European Schoolnet Academy

WHAT ARE THE MEDIA LITERACY NEEDS OF YOUTH AND HOW CAN WE PREPARE THEM FOR THE NEXT DIGITAL DECADE?

LIVE EVENT 1 - WEBINAR

Start:	We will start at **17:00 CEST (Belgium time)**
Host:	Gareth Cort, Course Moderator, European Schoolnet
Speakers:	**Helderyse Rendall**, Tactical Tech **Maria de Brasdefer**, IFLA **Marianna Fresu**, Save the Children Italia (video) **Gareth Cort**, European Schoolnet

European Commission | European Schoolnet Transforming education in Europe | IFLA International Federation of Library Associations and Institutions | Save the Children | TACTICAL TECH

YOUNG PEOPLE
(14-18)

WORKSHOPS / NEEDS ASSESSMENT MEETINGS

EXPLORING WHAT MATTERS TO US
21 participants
2 SpotLights involved

COLLECTING REACTIONS FROM TEENAGERS
57 participants
6 SpotLights involved

EMERGING ISSUES

- ORIENTATION TO THE FUTURE
- EMOTIONAL WELL-BEING
- HUMAN RIGHTS
- GENDER EQUALITY
- SELF AWARENESS/ SELF EXPRESSION

METHODS TOOLS AND TECHNIQUES

ADULTS

TEACHERS/EDUCATORS

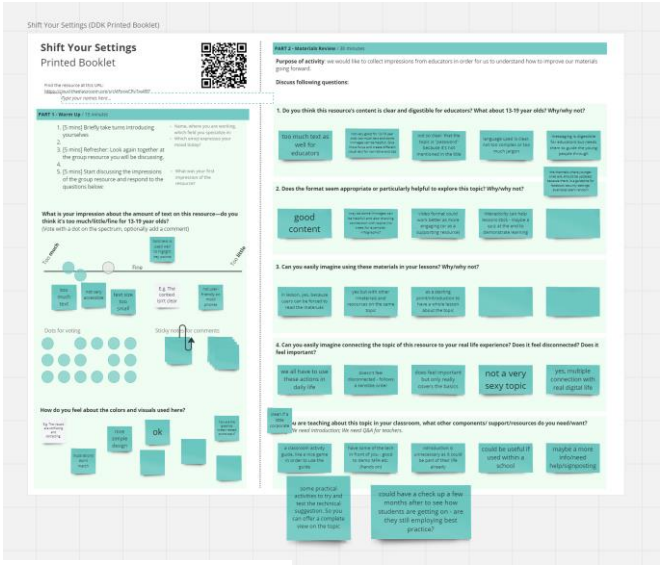
(ONLINE) SCOPING SESSIONS

RAW IDEATION and Sharing
23 EDUCATORS
6 TEACHERS

EMERGING RECCOMENDATIONS

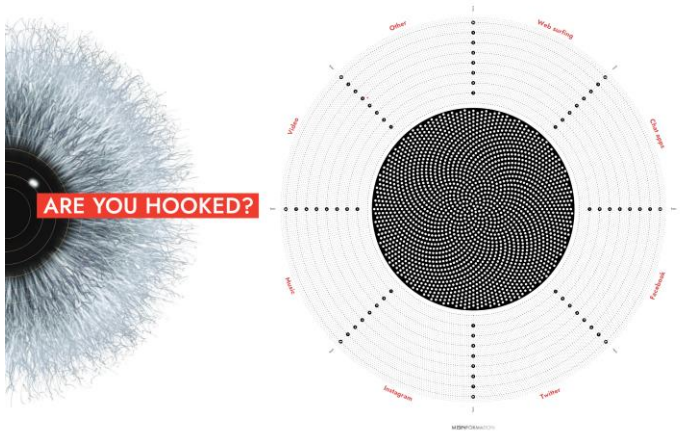
- Selecting themes that are close to the reality of girls and boys
- Encouraging a participatory approach
- Providing both individual and team-working moments
- Encouraging girls and boys to take a position on the subject matter
- Including play and motion elements

CO-DEVELOPMENT SESSION WITH THE insafe NETWORK



Evaluating existing resources:

- Design
- Suitability of language
- Use in educational activities



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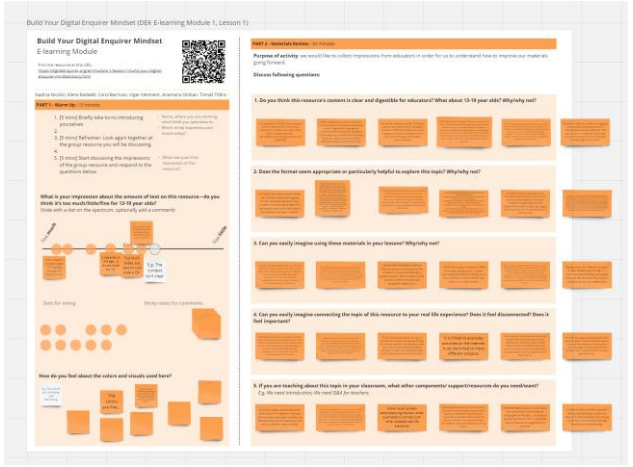
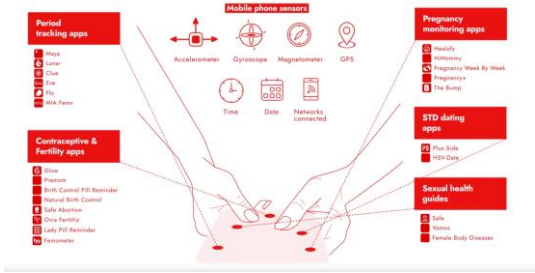
CO-DEVELOPMENT SESSION WITH EUROPEAN TEACHERS (ONLINE)

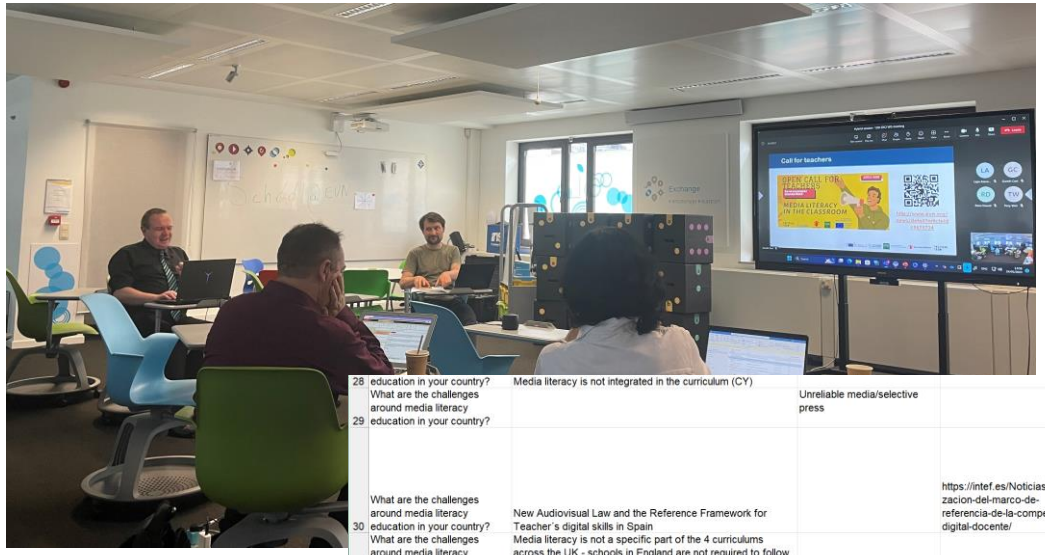
Evaluating existing resources:

- Design
- Suitability of language
- Use in educational activities





CO-DEVELOPMENT SESSION WITH MINISTRIES OF EDUCATION



28	education in your country?	Media literacy is not integrated in the curriculum (CY)			Anonymous
29	What are the challenges around media literacy education in your country?		Unreliable media/selective press		Anonymous
30	What are the challenges around media literacy education in your country?	New Audiovisual Law and the Reference Framework for Teacher´s digital skills in Spain		https://intef.es/Noticias/actualizacion-del-marco-de-referencia-de-la-competencia-digital-docente/	Anonymous
31	What are the challenges around media literacy education in your country?	Media literacy is not a specific part of the 4 curriculums across the UK - schools in England are not required to follow the curriculum anyhow			Anonymous
32	What are the challenges around media literacy education in your country?	Educational administrations will promote plans to promote media literacy in Spain	https://www.boe.es/buscar/act.php?id=BOE-A-2020-17264	https://www.boe.es/buscar/act.php?id=BOE-A-2020-17264	Anonymous
33	What are the opportunities around media literacy education in your country?	Media literacy is integrated in national curricula (FI)			Anonymous
34	What are the opportunities around media literacy education in your country?	teachers training is enhancing, due to the new curriculum (Austria)			ÖIAT (oiat)
35	What are the opportunities around media literacy education in your country?		Strong appetite from young people (and teachers) to focus on media literacy and ensure knowledge stays up to date		Anonymous
36	What are the opportunities around media literacy education in your country?	Lots of initiatives			Anonymous
37	What are the opportunities around media literacy education in your country?	Media literacy is not integrated into national curricula (GR)	Opportunity for adaptation of resources. Opportunity to train the educators. Critical thinking can become a priority in schools. Initiatives to introduce media literacy and critical thinking into the school curricula.		Anonymous

- Representation from Belgium, France, Finland, Ireland, Malta and Portugal
- Discussing the current media landscape
- Emerging issues (challenges and opportunities) - with a focus on A.I.

LIVE EVENT 2 – THURSDAY 30 MAY 2024

- Innovative approaches to teaching media literacy
- 17:00 – 18:00 CEST
- Link to join on 'Live Events' page

THANK YOU!

www.theglassroom.org/youth/everywhere-all-the-time/

gareth.cort@eun.org

TACTICAL TECH

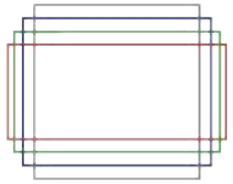
An international NGO based in Berlin that engages with citizens and civil-society organisations to explore and mitigate the impacts of technology on society.

Building capacity through collaboration and co-creation

Promoting critical thinking via digital literacy interventions

Field building and Advancing Specialized Knowledge

Our projects

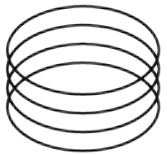


THE GLASS ROOM

MISINFORMATION EDITION

DATA DETOX KIT

WHAT THE F*TURE WANTS



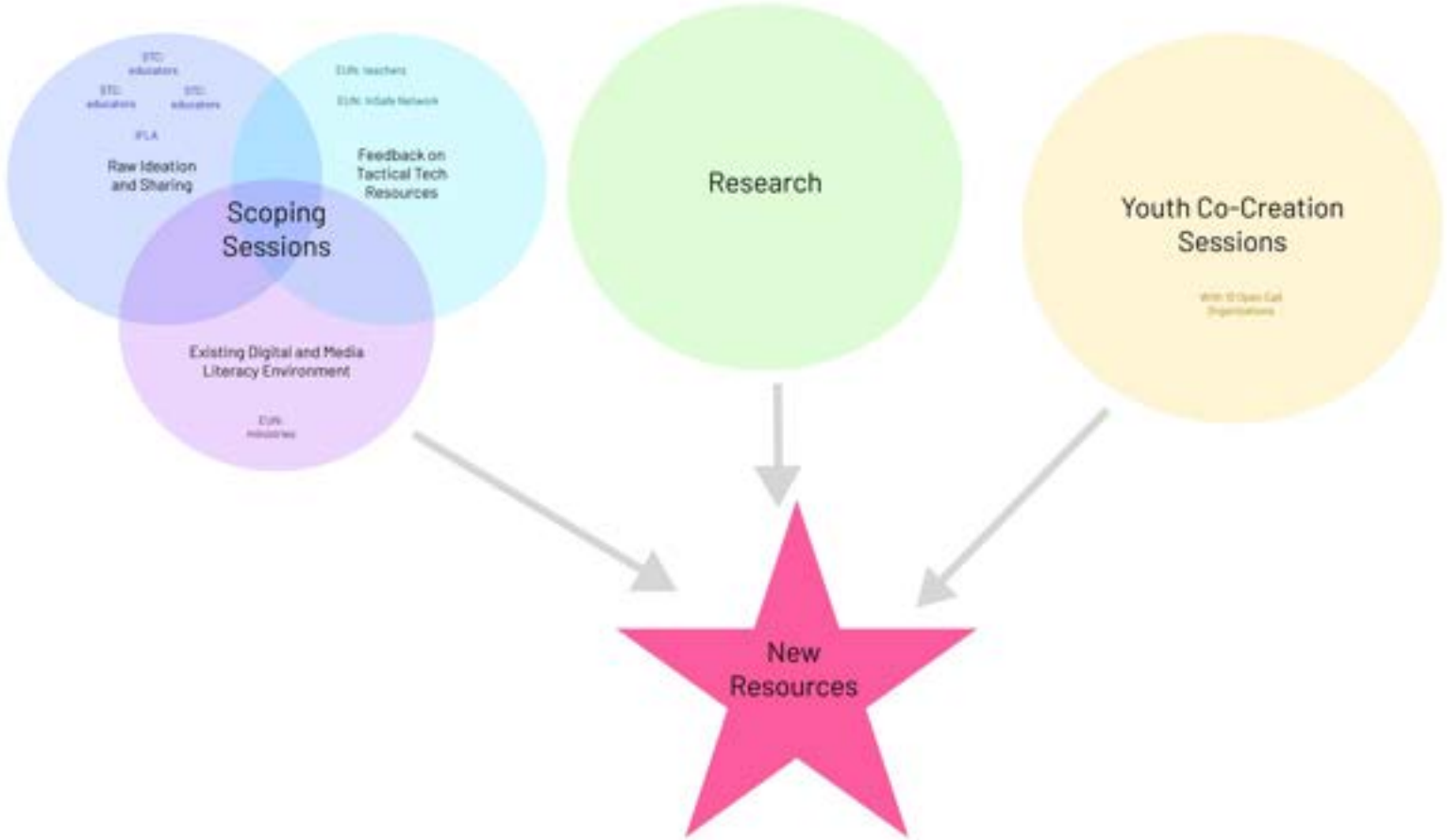
EVERYTHING WILL BE FINE

EXPOSING THE INVISIBLE

The Influence Industry Project

Digital Enquirer Kit

Needs Assessment report: an overview



Research report: literature review and list of curated resources

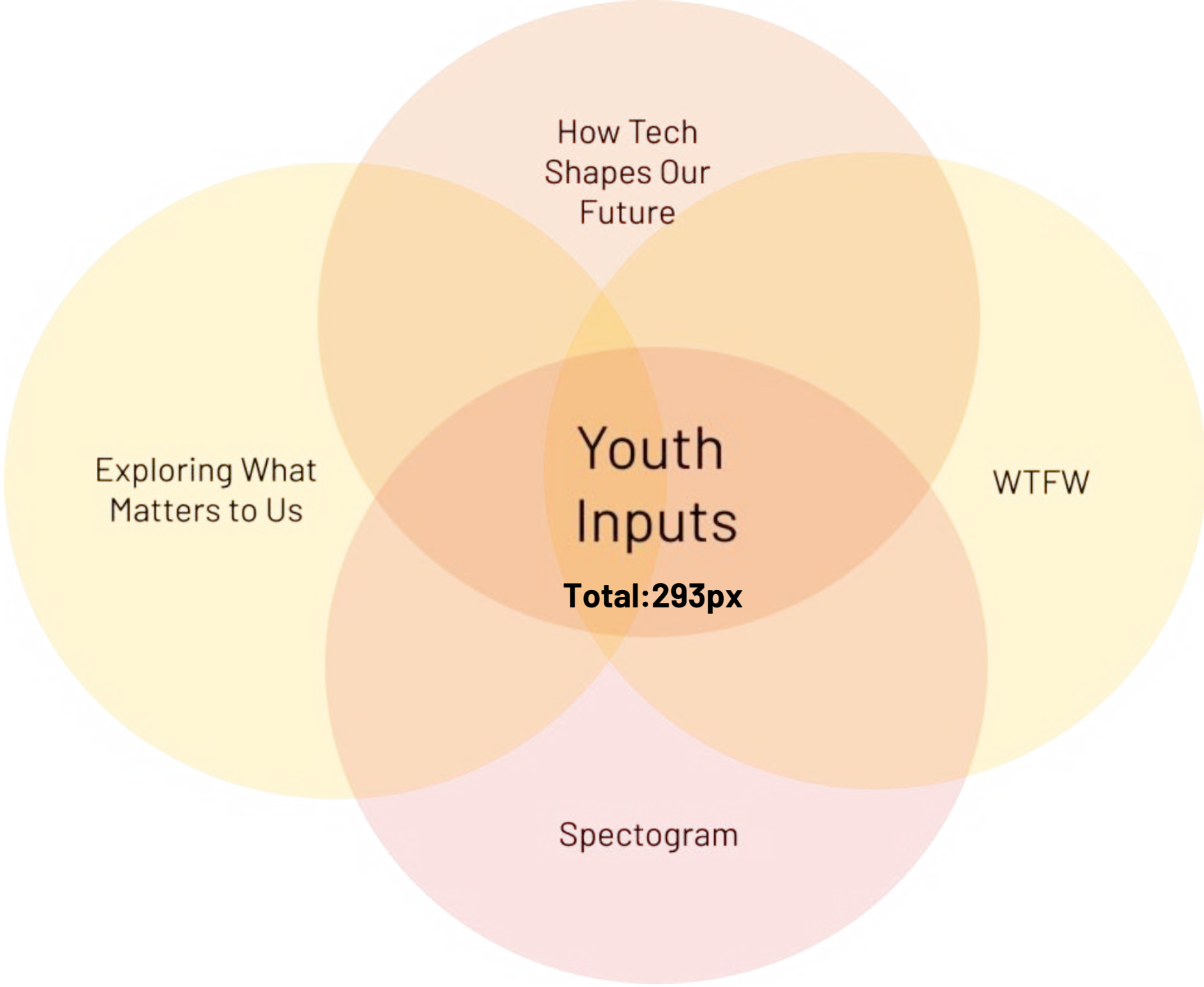
What are effective methods, formats, and practices of DML in public education for youth (13-19 year olds)?

What does the recent research say about why these methods, formats, and practices work?

Summary of Research Results

- There is no one-size-fits-all solution to DML
- Most recommended: Flexible learning programs, co-creation, multiple methods
- Both necessary and complex to develop assessments
- Consider the educator as learner, too
- DML must be presented as multi-disciplinary and build cross-applicable skills

Youth Sessions


How Tech Shapes Our Future
Exploring What Matters to Us
WTFW
Youth Inputs
Total:293px
Spectogram

Exploring What Matters to Us

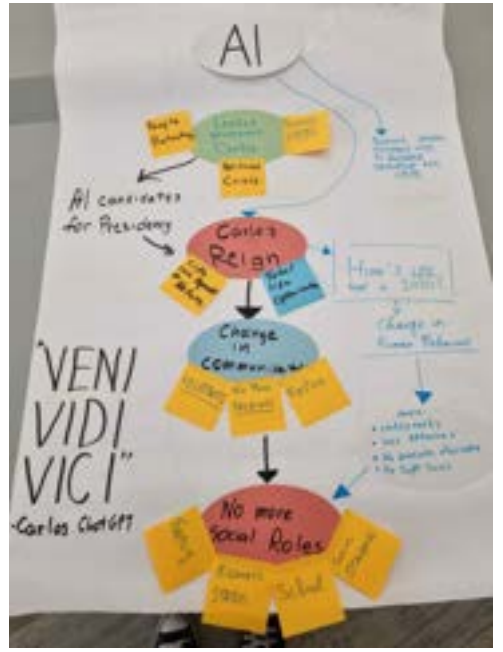
Co-development workshop focused on young people discovering, sharing and examining **what matters to them.**

6 sessions, in 5 European countries, involving 88 young people.

How Tech Shapes Our Future

Co-development workshop inviting young people to speculate about how a given tech-related topic could shape our future: **AI**, **Gaming**, or **Influencing**

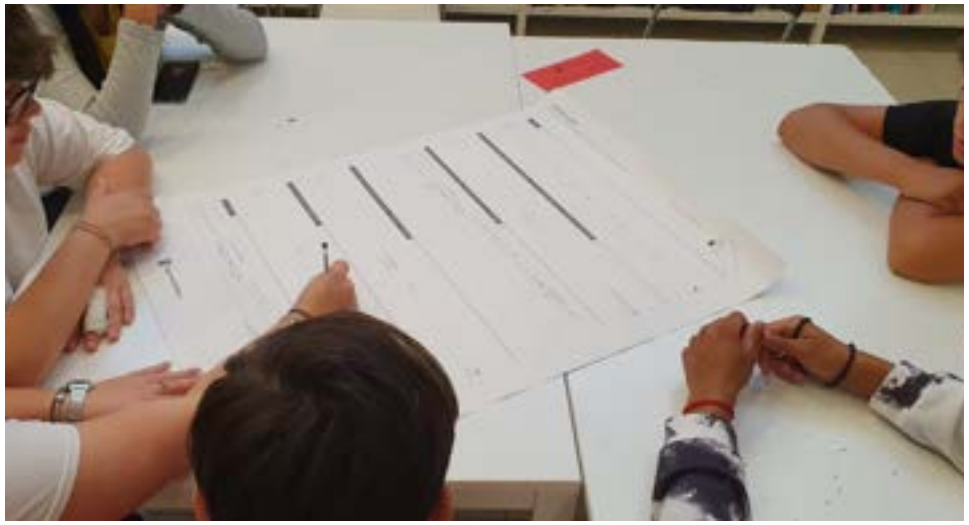
9 sessions, in 8 countries, involving 148 teens

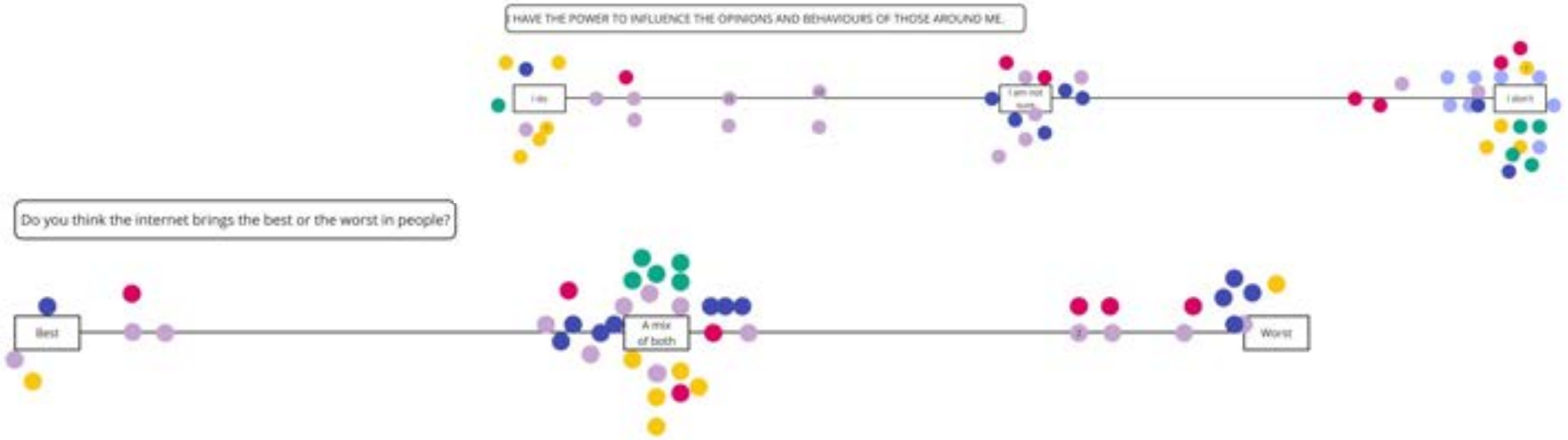


Spectograms

Activity inviting teens to weigh in on various pre-developed questions in order to illustrate their experiences online.

57 teens, facilitated by STC





Overall Summary of Findings from Youth

- Online environment as a space for exploration/connection
- Concerns on dissolution of human-to-human relationships
- Importance of social justice
- Techno-solutionist take on technology
- Concerns on increase of monitoring and control
- Impact of technology on wellbeing, acceptance, self-image, addiction, tech-dependency and self-care

Key overall takeaways

- Resources & activities should be designed for interaction in both formal / informal environments
- Consider skill level and comfort-level of educators
- Involvement of youth is crucial
- Taking into account the overall context DML will happen
- Take into account young people's strong emphasis on how technology relates to their need for self-expression and connection
- Provide young people with a basic understanding on how many of the technology they use works and address potential implications

theglassroom.org/youth/
THE GLASS ROOM
MENU
What the Future Wants
WHAT THE F*TURE WANTS
What the Future Wants is an interactive youth focused exhibition that presents different perspectives on technology from the personal, to the political, to the planetary.
View the online exhibition
I felt like I was learning in a Relaxed way. "eye opening"

casa hacker
DATA DETOX PARA EDUCADORES
Digital security training for educators.
Start online training

SAGA_DETOX DE_DATOS LATINE.
JAAKLAC

STEP UP YOUR SECURITY GAME
GET A GRIP ON YOUR DATA

The What the Future Wants exhibition in North Macedonia. Photo courtesy of Goethe-Institut Skopje.

Das wahre Leben deines Selfies

Guiding principles for interventions

- **Co-development** approach
- **Provocative** design
- Use of **non-judgmental and non-technical** language
- Provide more **questions** more than answers
- Adaptability and accessibility: Remove **language and cost** barriers
- Foster **peer-to-peer** and collaborative learning
- **Open-source** and creative commons

Clustering topics/methods

Refining topics

Zoom out

Zoom in

Zoom out

Zoom in

Zoom in

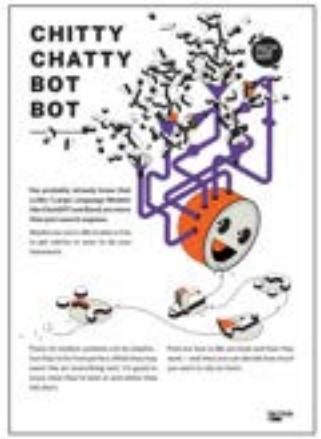
Zoom out

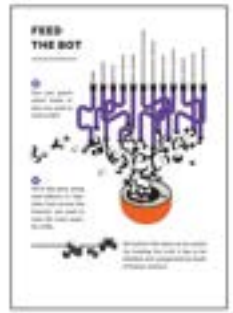
Zoom in

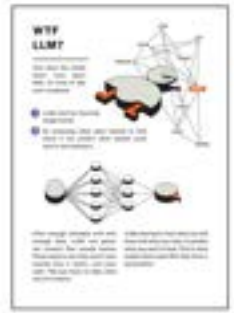
Defining Audiences

	Alya Careful follower	Remi Entertainment junkie and scroller	Luka socializer and potential advocate	Ajay Tech Enthusiast	Miriam The digital literacy champ
Remi					
Demographic and social economic background					

EVERYWHERE,
ALL THE TIME
WHAT THE
F*TURE
WANTS


CHITTY
CHATTY
BOT
BOT


FEED
THE BOT


WTF
LLM?

GARBAGE IN,
GARBAGE OUT

AI
OR BS?

ERASING
THE
INTERNET

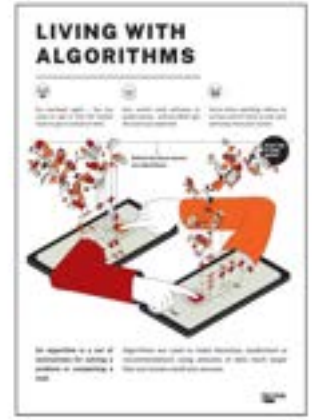
REELING
IT IN!

CALMING
THE LAND

TECHNOLOGY
EVERYWHERE

CLEARING UP
SPACE

DIGITAL
FOOTPRINTS
101?


LIVING WITH
ALGORITHMS

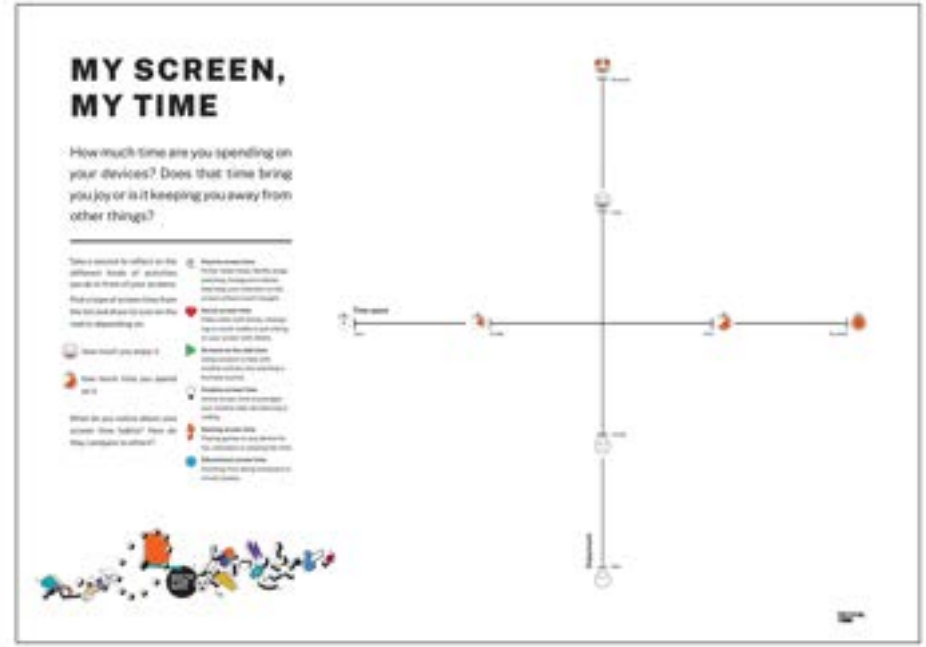
IN ALGORITHMS
WE TRUST?

BUILT
BY HUMANS

ALGORITHMIC
STORYTELLING

THE HIDDEN
INFLUENCER

ALGORITHMIC
STORYTELLING


MY SCREEN,
MY TIME
How much time are you spending on your devices? Does that time bring you joy or is it keeping you away from other things?

Reach out!

Email: youth@tacticaltech.org

Follow us on Twitter: @info_activism
Visit our website: tacticaltech.org
Subscribe to our newsletter *In the Loop*: lists.tacticaltech.org

20 YEARS | TACTICAL TECH

Libraries as part of the: Media Literacy Case for Educators (MLCE) project

IFLA scoping sessions, raw Ideation & TOTs

Who?
Where?
West University of Timişoara
BIBLIOTEKA NARODOWA
REBIUN
RED DE BIBLIOTECAS
gk*r
GRADSKA KNJIŽNICA RIJEKA

Educator scoping sessions

→ 2 scoping sessions

→ About 30 participants

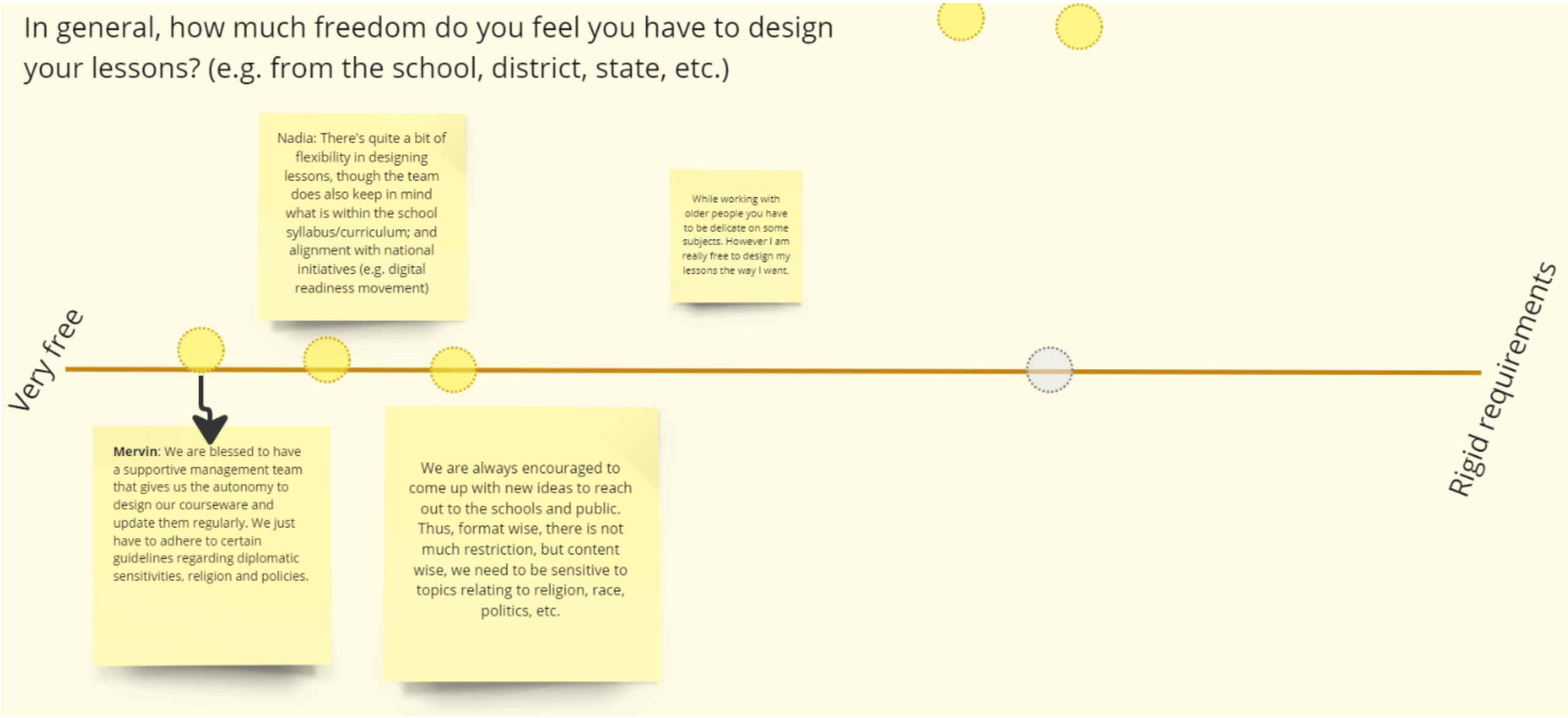
→ Across Europe – Previous partners

→ Educators/people from different background

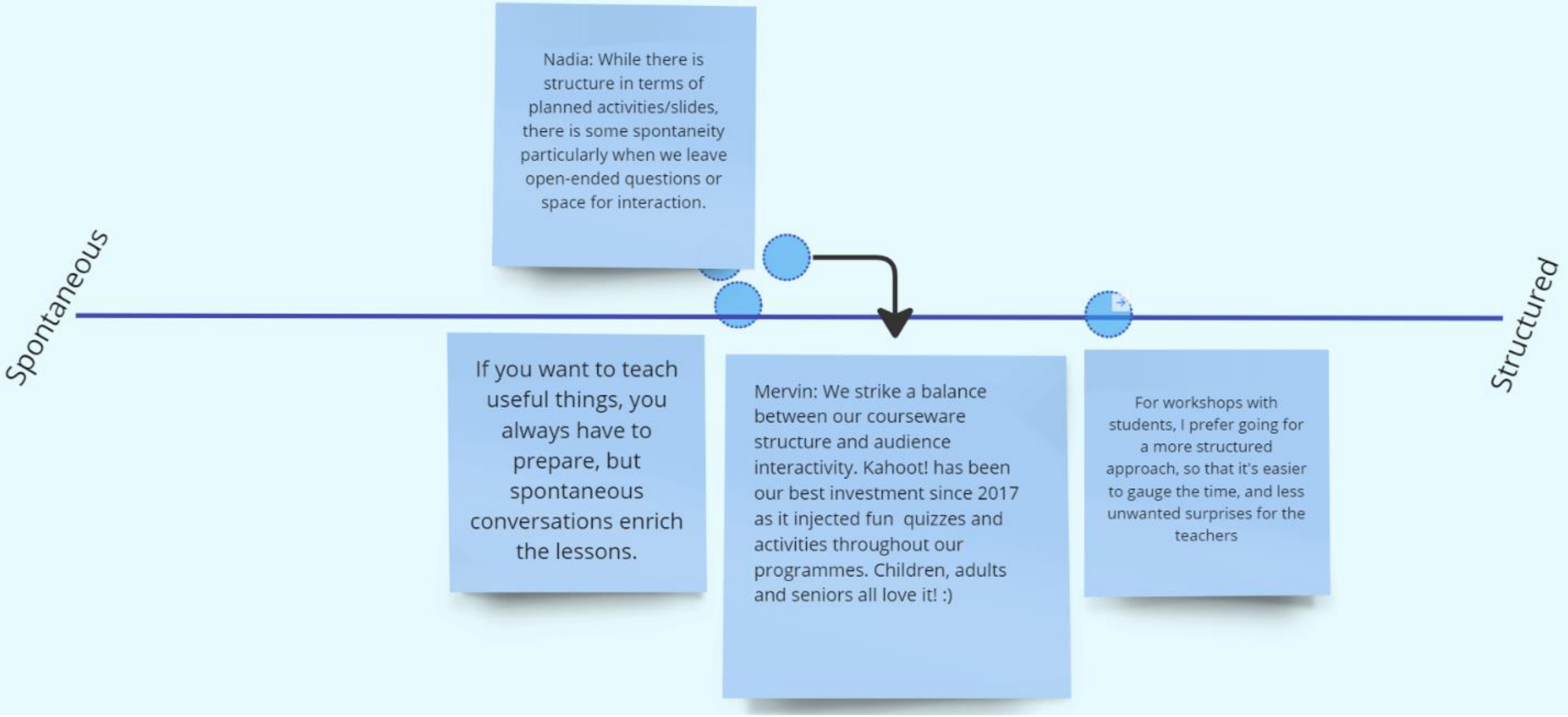
<u>Session divided in 3 parts:</u>

-3 spectrogram questions
-reflection on successes
-recommendations

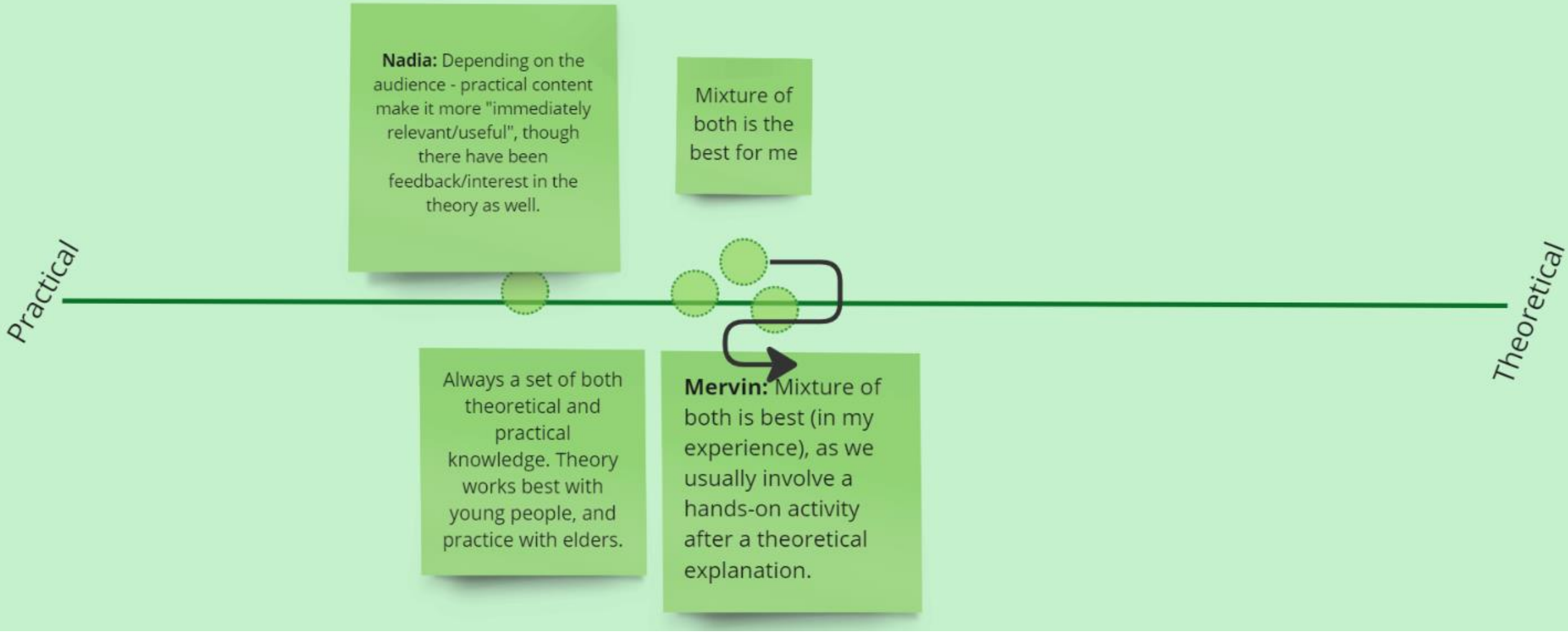
1) Raw ideation and sharing



When you were facilitating your most successful activities(s), were you more spontaneous or structured—or somewhere in the middle?



Thinking back to your most successful session(s), how practical or theoretical was the content?
(or was it a mix of both?--middle)



2) Reflection on successes

1) Active facilitation and involving both parents and children

2) Mix of physical and digital media

3) Using relatable examples that resonate with audience

4) Pre and post knowledge checks to ensure audience retains the knowledge

Trigger Activity - to get the audience focused on the topic

For young groups - good to have interactive segments to keep engagement and participation - also to "test for understanding"

Relating to current/trending things in their lives (esp for students/teenagers)

Use of visuals and videos to break monotony of speaker-directed sessions

Activity which involves students to share their own opinion about any topic

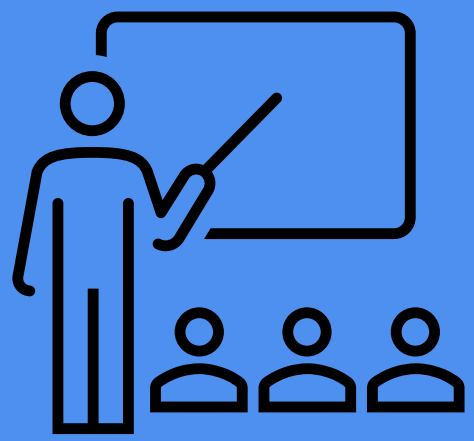
A discussion involving each participant to discuss which opinion is right or wrong.

To reach mutual understanding. To learn not to judge and accept the opinion of another without losing critical thinking at the same time.

To illustrate that every different opinion can influence your thinking.

The use of Kahoot (kahoot.it) as ice breaker or in the middle of a workshop to engage the participants, and to make them sit up and listen again if they are bored.

3) Recommendations

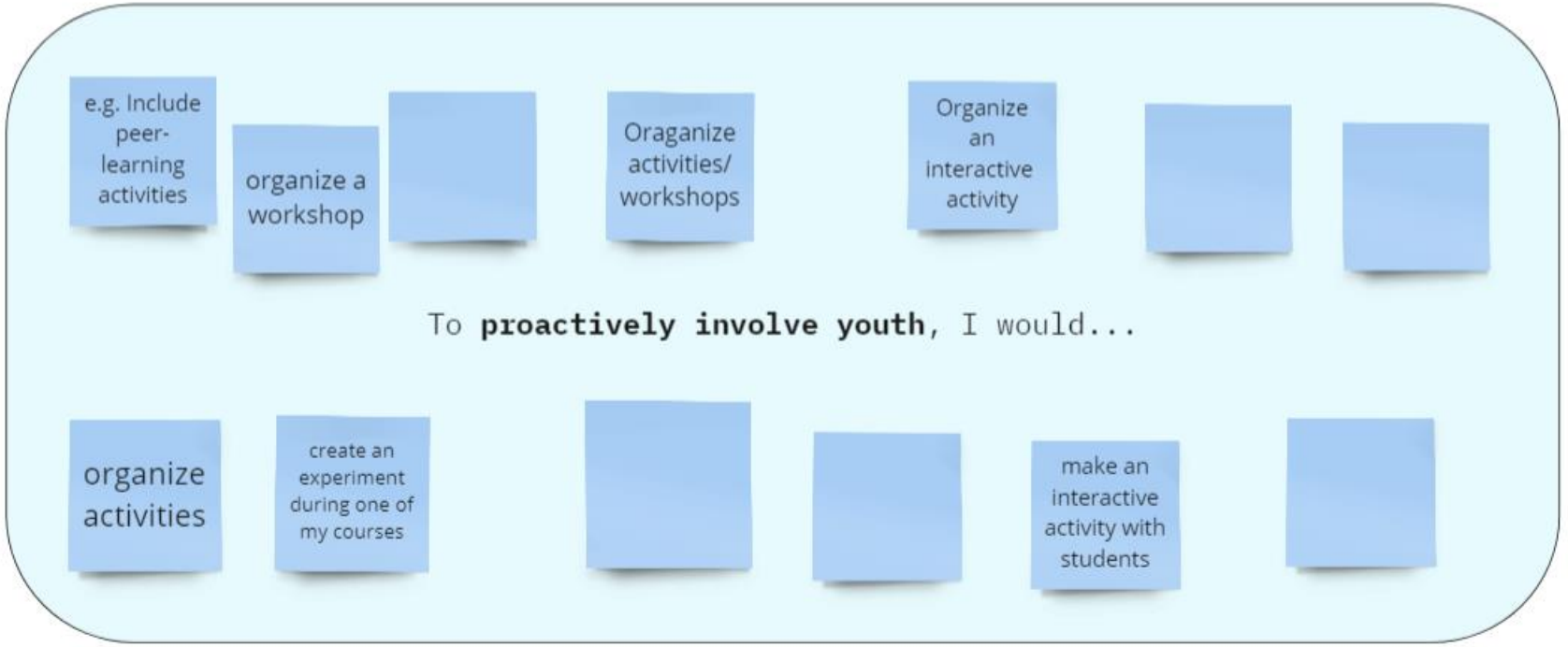


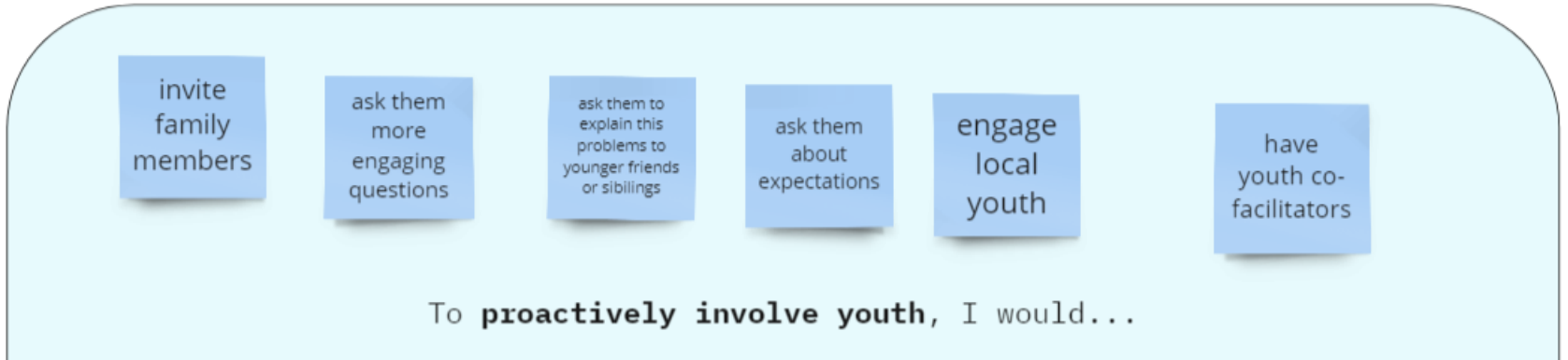
- Highlighted role of gamification
- Graphics and visual information
- Interactive sessions with activities
- Engaging own beliefs and local context
- Establishment of a safe space for knowledge exchange and collaboration
- Being mindful of special needs and/or disabilities (visible or invisible)

Training of Trainers (TOT)

- → 5 implementing libraries
  One TOT per country
- → Approx. 3 hours per TOT
- → About 50 facilitators in total
- → TOT covered general themes of the 'Everywhere all the Time" intervention, some included activities & reflection on facilitation approaches.
  End reflection encompassed 4 themes: **proactive involvement of youth, ways of prioritizing privacy and safeguarding, localization of content and facilitation of inter-generational dialogue**

Proactive involvement of youth

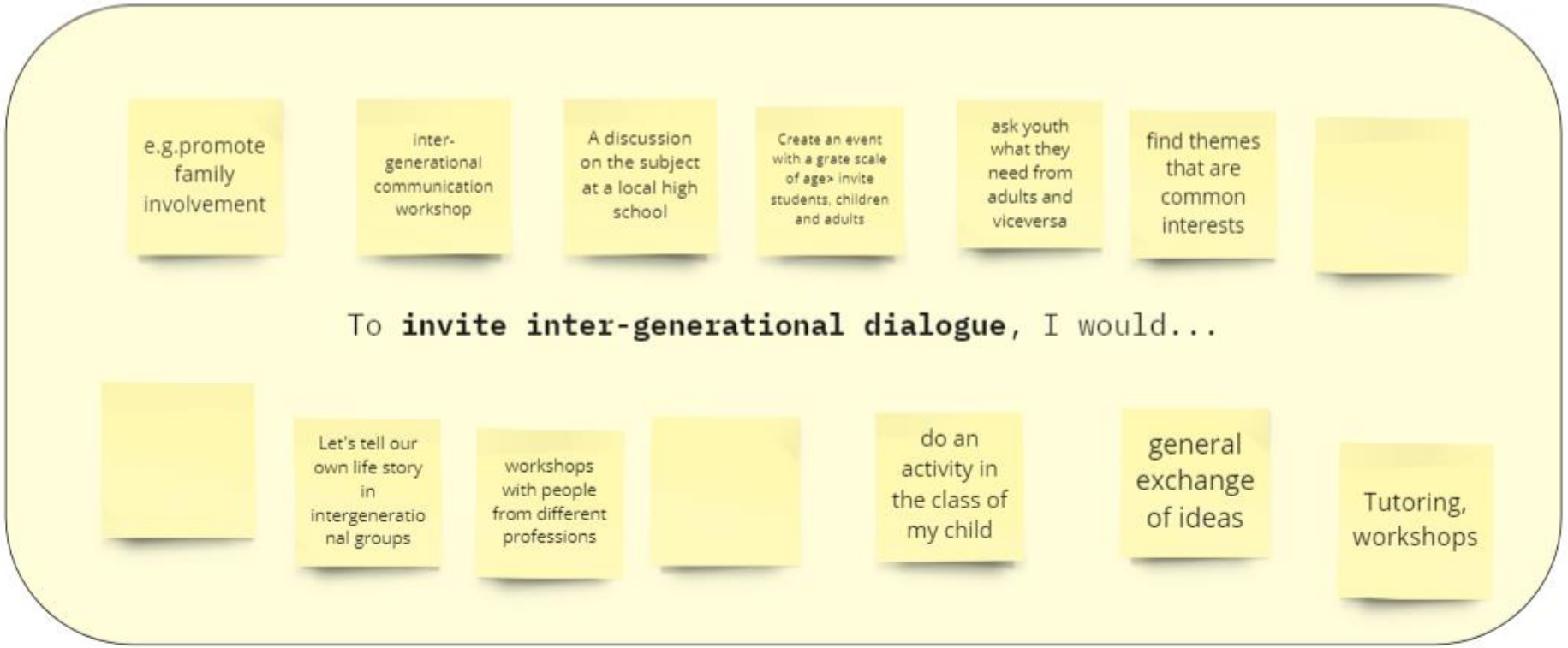


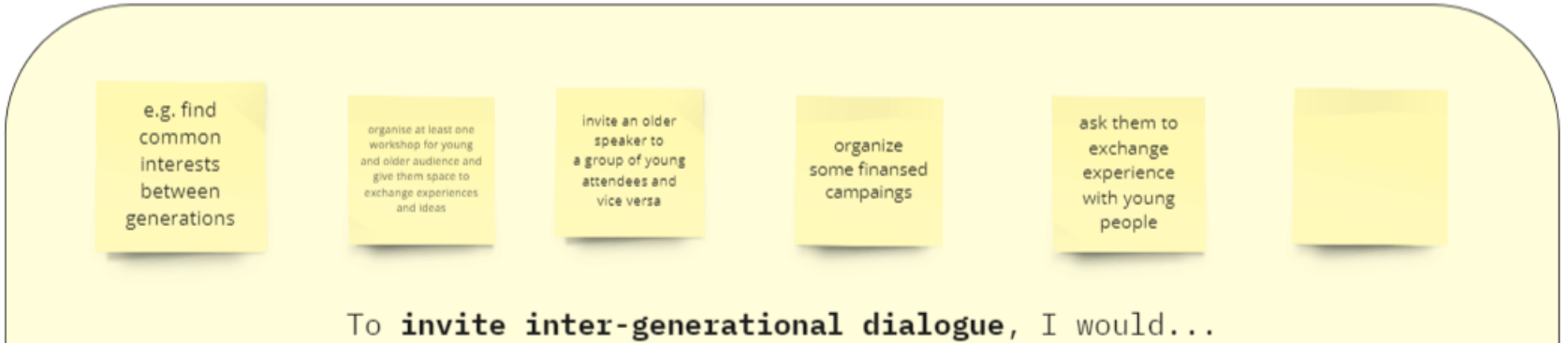


Prioritizing safety and safeguarding

Localizing content

Inter-generational dialogue





Thank you