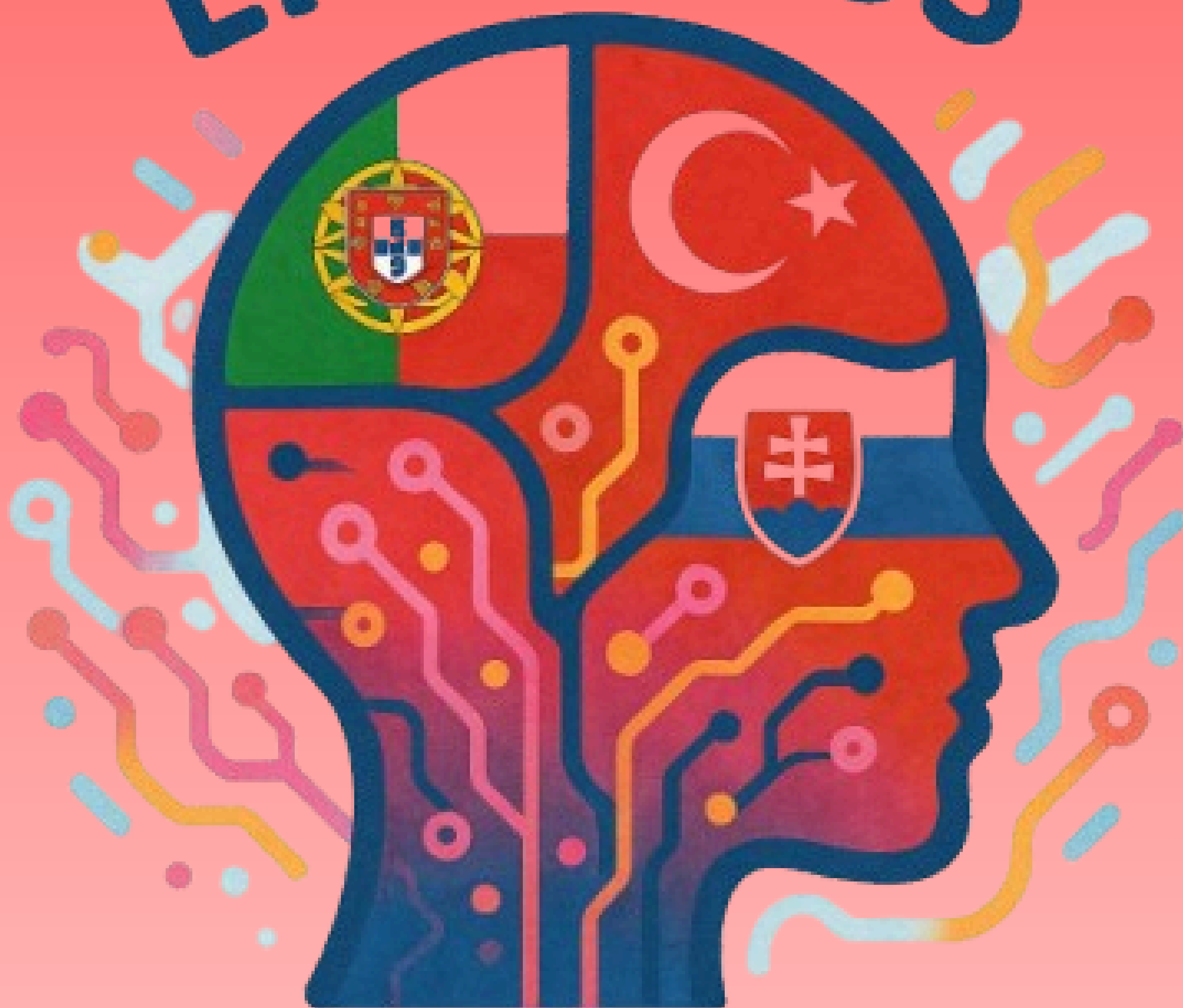
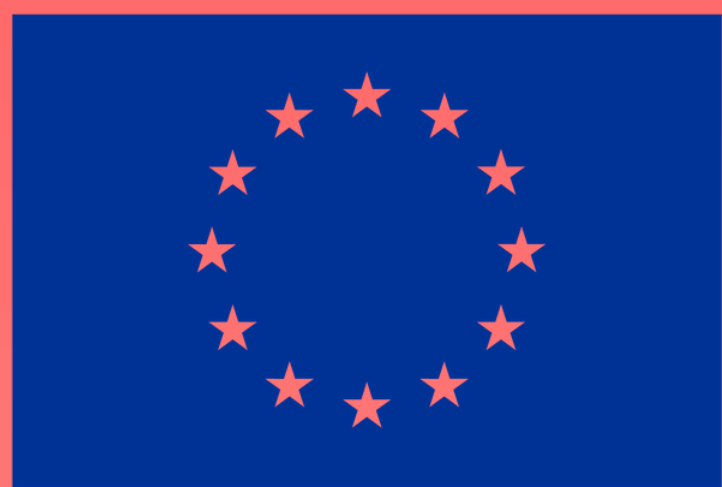


ERASMUS



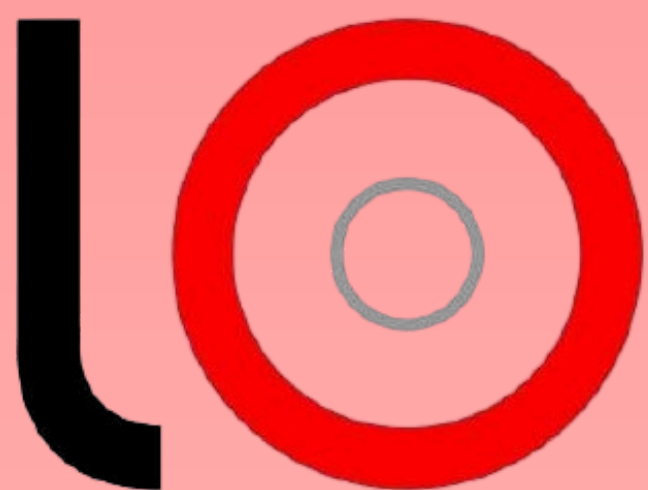
THE USE OF ARTIFICIAL INTELLIGENCE IN FORMAL EDUCATION



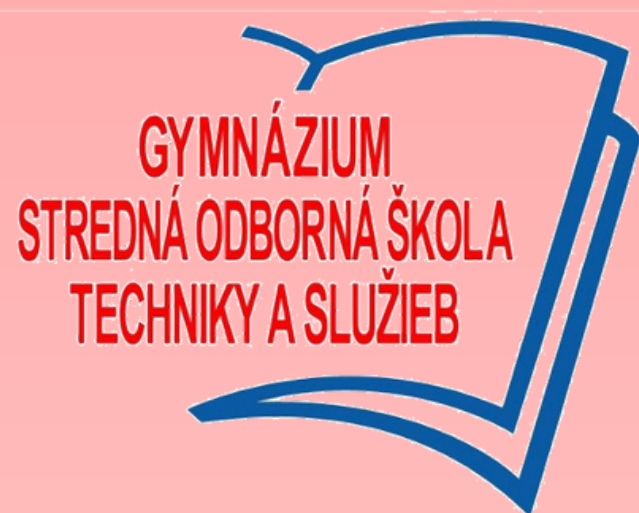
**Funded by
the European Union**

The use of AI in languages

2024-2-PL01-KA210-SCH-000265684



LICEUM OGÓLNOKSZTAŁCĄCE
IM. POWSTAŃCÓW WIELKOPOLSKICH
W ŚRODZIE WIELKOPOLSKIEJ



SPOJENÁ ŠKOLA
Kollárova 17 SEČOVCE



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Foundation for the Development of the Education System. Neither the European Union nor the granting authority can be held responsible for them.

MEDIA LITERACY & FACT-CHECKING: IMPACT OF MEDIA COMMUNICATION

In this session, participants will explore digital literacy, fact-checking, and critical analysis of media messages. They will practise verifying information, identifying misinformation, and understanding how communication in media can influence opinions and behaviour.

OBJECTIVES:

- Understand the concept of digital literacy and its relevance in everyday media consumption
- Distinguish facts, opinions, and misleading information in online content
- Analyse the influence of media messages on perceptions and decisions
- Apply fact-checking methods using AI and digital tools
- Reflect critically on their own media consumption and sharing habits

TARGET GROUP:

15-18 years old

TIME AND SPACE:

Mobility Friends Campus

METHODS:

- Interactive Lecture: Introduce key concepts in a clear and accessible way
- Guided Discussion: Encourage participants to share perspectives and experiences
- Experiential learning: Fact-checking exercises, scenario analysis, and AI-supported tasks.
- Reflective Practice: Foster self-awareness and critical analysis
- Guided Questioning: Stimulate reasoning and deeper thinking
- Creative production: Video creation to summarise concepts.
- Use of Digital Tools: Enhance motivation and participation

TOOLS:

- Digital presentation (slides)
- Smartphones or computers
- Whiteboard

AI TOOLS:

- Perplexity AI or Consensus for fact-checking and source verification
- Gamma used for presentation slides
- Canva used for visual materials
- Notebook for producing short videos
- Mindmeister for brainstorming

1. Introduction & Icebreaker (20 min)

The session begins with a brief welcome and introduction of the trainer and participants, aiming to create a safe and engaging learning environment. Participants are invited to introduce themselves in a simple and informal way.

Activities:

- Icebreaker: Do you remember the last time you shared or believed something online that turned out to be false?”. Participants raise their hand if they have.

2. Brainstorming: The Impact of Misinformation (15 min)

Participants use MindMeister to brainstorm the impact of misinformation.

- Trainer provides categories or guiding questions, such as:
 - What is the social impact of misinformation?
 - How can misinformation influence communication and decision-making?
- Participants add their ideas and connect them visually.

3. Core Concepts Introduction (35 min)

Introduction of the key concepts in digital literacy and understand how media messages can influence opinions.

Activities:

- Presentation about digital literacy, fact vs opinion, misinformation, disinformation
- Discussion on how media framing, bias, and social media algorithms shape perceptions
- Visual presentation using slides created with Gamma

4. Fact-Checking (40 min)

Participants practise verifying information and distinguishing reliable from unreliable sources.

Activities:

- Social Media Fact-Checking Exercise: Each participant chooses a controversial statement and investigates it.
 - Identify if it is fact, opinion, misleading, or biased
 - Verify using Perplexity AI or reliable sources, cross-checking information
 - Evaluation: Participants use scales like “True / False / Inaccurate / Out of Context / Manipulated”
 - Creates a social media post to state the conclusion and share with the group.

5. AI-Supported Video Creation (30 min)

Participants consolidate learning by creating a short video summarising key concepts about digital literacy, fact-checking, and media influence.

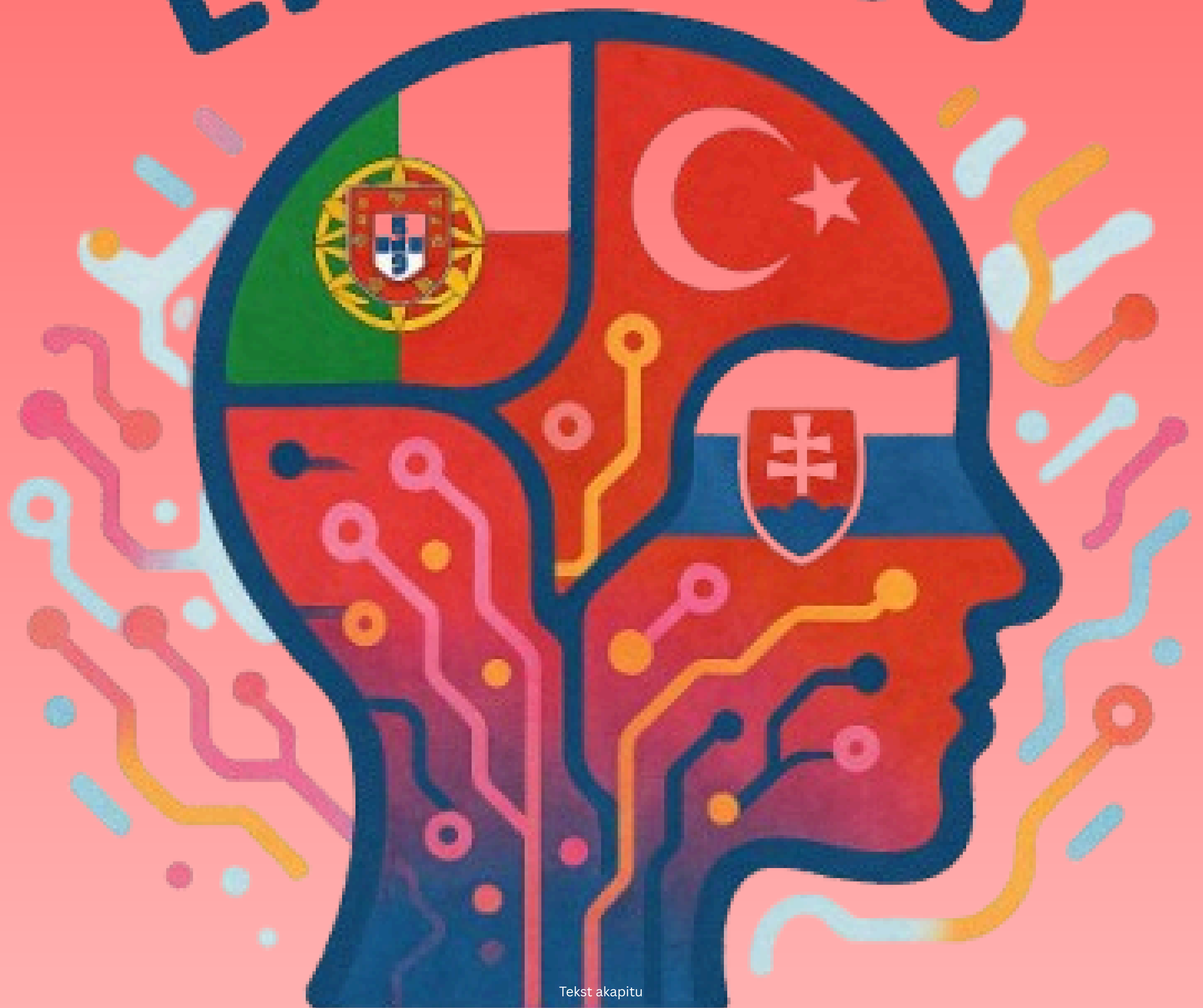
Activities:

- Use Notebook to script and produce a short video on the topic.
- Include examples of misinformation, verification methods, and responsible sharing.
- Participants can present or share the video with the group for discussion.

6. Reflection and Closing (20–30 min)

The session concludes with a collaborative reflection to consolidate learning and connect concepts to participants’ daily lives.

ERASMUS



THE USE OF ARTIFICIAL INTELLIGENCE IN FORMAL EDUCATION