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## JIA'S LONG JOURNEY - SESSION 1. |. 135 MINUTES

 Overall Learning Outcome:
 Participants can better protect themselves from misinformation and media manipulation by using the most effective methods.

• Time: 135 min

## In general:

This template serves as a starting point. You've got to make it yours by adding your own style and local touch to make the session resonate with your participants.

- 1. General tips for contextualisation:
- Utilize local examples to illustrate key points.
- Inspire participants to create local versions of Heroes with personalized details. (eg renaming Heroes with local names will enhance relatability)
- Refer to the Guidebook and its appendices for tips and hints on contextualizing the template.

## 2. Guiding Questions:

Remember, the guiding questions are merely suggestions. Feel free to adapt and mould the discussion to suit your audience.





1. Topic Introduction				
Time	Steps	<b>Guiding Questions</b>	Learning Outcomes	
15 min	<ol> <li>Introduce a MIL topic,         Give a broad and brief         outline of its scope and         impact         *or let participants choose a         topic from a variety of MIL         topics.</li> <li>Pair the participants,         and ask them to share a         personal experience         related to the topic.</li> <li>Let them write the key         words and experience         on sticky notes or cards.</li> <li>Stick all the cards on a         flip chart, leave the         central space open.</li> <li>Write the word Villain in         the middle</li> </ol>	<ul> <li>What interests you about this topic?</li> <li>What is your personal experience with this topic?</li> <li>What is your question around this topic?</li> </ul>	<ul> <li>The participant will be able to</li> <li>reflect on problematic issues in his/her personal media and social media environment.</li> <li>share a story around this issue with others.</li> </ul>	

2. A Story with the problem statement				
Time	Steps	(	Guiding Questions	Learning Outcomes
15 min	A story is introduced about the topic  It's a pre-designed story that captures the heart of the MIL topic through a protagonists' experience. It illustrates the negative impact on an individual and on society. (see prepared problem statements in ANNEX 4. Adjust them if/where needed)	•	What do you feel about the main character? How does this topic affect individuals and society? What is the impact?	The participant will be able to:  • relate to the topic and its impact.





3. Exploring Villains - Guided Discussion					
Time	Steps	<b>Guiding Questions</b>	Learning Outcomes		
15 min	<ol> <li>Line up the Villains,         Discuss their core trait         briefly and identify the         relevant one(s) that         relate to the topic.</li> <li>Now the main Villain i         identified, put it in the         middle of the flipchart</li> <li>Lead a brainstorming         session on the Villains         traits and agenda. The         add them to the         flipchart.</li> </ol>	are associated with this topic?  How does it differ from other bad (social) media issues?  What drives these malicious acts?  Who exploits them?			

4. Furthering the Story - Groupwork and Presentations				
Time	Steps	Guiding Questions	Learning Outcomes	
45 min	<ol> <li>Divide participants into groups with a minimum of three.</li> <li>Let each group continue the story from the problem statement, by plotting for 'change'.</li> <li>The story's outcome should be positive and victorious for the protagonist of the story.</li> <li>Let the group visualise the story on a flipchart. They should detaile the journey of the</li> </ol>	<ul><li>combat the negatives of this topic?</li><li>What are positive scenarios to</li></ul>	The participant will be able to  • consider active measures to combat the MIL problem discussed.	





protagonist and highlight the key moments for change.

- How do the individual and societal levels affect each other?
- 5. For this, also take societal change and societal responsibility into account and explore how they interact with the individual.
- 6. All groups present their flipchart, and tell their story of the protagonist.
- 7. Summarise the measures, tools and competencies needed to counter the Villain. Then list them on the metaplan cards or notes.
- 8. Cluster the measures and tools needed to counter the actions of the *Villain* and add them to a flipchart with the Villain in the middle.

5. Us Heroes - Interactive Discussion				
Tiime	Ste	eps	<b>Guiding Questions</b>	Learning Outcomes
30 min	1.	Divide the participants into five groups.	<ul> <li>What skills are essential for media and information</li> </ul>	The participant will be able to
	2.	Introduce the AACRA Heroes briefly.	literacy?	<ul> <li>differentiate between the different competencies, building towards</li> </ul>





3. Give each group a Hero with their backstory description.

media and information literacy.

- 4. Ask them to prepare a brief introduction to their Hero.
- 5. Let the group also explore what role their Hero can play in countering the Villain in the story. How does the AACRA competency help the protagonist to be victorious?
  - 6. All groups present their Hero and competency. They explain how it can assist and support the protagonist.
  - 7. Discuss how the MIL Heroes are stronger as a team and how Heroes need to support each other in their fight.





6. Concluding and Prioritizing Action				
Time	Ste	ps	<b>Guiding Questions</b>	Learning Outcomes
15 min	<ol> <li>2.</li> <li>3.</li> </ol>	Let participants individually and silently write down their main take-away from the session.  How would they prioritise their action?  What Hero appeals or resonates most to them and why?	<ul> <li>What stood out for you from today?</li> <li>What would you do differently in the future when it comes to handling your social media and, your media and news consumption?</li> <li>How can you strengthen the MIL Heroes in yourself?</li> <li>What challenges are you facing in real life that make it difficult to work on your MIL competencies?</li> </ul>	The participant will be able to  • reflect on the learning; deepen the learning