



VOICE-EU

Valuing Opportunities for Inclusive Civic Engagement in Europe

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Report - Tackling Misinformation" WORKSHOP

The "Tackling Misinformation" workshop was held on May 15, 2025, at the ISS "Pacifci e De Magistris" in Sezze, inside the recently renovated school library. The library has been transformed into a multifunctional, modern, and technologically equipped space, designed to host dynamic educational activities, meetings, and workshops. The main goal of the project activity was to raise students' awareness of digital misinformation, promoting the development of critical thinking and digital literacy skills, within a broader framework aimed at active citizenship and democratic participation.

The initial session of the workshop focused on a theoretical overview of the phenomenon of misinformation. During this phase, participants explored the concept of fake news, the dynamics of its spread, and ways to identify it. The accessible language and targeted content helped establish a shared knowledge base, which served as a starting point for developing critical awareness. The examples shown clearly demonstrated how easy it is to encounter misleading news on a daily basis and how important it is to have tools to evaluate such information effectively.

Next, the educational proposal shifted to a more hands-on, gamified activity. This approach encouraged greater student engagement, sparking interest and making the learning experience tangible and collaborative. The students, divided into four groups, were given a DOSSIER containing a selection of news items from various sources, including social media platforms such as Facebook, Instagram, and TikTok, as well as online magazines.





Their task was to analyze each news item and classify it into one of the following categories:

- Reliable
- Unreliable – disinformation
- Unreliable – satire/humor
- Unreliable – misinformation

Each group had four transparent envelopes for classification, a red pen, and a green pen to annotate comments and make highlights. The activity encouraged intense participation and fostered critical and constructive peer discussions. Students engaged with the provided content, debated their views energetically, and justified their decisions, demonstrating increasing autonomy in analyzing information.

At the end of the group work, the classifications were reviewed collectively. Using the interactive platform Mentimeter, each news item was projected and discussed in a plenary session. This phase allowed participants to compare perspectives, delve deeper into the evaluation criteria used, and clarify any uncertainties, promoting a shared and conscious reflection on the dynamics of misinformation.

The workshop concluded with a final reflection on the experience. Students completed a feedback questionnaire, providing valuable input to assess the effectiveness of the session and gather ideas for future activities. In this final part of the meeting, the Trainer also introduced the next phase of the project: the creation of an Online Game. Participants were asked to imagine how the game should be structured—what content it should include, what dynamics would make it engaging, and what educational message it should convey. Their ideas were written on post-its and displayed on a poster board, creating a creative map that will serve as the foundation for the next design phase.





RESULTS ACHIEVED

The workshop fully achieved its educational objectives, providing students with a concrete opportunity to develop key transversal competences, in line with the priorities of the Erasmus+ program. The initiative significantly contributed to:

- Enhancing students' digital skills by providing practical tools for critically evaluating online information, particularly in high-exposure digital environments such as social media;
- Strengthening critical thinking through activities that encouraged analysis, peer discussion, and autonomous content interpretation;
- Promoting collaboration and teamwork through a workshop-based methodology rooted in gamification, which fostered effective communication and shared decision-making;
- Encouraging active citizenship by raising awareness among students of the role each individual can play in combating misinformation and promoting a culture of accurate information;
- Stimulating creative thinking in the phase dedicated to designing the Online Game, encouraging active participation in the development of digital educational tools.

CONCLUSIONS

The "Tackling Misinformation" workshop was a valuable experience in education and active participation for students, effectively integrating into the educational path promoted by the Erasmus+ project. The decision to address the issue of misinformation in a concrete, hands-on, and engaging way allowed for a meaningful and motivating response to a contemporary educational challenge.

The experience highlighted the importance - now more than ever - of educating young people toward conscious digital citizenship, equipping them to navigate a complex information ecosystem. The success of the initiative encourages the continuation of similar activities and opens up new possibilities for cooperation between schools and European partners, enhancing the international dimension of education and the strategic role of educational innovation.

