Polish-Lithuanian

ALLIANCE OF TRUTH

SCENARIOS

for trainers in the context of combating disinformation and developing critical thinking.

ABOUT THE IDEA

In an era defined by the rapid proliferation of digital media and the pervasive influence of global communication networks, the challenge of combating disinformation has emerged as a critical priority for educators, particularly those working with youth. This document is thoughtfully designed to equip educational professionals with a comprehensive toolkit of informal, interactive exercise scenarios tailored specifically for implementation during youth work.

Scenarios aim to serve as a practical resource for educational staff, offering a structured yet adaptable framework to guide youth through hands-on activities that enhance their analytical abilities and media literacy

The document is intended to be used as an inspiration by other organisations, such schools, libraries, non-governmental organizations, and educational institutions.

CLOCK CAFÉ SCENARIO
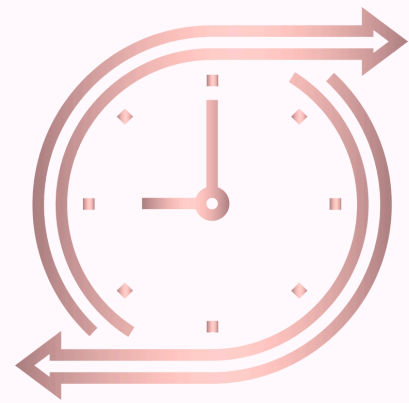
Introduction

This interactive scenario, designed for educational staff during a youth exchange, combines a 12-hour clock structure with a World Café format to engage participants in discussions on disinformation and self-discovery. The number of participants determines the "hours" (up to 12), with each hour representing a 5-minute "discussion round" facilitated by a leader who assigns topics. The room features four tables, each with a unique theme, where groups collaborate, discuss, draw, and present their insights, fostering critical thinking and creativity.

Scenario: Clock Café Debate

Objective: Enhance participants' ability to analyze disinformation and explore self-awareness through structured, timed discussions and creative expression. This activity is often used as a ic-breaker.

- Duration: 60-90 minutes (depending on participant numbers)
- Materials: Large room, 4 tables with chairs, topic cards, timer, clock or hour markers
- Participants: 4-12 groups (up to 12 participants if one per "hour"; adjust groups if more)
- Setup:
  - Arrange the room with four tables, each labeled with a topic (see below).
  - Use a 12-hour clock layout (e.g., mark hours on the floor or walls) to represent participant groups.
  - Assign each participant or group an "hour" (1-12) based on attendance (e.g., 8 participants = hours 1-8).

CLOCK CAFÉ SCENARIO
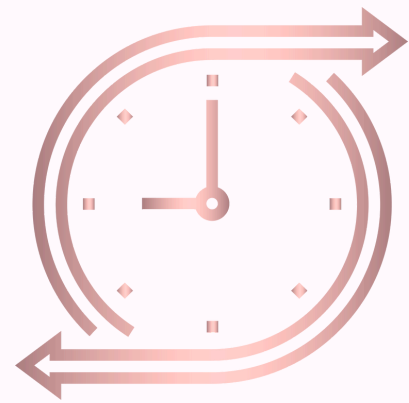
Topics for Tables

1. Table 1: Disinformation Detection – Focus on identifying fake news techniques.
2. Table 2: Self-Discovery Journey – Explore personal values and identity.
3. Table 3: Media Influence – Discuss how algorithms shape perceptions.
4. Table 4: Ethical Media Use – Debate responsible digital behavior.

Steps

Setup and Briefing (10 minutes):

- Explain the Clock Café concept: Each participant or group is an "hour" on a 12-hour clock, and each "hour" involves a 5-minute discussion round at a table.
- Assign participants to initial "hours" (e.g., Participant 1 = 1 o'clock, Participant 2 = 2 o'clock, etc.) and direct them to their starting table.
- The facilitator provides a topic card for each table and instructs groups to discuss and prepare a 1-minute presentation.

CLOCK CAFÉ SCENARIO
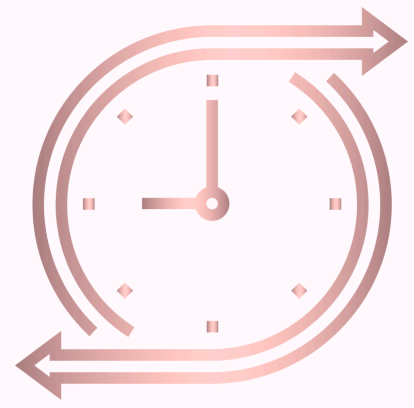
Discussion Rounds (40-60 minutes):

- Round Structure: Each "hour" (5 minutes) includes:
  - 2 minutes of discussion on the assigned topic.
  - 2 minutes to collaboratively make an identification map of a topic.
  - 1 minute to rehearse a presentation.

Presentation and Debrief (15-20 minutes):

- Each group presents their drawing and key insights (1 minute per table, 4 minutes total).
- Facilitate a plenary discussion on common themes, challenges, and lessons learned about disinformation or self-awareness.

Example Topics by Round

1. Round 1: "What's one sign of fake news?" (Table 1), "What defines your identity?" (Table 2), etc.
2. Round 2: "How do algorithms hide truth?" (Table 3), "Should we share unverified posts?" (Table 4), etc.

ERISTIC TACTICS SCENARIO

Objective: Enable participants to recognize, experience, and counter manipulative debate strategies (eristic tactics) commonly used in media and discussions, enhancing their resilience against disinformation and sharpening critical thinking skills.

- **Duration:** 75 minutes
- **Materials:**
  - Printed or digital cards with eristic tactics (e.g., strawman, ad hominem, false dichotomy, generalization, slippery slope, red herring), each with a brief description and example.
  - Role-play scenario sheets (e.g., a mock debate topic like "Should social media ban misinformation?").
  - Whiteboard or flip chart, markers, timer, bell or sound cue, optional props (e.g., hats or badges for roles).
  - Handout summarizing eristic tactics for post-activity reference.
- **Participants:** 10-20 youth, divided into pairs or small groups (2-4 per group).
- **Setup:**
  - Arrange the room with open space for movement and a central area for presentations.
  - Distribute tactic cards randomly to one participant in each pair/group, ensuring they keep it secret from their partner.
  - Prepare a mock debate topic relevant to the youth exchange context (e.g., "*Should governments regulate online content?*").

ERISTIC TACTICS SCENARIO

Steps

1. **Introduction and Warm-Up (15 minutes):**
   - At 11:56 AM CEST on Thursday, August 07, 2025, begin with a brief explanation of eristic tactics as manipulative debate strategies often used to win arguments regardless of truth (e.g., in political debates or social media).
   - Conduct a 5-minute warm-up: Ask participants to share a time they felt manipulated in a discussion (anonymously if preferred) to set the stage.
   - Distribute role-play scenario sheets and tactic cards. The cardholder must subtly use their assigned tactic during the debate, while the partner tries to detect it.

2. **Mock Debate Rounds (35 minutes):**
   - **Round 1:** Practice Debate (10 minutes):
     - Pairs or groups engage in a 5-minute debate on the prepared topic. The cardholder employs their tactic (e.g., using a strawman by misrepresenting the opponent's argument as "You want total censorship!").
     - After 5 minutes, partners guess the tactic used, with the facilitator confirming or providing hints.
   - **Round 2:** Tactical Counterplay (15 minutes):
     - Switch roles: The original partner now receives a tactic card, and the debate restarts with a new sub-topic (e.g., "Should youth control their data privacy?").
     - Encourage the non-cardholder to counter the tactic (e.g., calling out the red herring by refocusing on the main issue).
     - The facilitator observes and notes tactic usage for later discussion.
   - **Round 3**: Group Challenge (10 minutes):
     - Form larger groups (4-5 participants) to simulate a multi-person debate. Assign 1-2 tactic cards per group, tasking them to integrate multiple tactics into a 5-minute discussion.
     - Groups present a 1-minute summary of their debate, highlighting where tactics were used.

1

2

3

ERISTIC TACTICS SCENARIO

Debrief Discussion (15 minutes):

- Facilitate a group analysis: Which tactics were most effective or hardest to detect? How did they feel when manipulated?
- Distribute the tactic handout and connect examples to real-world disinformation (e.g., political ads or viral hoaxes from 2025).
- Encourage participants to suggest countermeasures (e.g., asking for evidence to counter ad hominem).

Debrief Questions

- Which eristic tactic surprised you the most, and why?
- How did it feel to use or detect these tactics in the debate?
- Can you think of a recent news story where an eristic tactic was used? How could you respond?
- What strategies can you use in future discussions to stay focused and truthful?

CREATE WITH CARE SCENARIO

Objective: Empower participants to produce responsible digital media content, fostering an understanding of ethical practices, credibility, and the impact of disinformation, while enhancing creativity and critical thinking skills.

- **Duration:** 120 minutes
- **Materials**:
    - Smartphones, tablets, or laptops with internet access and basic video/photo editing apps (e.g., CapCut, Canva).
    - Paper, markers, storyboards, flip charts, and sticky notes for planning.
    - Sample media guidelines handout (e.g., tips on avoiding sensationalism, citing sources).
    - Projector or large screen for presentations, timer, background music (optional for ambiance).
    - Access to a quiet space or outdoor area for filming (if hotel or exchange venue permits).
- **Participants**: 12-24 youth, divided into 4-6 groups (3-5 members each).
- **Setup**:
    - Arrange the room with workstations or tables for group collaboration, ensuring access to devices and materials.
    - Designate a presentation area with a screen or open space.
    - Introduce the activity with a brief discussion on recent disinformation trends (e.g., viral hoaxes from summer 2025) to set context.

CREATE WITH CARE SCENARIO

Steps

1. **Introduction and Planning (25 minutes):**
   - Begin with a 10-minute overview of responsible media creation: Highlight the dangers of misinformation (e.g., a 2025 case of a fake health scare) and the importance of ethical storytelling.
   - Distribute media guidelines and discuss key principles (e.g., verify facts, avoid clickbait, respect privacy).
   - Groups spend 15 minutes brainstorming and creating a storyboard for their project. Options include:
     - A 1-2 minute video (e.g., a public service announcement).
     - A social media post with image and caption.
     - A short podcast script (recorded or read aloud).
   - Assign each group a theme (e.g., "Fighting Fake News," "Digital Responsibility," "Youth Voices") to ensure variety.
2. **Content Creation (50 minutes):**
   - *Production Phase (30 minutes):*
     - Groups use devices to film, edit, or design their content, following their storyboard. Encourage use of credible sources (e.g., verified news sites) and original visuals.
     - Provide optional props (e.g., signs, costumes) and a quiet filming space if available.
     - The facilitator circulates to offer guidance, ensuring groups avoid unethical practices (e.g., staging misleading scenes).
   - *Review and Refine (20 minutes):*
     - Groups peer-review each other's drafts within their group or with a neighboring group, providing feedback on accuracy and ethics.
     - Allocate 10 minutes to make final adjustments based on feedback.

CREATE WITH CARE SCENARIO

3. **Presentation and Critique (35 minutes):**
   - *Presentation (20 minutes):*
     - Each group presents their creation (3-5 minutes per group, depending on number of groups). Use a projector or allow live device playback.
     - Encourage creativity (e.g., dramatic readings, animated slides) while maintaining a focus on the theme.
   - *Group Critique (15 minutes):*
     - After each presentation, the audience votes on which elements were most ethical or credible, using sticky notes to provide constructive comments.
     - The facilitator highlights examples of good practices (e.g., citing a source) or areas for improvement (e.g., avoiding exaggeration).

4. **Reflection and Debrief (10 minutes):**
   - Lead a group discussion on the creative process and its real-world implications.
   - Distribute a takeaway checklist for future media creation (e.g., "Ask: Is this fact-checked?").
   - Connect the activity to the youth exchange goal of building a disinformation-resistant community.

Debrief Questions
- What challenges did you face in creating ethical content, and how did you overcome them?
- How did peer feedback improve your project? What would you do differently next time?
- Can you identify a recent (e.g., August 2025) media example that could benefit from these practices?
- How can you apply these skills to share positive messages in your community?

LIES THAT CHANGED THE WORLD SCENARIO

Purpose: explore how misinformation has shaped major historical events, and empower participants to recognize and resist fake news through critical thinking, teamwork, and creativity.

- Duration time: ~ 2 hours
- Audience: Ages 14+
- Format: Immersive, team-based, educational
- Materials: A3 papersheets, pens, markers, pencils, printer

1. INTRODUCTION (10 min)

Introduce the workshop concept: Participants are Truth Agents for T.I.R.E. (Truth In Reality Enforcement), tasked with correcting historical fake news that altered the course of time.

Assign teams and give each one a time period + real historical fake news event.

1 group - Ancient Rome

2 group- 15th - 17th century Europe (witch trials era)

3 group- The World Wars (WWI and WWII)

4 group - The Cold War era

5 group - Modern day (21st century)

2. HISTORICAL INVESTIGATION (50 min)

Each team receives a "Time Dossier" including:

- A summary of the fake news incident
- How it spread (e.g., pamphlet, radio, rumor)
- What the real facts were
- The consequences of the misinformation
- Teams analyze and prepare a report.

LIES THAT CHANGED THE WORLD SCENARIO

3. RECREATE THE PAST (30 min)

Teams present their findings in character — as 16th-century town criers, WWII broadcasters, Cold War journalists, etc.

They must:

- Explain what the fake news was
- Identify red flags
- Present how it could've been stopped

4. REWRITE HISTORY (15 min)

- Each team creates an alternate version of history:
- What might've changed if the truth had been known?
- Add these to a collective "Rewritten Timeline" on the wall or screen.

5. EVALUATION (15–20 min)

Facilitator leads evaluation:

- What do these past events teach us about misinformation today?
- What are the patterns?
- How can we be better fact-checkers in the present?
- Wrap up with a quick demo of modern tools (reverse image search, source analysis) and share a fact-checking mini toolkit.