A logo for a tv show

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Library Extension Project

# To Share or Not to Share Program Idea

Created by: Julianne Smith, Ypsilanti District Library; and Sue Ellen Christian, Western Michigan University

Description: Activity/Game

Target audience: Tweens or Teens

Objectives: To teach young people how to evaluate information quickly *before* sharing on their social media feeds.

Suggested text: *Nobody likes being lied to!* Information spreads quickly on social media, whether it is accurate or not. Participants will develop 3 specific skills to reinforce that not everything you read/see is true, and misinformation is not good to share. Not only can it be dangerous (for instance, for health or safety issues), but the “sharer” often winds up looking unreliable at best, and foolish or ignorant at worst.

Program details: Ask participants who has ever shared something online that they wish they hadn’t – this can be through texting, email or social media. Allow the participants to tell those stories. This activity should help humanize and equalize the playing field and reinforce the need to slow down and evaluate information before sharing it.

As a group, review the [“To Share or Not to Share”](https://www.wondermedialibrary.com/to-share-or-not-to-share/) portion of the Wonder Media website. Distribute printouts or show on the screen the “How to Spot Fake News” and “6 Types of Fake Information” infographics. Talk about the variety of fake information posted every day online.

Once participants seem to have a good grasp of the skills, have each create their own answer paddle by taping a white paper plate to a paint stick and writing SHARE on one side and DON’T SHARE on the other with a Sharpie marker.

In teams, individually or as a group, play one of these online games depending on the age of your participants. To gamify this, keep score and give prizes to those with the most correct responses.

Tweens: A [10-question quiz](https://www.cbc.ca/kids/quizzes/fact-or-fake-can-you-tell-the-difference-online)

Customizable to under 11, 11-13 or 14+ : [Fact or Fake? Game](https://www.internetmatters.org/issues/fake-news-and-misinformation-advice-hub/find-the-fake/choose-quiz/)

Teens: Media Smarts’ online [six-question game](https://mediasmarts.ca/quiz/break-fake-news) of real or fake using social media posts

Suggested runtime: 30 – 45 minutes

Materials needed: Separate room with projector and screen, wi-fi, paint sticks, white paper plates, Sharpie markers

Youth adaptation or extension activity: Ask participants to each find a headline or post that is either fact or fake and share it with the group for evaluation. Or, divide participants into teams and have each team identify six actual posts, some real and some fake, to try and fool their opponents!

Adaptation for adults: Same as above, but using headlines or posts with which adults would be familiar. The Guardian newspaper has a fun [Fake or Real Headlines Quiz](https://www.theguardian.com/newswise/2021/feb/04/fake-or-real-headlines-quiz-newswise-2021) to play as a group. Another version with different headlines is [here.](https://www.theguardian.com/guardian-foundation/2022/apr/14/fake-or-real-headlines-quiz)

Unique Space or Personnel Needs: Separate room with projector and screen

Resources: A 3:22 [video](https://www.youtube.com/watch?v=AkwWcHekMdo) from FactCheck.org; a library [guide](https://www.lib.sfu.ca/help/research-assistance/fake-news) with loads of resources

Printables: How to Spot Fake News and 6 Types of Fake Information graphic (below)

A yellow and brown logo

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