior to the lesson.

Click [here](#) for the game.

Click [here](#) to download the worksheet.

- Divide students into pairs or small groups.
- Hand out the worksheets and go over the instructions together with students
- Give them approx. 20 minutes to play the game and do the tasks in the worksheet.
- After the game go over the definitions they've written on their worksheets (suggested answers for teachers are on pages 3 & 4).
- Finish the lesson with a Q&A / follow-up questions:
  - Was it easy to come up with fake information?
  - What have you learned about fake accounts, for instance?
  - What do the badges represent about fake news?
  - How will you use what you've learned today in your daily life?

## Sources and extra material to further teach media literacy (optional)

[getbadnews.com](http://getbadnews.com)

[Teaching Media Literacy and Fighting Disinformation with eTwinning](#)

[Spot and Fight Disinformation - PPT](#) by EU commission

[GUIDELINES FOR TEACHERS How to spot and fight disinformation](#) by EU commission

[Fakey](#) - another game that aims to teach media literacy and study how people interact with misinformation. You will see a simulated news feed with articles. Some coming from legitimate news sources. And some from sites that typically publish false or misleading reports, clickbait headlines, conspiracy theories, junk science, and other types of misinformation. The goal is to support a healthy social media experience by promoting information from reliable sources and not from low credibility sources.

