



Session Jia 2 / Long Journey (140 Minutes)

Topic Introduction (15 minutes)

Session Activity	Steps	Guiding Questions	Learning Outcomes
INTRODUCT ION TO THE TOPIC Sharing experiences	<ol style="list-style-type: none"> 1. Introduce a MIL topic, and give a broad and brief outline of its scope and impact <i>*or have participants make a choice for a topic from a variety of MIL topics</i> 2. Pair the participants, and ask them to share a personal experience with the topic. 3. Let them write the key words and experience on sticky notes or metaplan cards 4. Stick all the cards on a flip chart, leave the central space open 5. Write the word 'villain in the middle 	What interests you about this topic? What is your personal experience with this topic? What is your question around this topic?	The participant will be able to .. reflect on problematic issues in his/her personal media and social media environment .. share a story around this issue with others
Material			



A Story with the problem statement (15 Minutes)

Session Activity	Steps	Guiding Questions	Learning Outcomes
INPUT/ PROBLEM STATEMENT	<p>A story is introduced about the topic: an individual who gets cornered about the negative impact of it on his/her life (a problem statement; how does this impact in individual and society?)</p> <p><i>It's a pre-designed story that captures the heart of the MIL topic through a protagonists' experience</i></p> <p><i>(see prepared problem statements in ANNEX 4. Adjust them if/where needed)</i></p>	<ul style="list-style-type: none"> • What do you feel about the main character? • How does this topic affect individuals and society? What is the impact? 	<p>The participant will be able to</p> <p>.. relate to the topic and its impact</p>
Materials			



Exploring Villains - Guided Discussion (20 minutes)

Session Activity	Steps	Guiding Questions	Learning Outcomes
EXPLORING VILLAINS	<ol style="list-style-type: none"> Line up the <i>Villains</i>, discuss their core traits briefly and identify the relevant one(s) that relate to the topic. Now the <i>main villain</i> is identified, it can be put in the middle of the flipchart In an open brainstorm session his/her traits and agenda will be explored and listed, and added to the flipchart. 	<ul style="list-style-type: none"> What negative aspects or agendas are associated with this topic? How does it differ from other bad (social) media issues? What drives these malicious acts? Who exploits them? 	The participant will be able to .. analyse the mechanisms at play behind the topic .. differentiate between different media and social media threats and issues
Material			



Furthering the Story - Groupwork and Presentations (45 minutes)

Session Activity	Steps	Guiding Questions	Learning Outcomes
GROUPWORK	<ol style="list-style-type: none"> 1. Divide participants in groups of minimal 3 2. Let each group further the story from the problem statement, by plotting for 'change'. 3. In the end the outcome.story should be positive and victorious for the protagonist of the story 4. Let the group visualise the story on a flipchart by illustrating the journey of the protagonist and highlighting the key moments for change 5. For this, also take societal change and societal responsibility into account and explore how they interact with the individual. 	<ul style="list-style-type: none"> • How can we combat the negatives of this topic? • What are positive scenarios to counter evil and bad influences in our news and social media environment? • What is needed to make this happen? • What will make matters worse? On individual level? On societal level? • How does individual and societal level interplay? 	<p>The participant will be able to</p> <p>.. reason active measures to avoid, to fight, to protect etc</p>



6. All groups present their flipchart, and tell their story of the protagonist
7. Each story gets summarised by writing the metaplan cards with measures, tools and competencies that we need to counter the villain.
8. Cluster the measures and tools we need to counter *villains* actions and add them to a flipchart with the villain in the middle

Material



Us Heroes - Interactive Discussion (30 minutes)

Session Activity	Steps	Guiding Questions	Learning Outcomes
CONCLUDE AND RE-ENFORCE	<ol style="list-style-type: none"> 1. Divide the participants in 5 groups 2. Introduce the AACRA <i>heroes briefly</i> 3. Give each group a Hero with backstory description 4. and ask them to prepare a brief introduction of their hero. 5. Let the group also explore what role their hero can play in countering the villain in the story> how does the competency help the protagonist to be victorious? 6. All groups present their hero and competency, and how it can assist and support the protagonist 	<ul style="list-style-type: none"> • What skills are essential for media and information literacy? 	<p>The participant will be able to</p> <p>... differentiate between the different competencies at play, building towards media and information literacy</p>



MEDIA AND INFORMATION LITERACY

	7. Discuss how the MIL heroes as a team stand stronger, and how heroes need each other in their fight.		
<p>Materials</p>			



Concluding and Prioritizing Action (15 minutes)

Session Activity	Steps	Guiding Questions	Learning Outcomes
	<ol style="list-style-type: none"> 1. Let participants individually and silently write down their main take-away from the sessions 2. How would they prioritise their action? 3. What hero appeals or resonates most to them and why? 	<ul style="list-style-type: none"> • What stood out for you from today? • What would you do differently in the future, when it comes to handling your social media and your media and news consumption? • How can you strengthen the MIL Heroes in yourself? • What challenges are you facing in real life that make it difficult to work on your MIL competencies? 	
Materials			