# Get your facts straight

Open educational resources

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# Examples of resources

- To get participants (youngsters and adults) interested:
  - Resource 1 - How to become a TripAdvisor's #1 Fake Restaurant
- Materials for trainers and lectures:
  - Resource 2 - Crash Course: Navigating Digital Information
- Interactive materials:
  - Resource 3 – The Bad News

# Resource 1 - How to become a TripAdvisor's #1 Fake Restaurant

- What is it about:
  - Journalist decides to make his house (The Shed) #1 restaurant in London and (actually!) succeeds
  - Fake web site, fake social media accounts, creates fake menu

# Resource 1 - How to become a TripAdvisor's #1 Fake Restaurant

- Reasons and benefits:
  - It's almost unbelievable and therefore is perfect to show how everyone is vulnerable to fake information online
  - It shows how something fake can be easily created online
  - It can be interesting to youngsters and adults
  - It can be used as an example for getting the participants interested and to engage them in further discussion

# Resource 2 - Crash Course: Navigating Digital Information

- What is it about:
  - Online video course (Youtube) with different lessons about how to approach, verify, evaluate and use online information
  - It covers almost every aspect of the digital information: news sites, forums, social networks, photos and videos, data and infographics, etc.
  - It gives practical advice on what and how to do in situations concerning information we get online
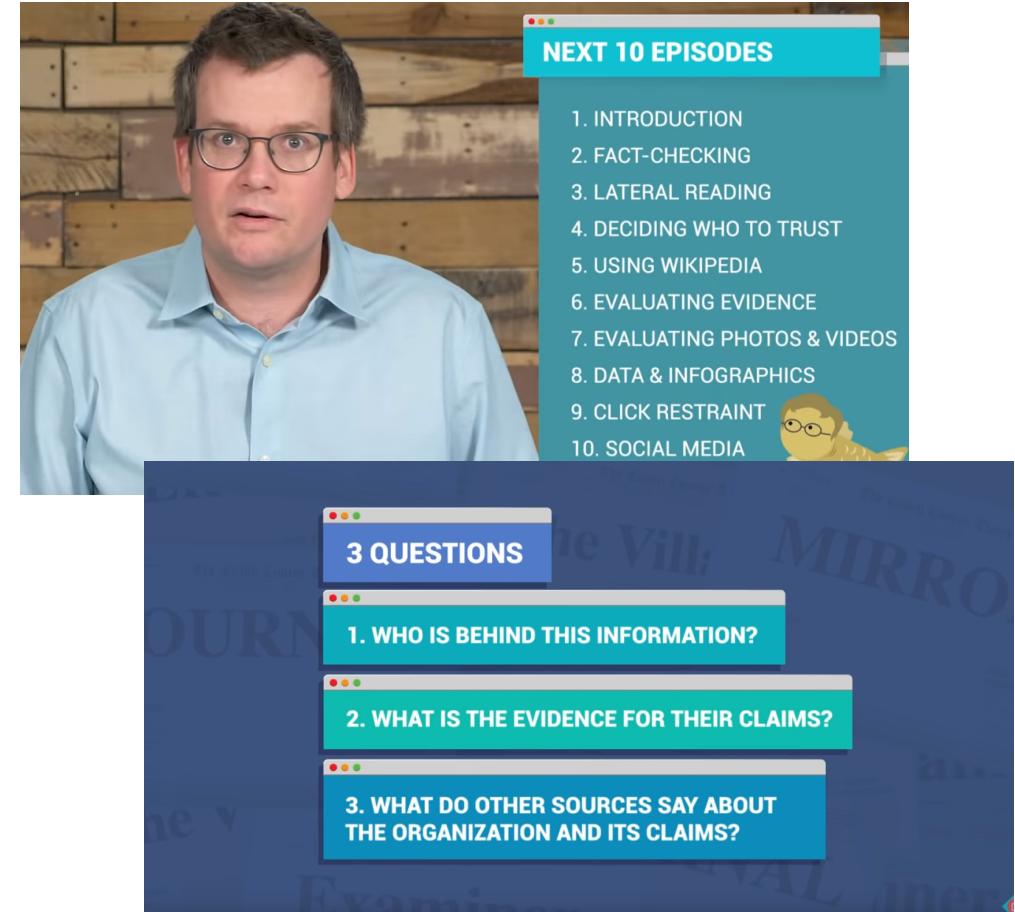
# Resource 2 - Crash Course: Navigating Digital Information

- Reasons and benefits:
  - It is very comprehensive and easy to follow
  - It can be (pretty well) translated to every language via Youtube's automatic translation
  - It can be a very good crash course for trainers
  - Some parts or whole lessons can be used with participants
  - It offers both advice on how to recognize fake or unreliable sources, but also how to verify that some source has credibility

# Resource 3 – The Bad News

- What is it about:
  - Interactive online game that puts participants in the position of a person who spreads fake news
  - The player chooses what to post and comment and how that reflects on his/her credibility, number of followers, etc.

FOLLOWERS
0

CREDIBILITY

about something, right?
Aren't we all. You can get
started by using Twitter to
vent.

My profile
Average Citizen | What a wonderful
world

Is everybody else stupid or
what? The Earth is not
flat, it's a CUBE!!
#WakeUpPeople #TimeCube

Back to the first
one                    Tweet this

# Resource 3 – The Bad News

- Reason and benefits:
  - It shows how and why some people post fake news – what are the reasons behind their actions
  - It shows different psychological techniques people who post fake news use to get better results: impersonation, emotion, polarization, conspiracy, discredit
  - Participants can be more aware of mechanisms of fake news if they try to create some by themeselves
  - It is interactive and fun, but it has a powerful message

# Conclusion

- These resources can be used as inspiration or directly
- All of them are in English (but can be translated automatically with more or less satisfactory results)
- Can be used for the lower levels of Bloom's taxonomy
- Interactive and easy to use

Thank you for the attention! ☺