



TECHROUTERS

Digi(t)al Pr(e)vention (Ch)amber Fo(r) Y(out)h Work(ers)



5 - 13 March 2023

Mobility of youth workers, Erasmus+ Project

COORDINATOR

Stichting STIR, Netherlands

STIR is a research foundation that experiments with a societal vision based on five core essentials for sustainable human progress as a living species.

STIR positions these core essentials as a shared responsibility of people and institutions together, above political and financial interests. As such multidisciplinary clusters of prioritized attention develop through STIR.

These attend these core essentials on a regional shared responsibility and co-creation basis involving local citizens, government, innovative business enterprises, science and education in formalized partnership communities.
<http://stadvanmorgen.co/stir-colleges/>

Introducing STIR

STIR (Stichting Transformation, Indexation and Research) was founded by Jean-Paul Close in 2009 as a research foundation dedicated to experimenting with human behavior around five essential elements for our sustainable development as a living species. It was a continuation of the efforts to define the entrepreneurship of the 21st century in a broader sense than only business development. The foundation is structured through the clustering of partnerships around specific related priorities. These five essential values can be summarized as follows:

- Integral health, referring to the complexity of physical, emotional, spiritual health of a person and a community within the context of the human and natural environments
- Safety as the main requirement to develop communities, referring to self awareness, respect and caring for each other and our natural environment.
- Awareness, referring to our individual and collective learning process which does not only refer to the cognitive sharing of knowledge but also the revelation of new dimensions in understanding our living realities.
- Co-creation, this is the aspect of our shared responsibility for sustaining our core essential values by actively participating in their realization and development in our ever changing world.
- Our basic needs such as food, drinking water, healthy air and warmth are seen as shared responsibilities too, not commodities.

STIR started by addressing the city and surroundings of Eindhoven in the Netherlands as its living laboratory. Partners include many citizen groups, local governments, innovative entrepreneurship, science and education. This has been growing into a worldwide partnership presence. A society model based on these five essential elements as a shared responsibility, for all citizens and institutions alike, is called a Sustainocracy. Research also involves the transition paths to develop such Sustainocracies.

Existing clusters are:

- AiREAS for regional health and air quality development
- FRE2SH for regenerative local food systems
- COS3i for social inclusion, integration and innovation
- School of Talents & Wellness (STIR academy) for participating learning in Sustainocracy

STIR and its clusters publish their experiences and findings through international publication platforms and engagement with scientific encounters through Universities and intellectual communities.

The Techrouters project has been defined within this context, engaging our youth in the values of safety, health and awareness when using social media. Techrouters involves youth, youth workers and educational partners in 9 different countries, engaged through the European Erasmus+ program. It has the objective to create a guideline with related products and services that can be used throughout the world for the benefit of our younger generations, contributing to the transformation of their vulnerability to resilience.

Jean-Paul Close

Founder of STIR and Sustainocracy

<https://sustainocracy.blog>

PARTNER ORGANIZATIONS

Reencontro, associação social, educativa e cultural (I.P.S.S.), Portugal

Reencontro is a social, educational and cultural association founded on March 22, 2010. Reencontro guides its activities based on the following objectives: - to promote social, educational, cultural and recreational activities and initiatives that enable the collective learning of relationships between individuals, social groups, the environment in which they live and fulfill needs and / or interests of members or the community; - develop services and activities aimed at the integral promotion of the individual, family, community, encouraging their active participation, fostering volunteering and privileging networking with local, national and / or international partners; - develop projects to support at-risk children and young people, to promote gender equality, to prevent and combat domestic and gender-based violence, by combating the various forms of exclusion of these groups. In pursuit of its objectives, the association proposes to set up and maintain the following activities: working with national and / or international entities to establish partnerships in the field of fostering and supporting the inclusion of refugee or other families that express their need; establish partnerships between institutions for forms of cooperation, including the common use of services or equipment; - development of social solidarity actions, equally common or complementary. In this regard, Reencontro signed on October 14, 2015, a protocol of collaboration with the Refugee Support Platform. This collaboration made the association the first in Guarda district to be a refugee host. Reencontro shares its mission to receive and provide international shelter and protection to refugee and migrant families. In addition, in order to promote social inclusion and support for social deprivation, Reencontro established cooperative relations with other entities that aim to fight against economic and social deprivation in order to have a more cohesive and fair society. We also develop several activities that are designed to meet some of the community needs, such as: yoga; ballet and dance; senior gymnastics; tutoring; craft workshop; summer camps; psychological and social help. For the past 5 years, Reencontro has developed projects under the Erasmus+ program. We now belong to the EURODESK network, and we had our projects recognised as good practices from the NA. These aim at the mobility of young people, youth workers or European volunteering for learning and skills development, based on the themes of social inclusion and diversity, refugees, gender equality, employability, environment, health and wellbeing. Reencontro wants that its action be relevant in the local community as well as in the external community. It has already address several youngsters especially from its local community with geographical, economic and social disadvantages, but it has also worked with youngsters from all over the country. Reencontro is now giving a lot of attention to this kind of programs as we've seen the positive impacts it has brought to our community, and also to the youngsters themselves. It is in its belief that we should make youngsters the key to a positive change. Reencontro work is close to Europe's inclusive strategy, both by addressing priority social problems such as the inclusion of people, the promotion of social values and networks and the empowerment of networking.

ERCEK COK PROGRAMLI ANADOLU LISESI, TÜRKİYE

Our school, located in Erçek District of İpekyolu district of Van, started its education activities in 2006 as Erçek High School. Our school has 20 classrooms, 1 Information Technologies Laboratory, 1 Child Development and Education Class and 1 Library. In addition, interactive boards and fiber internet infrastructures are available in all our classrooms and are actively used by our teachers.

In 2012, a practical kindergarten building was added to our school for the Child Development and Education department. There is a Web Programming branch in the Information Technologies department of our school, and an Early Childhood branch in the Child Development department.

There are 517 students studying at our school, including Child Development and Informatics, and Anatolian High School. A total of 33 teachers work in our school. Our teacher profile consists of a young and dynamic staff.

The vision of our school is to raise qualified individuals who can think creatively and positively, and who can represent their country all over the world with the values they create. In this context, such initiatives, successes and experiences of our students within the framework of our vision have enabled us to get one step closer to our vision. In addition to our school vision, such initiatives of our students coming from the surrounding villages with the bussed education system to our school increase the cultural level not only of our school but also of our local environment.

ORIEL APS, ITALY

Oriel was founded in 2017 and its main office is in the province of Verona, Italy. The mission of the association is to promote the active participation of young people in their local communities and to give them the chance and the tools to exploit fully their potential and to provide them a support in discovering their path and to develop their skills by using non-formal education and intercultural learning methods. To pursue these goals Oriel organizes cultural events, seminars, workshops and study sessions to promote mostly creativity, entrepreneurship, youth employment, volunteering, youth democratic participation but also about several different topics according to needs and situations. During the events of Oriel, youth are encouraged to share experiences and ideas and the youth workers act in order to foster social integration, active youth participation and to transmit the necessary and requested information for the youth to develop their ideas and to fulfill their learning needs.

Nowadays our association counts more than 100 members.

Since his birth, Oriel association has tried to build network with other local like-minded organizations:

- CPS ONG, an organization founded in 1974 with the mission to improve the world, particularly in the south of it, in african and south american vulnerable countries.

- Progettomondo.mlal, an ONG created in 1966 in order to support sustainable development and global education.

- The Eurodesks in the region of Veneto, a group of organizations with the mission to communicate and raise awareness about European opportunities.

- Europiamo ETS? – an Italian network of organisations involved with the Programme Erasmus +, that has as a goal to create young ambassadors for a more participative, sustainable and involved idea of Europe.

- The youth departments of the municipalities of Verona, Padova, Schio, Valdagno, Brescia.

SPORTSROOM, BULGARIA

SPORTSROOM is established in 2021 sports non-governmental organization based in Bulgaria with branches on a local level in Sofia, Montana and Varna, which combines sports, non-formal education methods and innovation in order to bring positive social change.

SPORTSROOM is initiated by young social entrepreneurs who had worked in different areas and now they are ready to bring their diverse expertise into one direction – to bring a positive social impact. The team of experts consists of experienced educators, trainers, managers, mentors, etc. and all of them are related to the sport and outside the sport. SPORTSROOM has organized numerous events, trainings face to face, online trainings, workshops on different topics, lectures on a healthy-lifestyle topic, entrepreneurship, empowering young people, especially women's, social inclusion and many more innovative seminars and events.

SPORTSROOM's field of work is Sports, Youth, Communication, Organizing, Leadership, Psychology, Social Inclusion, Gender Equality, Health and Wellbeing, Equal Opportunities and more. SPORTSROOM reaching to youth, young people in need, migrants, young entrepreneurs, refugees, minorities and many more due to the strong partnership between Universities, schools and clubs on a local level. Also, SPORTSROOM has guided and supported individuals to develop and implement a business strategy for young people.

VšĮ "uMunthu", LITHUANIA

VšĮ „uMunthu“ (member of “Innoved Lietuva” network) is non-governmental and non-profit organization which is based in small town of Lithuania – Varėna – and is working in the region of south Lithuania. Organisation aims to promote social integration of young people via different topics, build a community youth leaders and support young people in their non- formal education and professional fulfilment in south Lithuania.

Organisation seeks to enhance and provide support in self-realization and becoming self-dependent in changing society and help fighting with big youth unemployment in the region and young people's emigration from small town to live in big cities or abroad. Organisation also aims towards contribution to greater mobility of young people and promotion of active citizenship, intercultural dialogue, self-development and encouragement of solidarity between people with purpose of strengthening social cohesion. Implemented activities help the youth to find their way in society through volunteering activities and non- formal learning activities which provide valuable skills for them.

FUNDACJA MODE - MOVE AND DEVELOP FOUNDATION, POLAND

Move and Develop Foundation is an organisation focused on providing educational opportunities and fostering mobility among young people and adults with special focus on the preparation of the beneficiaries for the challenges of the labour market. Other important goals include promoting active citizenship and civil society, entrepreneurship, European integration, equality, volunteering and dissemination of core European values.

MODE Foundation is based in Wrocław, Poland, where many of the organisations' local activities are conducted. Young people are provided with opportunities to learn about other cultures, spend free time, learn foreign languages and participate in numerous non-formal education initiatives. MODE supports local NGOs, as well as cultural and educational institutions by assisting them in the development of volunteering programmes, both at the national level and within the framework of the European Solidarity Corps. The Foundation also provides them with assistance in obtaining funding and managing projects. MODE has a well-developed network of business partners, who cooperate closely with the organisation in the fields of CSR and vocational education.

Asociación Juvenil Talasa, SPAIN

<https://asotalasa.wixsite.com/talasa>

The Talasa Association is a young organisation recently founded with the purpose and the commitment to develop courses by and for young people and workers from the European Union and neighbourhood countries, focused on building bridges and understanding, based on non-formal education techniques.

The main aims of the association are:

1. Develop educational exchanges between young nationals and workers, from the European Union and neighbourhood countries.
2. Promote intercultural dialogue between participants in the various actions.
3. Support the youth debate within the context of the European project and the Sustainable Development Goals.
4. Create a space to raise awareness among young people and workers within the framework of democratic values
5. Carry out projects with local, regional, national and international organisations to promote the skills and competences of young people and workers through non-formal education.
6. Stimulate the creation of youth networks for future meetings.
7. Encourage non-formal learning through telematic and face-to-face means.
8. Foster access to non-formal education for young people and workers in Europe and neighbourhood countries.
9. Promote voluntary work and youth employment.
10. Serve as a connection between public youth policies and young people in Spain, the European Union and European Neighbourhood Policy countries.

In summary, to use the tools provided by the institutions to make real changes and actions that will positively impact on young people and workers, promoting education and social engagement.

The objectives pursued by the organisation are mainly three:

1. Encourage learning, network building and the development of shared identities among young people and workers in the EU and neighbourhood countries.
2. Develop, through non-formal education, educational exchanges, training and voluntary work among young people and workers in the European Union and neighbourhood countries.
3. Bridging the gap between the opportunities offered by public youth policies and their implementation by young people and workers at regional, national, European and European Neighbourhood level.

Asociatia AIM with US, ROMANIA

The AIM with US association was founded in September 2022 by a group of people with the aim of improving the educational system in Romania and encouraging national and international exchanges of students, young people and teachers, in order to contribute to the social and personal development of local youth. We are active in our community – working with children and youth from placement homes, poor families, old people, unemployed and facing other social problems. We are aiming to establish new partnerships with individuals and organizations which are working in this field, take responsibility to be executive and develop their activities which will be implemented via cultural, sport and art activities.

AIM with US is an independent, non-profit organisation that provides practical solutions to the challenge of integrating environmental and social priorities with economic development. We report on international negotiations, conduct rigorous research, and engage citizens, businesses and policy-makers on the shared goal of developing sustainably.

SOCIAL AND PROFESSIONAL DEVELOPMENT OPPORTUNITIES FOR YOUNG PEOPLE

Erasmus Exchange Programme

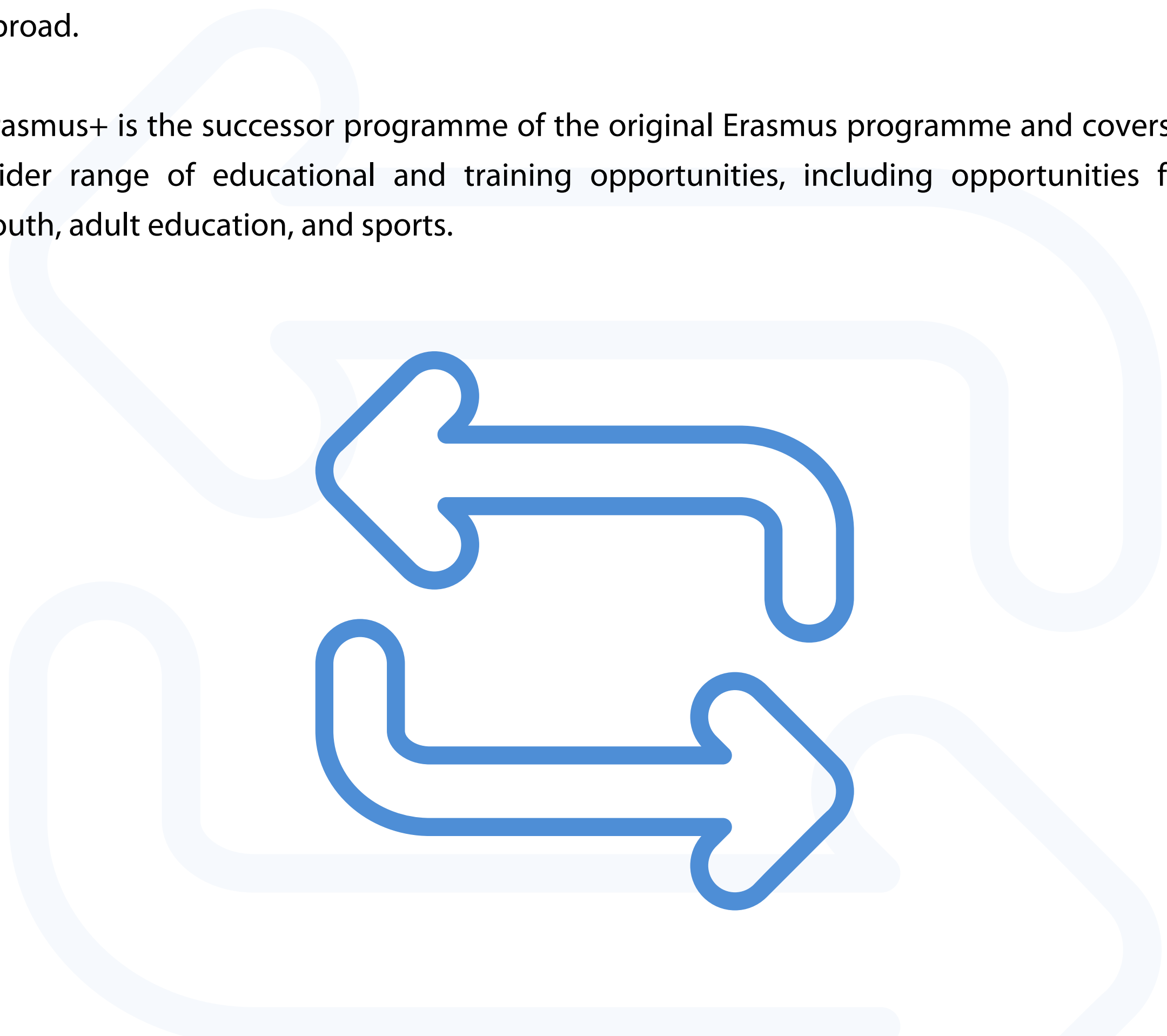
The Erasmus Student Exchange Programme is a European Union (EU) initiative that provides opportunities for students to study and gain experience abroad. It was established in 1987 and is named after the Dutch philosopher and theologian, Desiderius Erasmus.

The programme allows students to study at a partner university in another EU country for a period of three to twelve months. It is open to students who are enrolled in a higher education institution that participates in the Erasmus+ programme.

The benefits of the Erasmus programme include the opportunity to gain international experience, develop language skills, and enhance cultural understanding. Students are also able to transfer credits earned at their host institution back to their home university.

In addition to the student exchange programme, Erasmus also offers opportunities for staff and teachers to participate in professional development and training activities abroad.

Erasmus+ is the successor programme of the original Erasmus programme and covers a wider range of educational and training opportunities, including opportunities for youth, adult education, and sports.



Social Benefits: Erasmus+ for Young Entrepreneurs

Erasmus for Young Entrepreneurs is a cross-border exchange programme which gives new or aspiring entrepreneurs the chance to learn from experienced entrepreneurs running small businesses in other Participating Countries.

The exchange of experience takes place during a stay (for a period of 1 to 6 months) with the experienced entrepreneur, which helps the new entrepreneur acquire the skills needed to run a small firm. The host benefits from fresh perspectives on his/her business and gets the opportunities to cooperate with foreign partners or learn about new markets.

By joining this program, you'll get the tools to run your own company successfully.

Furthermore, you will:

- Develop international connections
- Get to know another market and different ways of doing business
- Strengthen your sector specific skills
- Meet successful business people
- Discover potential cooperation opportunities
- Get financial support for your exchange
- Gain confidence on your work environment
- Good for the countries' economy
- Increases the number of startups and boost their resilience
- Promote the transfer of ideas, knowledge and cooperation between small firms



ESC – European Solidarity Corps

ESC is an international volunteering program founded by European Commission within the Erasmus+ framework. The European Solidarity Corps is an EU funding program for young people wishing to engage in solidary activities in a variety of areas. These range from helping the disadvantaged to humanitarian aid, as well as contributing to health and environmental action across the EU and beyond.

People between 18 and 30 are looking for an opportunity to help a wider community.

They are meant to take action where and when it's needed, in case of a crisis. Whether it is a natural disasters, the migration crisis or simply the care of the weakest – like disabled or poor people –, every young European can make the difference and join the European Solidarity Corps. The call is open to help European Union as a whole. A common response for problems that shall not stay confined within the countries where they first raise.

Countries that can participate are Albania, Austria, Bosnia, Belgium, Bulgaria, Belarus, Switzerland, Czechia, Germany, Denmark, Estonia, Spain, Finland, France, UK, Greece, Hungary, Ireland, Iceland, Italy, Liechtenstein, Latvia, Moldova, Malta, Netherlands, Norway, Poland, Portugal, Romania, Serbia, Russia, Sweden, Slovenia, Slovakia, Ukraine, Azerbaijan Georgia, Turkey.

The volunteering projects last from one month up to one year. The programme is entirely funded by the EU. Travel, food and accommodation.

The participants can participate more than once, but not more than a summed up leave of 12 months. The participants can be helped by their National Agencies and the local organisations active in their own countries.



YOUTH DEVELOPMENT PHASES

Prior to the start of developing a social media guideline by the clusters of youth workers of nine different countries, STIR explained the context of the core essential values of Sustainocracy and also the four different stages of human development up to adulthood.

It is important to understand these different stages in order to try to effectively reach out to the target group of vulnerable young people in their specific development bubbles. They engage with social media as a means of communication in a phase of their lives when communication is still full of emotional pitfalls and lack of experience. Their tendency to blindly experiment with the online realities without any reference models nor adult guidance contains huge risks. Possible guidance is made extra complicated due to the tendency of these youngsters to hide their actions. Their notion about morality and ethics is still relatively underdeveloped. Intuitively they hide their experiments out of fear of being criticized by parents. The feedback systems of social media are different than in real life, often extremely aggressive and inhumane. Even the sweetest personality can turn into an online monster. Even the toughest characters can be crushed by online negativity and abuse.

For many parents this is an unknown world. They are surprised by child burnouts, depression and even suicides due to the fake parallel online worlds that are being created. Even in the adult world the online world can be an environment of aggression, judgments, bullying and threats. A type of behavior that in the real world would never be tolerated, corrected directly by the one to one feedback of emotions. On social media there is hardly one to one communication. It is one to thousands which is overwhelming, especially when any moral correction is not present.

The four phases of human development, as proposed by STIR, can be seen in blocks of approximately seven years. This is not exact mathematical science of course, just a matter of guidance with multiple fluctuations. It is important to look at development phases 2 and 3 for the social media guidance.

YOUTH DEVELOPMENT PHASES

Block 1: new born child Phase 1: Unconscious life

In this early growing up phase after birth the toddler develops him or herself under the protective wings of both the parents. The child is still unaware of the large world and gradually develops itself in small steps, learning to communicate through laughter and cry, falling and standing up. Awareness reveals itself slowly as the young child starts to observe, recognize and repeat patterns.

Block 2: child Phase 2: Unconscious competition

At a particular time the young child gets in contact with other children of about the same age. Then the comparison starts. The children learn by playing, challenging each other to show their abilities and other features of their lives. It is an unconscious state of competition, a natural attitude of mirroring with the surroundings in order to get to know oneself. Negative feedback is experienced as a drama while positive feedback is sensed as a reassurance of a positive self image.

Block 3: puberty Phase 3: Conscious competition (survival)

This is the age in which youngsters start developing their own criteria, right or wrong, for their own behavior. Values transferred to them by the parents are often challenged and experimented with, including contradictions. The teenagers wish to develop their own identity which is necessary to leave the parental nest. Often their actions are under the radar of the parents.

Block 4: adulthood Phase 4: Conscious life

Letting go of the chaos of puberty brings the young adult into quieter waters. The roughness of experimentation is now more under control based on the experiences lived. One seeks more harmony and can develop empathy with others. This is the area in which partnerships can be created, offspring of their own expected.

It is an area that matures over time with even a possible 5th block referring to ancient, deepend wisdom, a phase in life of full integration.

YOUTH DEVELOPMENT PHASES

Social media & youth in full development

The current social economic environment attaches value in filling our lives with electronics. Our younger generations are increasingly confronted at very early stages of their lives with electronic instruments, including social media. If we match this with their evolutionary pattern and the phases of unconscious and conscious competition there are obvious risks involved. The real world is already tough for growing up. The online world is exponentially tougher and in urgent need of protection for our most vulnerable.

WORKSHOP PLAN - ANANAS

Name of the workshop	Social Media Habits
Duration	1 hour
Size of the group	20 to 25 people
Age interval of target group	16 to 18 years old
Covered human core values	* Safety; * Health.
Materials	* Computer; * Projector; * Printer/Printed sheets; * Pens.
Suggested technology	* Smartphones/computer.
Competences to be developed	* Being more patient with others; * Listening to others; * Adapt to new technologies.
Goals	* To raise awareness around social media daily usage; * To provide the group good social media habits and how to apply them.
Instructions, step by step	<p>* Icebreaker (5 min) <u>Marooned on an Island</u></p> <p>1. Each one of the participants who are attending to the workshop has to list an object that they would take with them if they were lost on an island by themselves.</p> <p>Note: Probably they will firstly say phone or something tech related and this is how you get the chance to introduce the subject that you're about to talk about.</p> <p>* Quiz (10 min)</p> <ul style="list-style-type: none"> You'll have to create a quiz with the following questions: <p>«Do you check your phone right after you wake up?»</p> <p>a. Yes b. No</p> <p>«Have you ever spent a whole day without your phone?»</p> <p>a. Yes b. No</p>

WORKSHOP PLAN - ANANAS

Instructions, step by step

«Why are you using social media?»

- a. For entertainment
- b. For learning purposes
- c. To check informations
- d. For Communication

«How much time do you spend on your phone?»

- a. < 1 hour
- b. 1-3 hours
- c. 3-6 hours
- d. 6+ hours

«Which social media do you use the most?»

- a. Facebook
- b. Instagram
- c. TikTok
- d. Snapchat

1. Remind the group that there's no right or wrong answers in this quiz;
2. While you go through the questions, you should spend some time to present the statistics given by their answers.

- a. For example, after answering the question «How much time do you spend on social media per day?», you should state that x students said that they spend like 3 to 6 hours per day, and so on and so on.

* Case Study Discussions (30 minutes)

1. Divide participants into small groups to discuss their social media use;
 - a. Divide them by numbers (assign each person with the number 1, 2, 3 or 4).
2. Assign each group a social media scenario (Case 1 or 2), such as receiving a mean comment or seeing a post that contains inappropriate content.

Note1: The assigned scenarios are attached to this guideline.

Note2: Each Case Study Scenario will be discussed by two groups.

* Presentation about social media habits (10 minutes)

1. Present about good social media habits and how to implement them; apps to help reduce time on social media.

Follow-up Questions for clarifying the objective

- * Can anyone tell me what our task is?
- * What was the first thing that we talked about?

WORKSHOP PLAN - ANANAS

CASE STUDY SCENARIOS

Case 1: John and His Social Media Habits

John is a 16-year-old high school student who is very active on social media. He spends several hours each day scrolling through Instagram, Snapchat, and TikTok, and is always eager to share his latest posts with his followers. Lately, however, John has noticed that his social media use is starting to interfere with his daily life. He stays up late at night scrolling through his feeds, and he finds it hard to concentrate on his schoolwork. He's also noticed that he's spending less time with his friends and family, and he's not enjoying his hobbies as much as he used to

One day, John posts a picture on Instagram that he thinks is funny, but one of his classmates takes offense to it and leaves a negative comment. John responds with an angry comment of his own, and soon a back-and-forth argument ensues in the comments section. The situation escalates when other students start chiming in, taking sides, and making personal attacks. John feels hurt and overwhelmed, and he doesn't know what to do.

Discussion Questions:

- What are some of the risks and benefits of social media, based on John's experiences?
- What are some of the problematic social media behaviours that John is exhibiting?
- What are some strategies John could use to reduce the negative impact of social media on his life?
- How can John address the situation with his classmates in a way that is respectful and productive?
- How can John prevent similar situations from happening in the future?

WORKSHOP PLAN - ANANAS

CASE STUDY SCENARIOS

Case 2: The Influencer Effect

Katie is a 15-year-old high school student who is very interested in fashion and makeup. She follows several popular influencers on Instagram who promote beauty products and clothing brands. Katie admires the influencers' lifestyles, and she often feels like she needs to buy the same products they are promoting in order to look and feel good about herself. She even starts to feel like she needs to change the way she looks and dresses in order to fit in with the influencer culture.

One day Katie sees her favourite influencer promoting weight loss pills on her Instagram page. The influencer claims that the pill helped her lose several pounds in just a few weeks, and she encourages her followers to try it too. Katie is tempted to buy the pills, even though she knows that she doesn't need to lose weight and that they might not be safe or effective.

Discussion Questions:

- What are some of the benefits and risks of following influencers on social media, based on Katie's experiences?
- What are some of the problematic social media behaviours that influencers might exhibit?
- What are some strategies Katie could use to avoid falling into the influencer trap and maintain a healthy body image?
- How can social media platforms regulate the influencer industry to prevent false advertising and promote transparency?

WORKSHOP PLAN - ILLEGAL PANTS

Name of the workshop	Awareness against Internet scams
Duration	1 hour
Size of the group	20-30 people
Age interval of target group	Any age
Covered human core values	*Safety
Materials	*The participants' personal device (smartphone/tablet/pc) *Projector and laptop
Suggested technology	*Internet connection
Competences to be developed	*Awareness towards internet scams
Goals	*To be able to recognize what is a scam and what is not *To be aware of how dangerous it can be
Instructions, step by step	*Send to the participants a form on their email contact or phone number without specifying the reason. This must happen at least the evening before the workshop *Count how many people compiled the form *Show the results during the workshop and explain what it means -show the participants the cause effect fishbone diagram and initiate a brainstorming moment to fill its blanks -conclusions moment
Follow-up Questions for clarifying the objective	**

WORKSHOP PLAN - SIX ON THE FLOOR

Name of the workshop	MEDIA LITERACY
Duration	1 hour
Size of the group	25
Age interval of target group	18-30
Covered human core values	*Health *Safety *Collobration
Materials	*Audiovisuals *Computer *Ppt presentation
Suggested technology	*Smartphones *Computers
Competences to be developed	*Understand media, social networks and information. *Develop skills in research, selection and interpretation of information. *Assess the influence of media and information on thoughts, feelings, and behaviors. *Demonstrate a civic practice of the media and develop a digital citizenship
Goals	*Give people media literacy
Instructions, step by step	*Ice breaker (5mins) *Explanation (10 mins) *Video + exercise (20mins) *Test (15 mins) *Conclusions (10mins)
Follow-up Questions for clarifying the objective	*Do people know what is media literacy?

WORKSHOP PLAN - YUMMUY GROUP

Name of the workshop	#pretend
Duration	1 hour
Size of the group	20 people
Age interval of target group	12-25 years old
Covered human core values	<ul style="list-style-type: none"> • Mental Health • Safety • Self-sufficiency • Collaboration
Materials	<ul style="list-style-type: none"> • Phones • TikTok/Instagram, Google • Pen and paper for drafts
Suggested technology	<ul style="list-style-type: none"> • Filming TikToks/Reels
Competences to be developed	<ul style="list-style-type: none"> • Compassion • Empathy • Teamwork • Time management • Awareness • Creating a TikTok/Reel
Goals	*Give people media literacy
Instructions, step by step	<ul style="list-style-type: none"> • Divide people in 5 groups of 4 people • Assign them their topics regarding cyberbullying – bullies, followers, jokers, defenders and victims • Give them a list of helpful ideas and film TikToks/Reels depicting their roles. Helpful ideas: <ul style="list-style-type: none"> ◦ Clearly depict the group’s behavior and why it is harmful ◦ Educate yourself ◦ Protect your password ◦ Keep photos “PG” ◦ Never open unidentified or unsolicited messages ◦ Log out of online accounts ◦ Pause before you post ◦ Raise awareness ◦ Set up privacy controls ◦ Search your name on Google ◦ Don’t cyberbully others
Follow-up Questions for clarifying the objective	<ul style="list-style-type: none"> • “What did you learn?” • “Do you think you need to change your behavior?” • “What did you feel when recording this?” • “What was working with your team like?” • “Have you ever experienced this before? Which role were you in? How did you manage?”

USEFUL DIGITAL TOOLS IN YOUTH WORK

PADLET

ITALY

Padlet is a web-based application that enables users to create digital bulletin boards, also known as "walls." Padlet offers a virtual space where users can post videos, images, audio files, and other multimedia content in real-time. The app is free to use and offers both paid and free plans.

The process of creating a Padlet is simple and easy. To begin, users sign up for an account and then create a new wall by selecting a template or starting from scratch. Padlet walls can be customized with different background colors, fonts, and layouts.

Users can then add content to their walls by dragging and dropping text, images, videos, and other multimedia files or by using Padlet's built-in tools to upload documents or record audio or video files. Content can be pinned to the top of the wall, arranged in columns or rows, or placed anywhere on the wall.

One of Padlet's key features is its collaboration capabilities. Users can invite others to contribute to their walls by sharing a link or by using Padlet's integrated email and social media sharing options. Collaborators can add comments, reply to existing posts, and interact with each other in real-time.

Some other notable features of Padlet include the ability to moderate content, organize posts by tags, and export the contents of the wall as a PDF, image, or CSV file. Additionally, Padlet provides a variety of privacy and security settings to protect user data.

In summary, Padlet is a user-friendly and intuitive platform that enables users to create collaborative and visually appealing digital bulletin boards with ease, making it an ideal tool for education, businesses, and personal use.

To summarize, Padlet is a digital bulletin board that allows users to collect, organize, and share any type of content in one place. The main points of Padlet are:

1. **Easy collaboration:** Users can collaborate with others in real-time, allowing multiple people to contribute to one board.
2. **Versatile use:** Padlet can be used for many purposes, such as brainstorming, organizing ideas, creating presentations, and sharing resources.
3. **Customizable:** Users can customize the appearance of their boards by changing the background, layout, and font.
4. **Accessibility:** With a web-based platform and mobile app, Padlet can be accessed from anywhere on any device.
5. **Security:** Padlet provides secure connections and encrypted data storage, ensuring privacy and protection for users' content.

USEFUL DIGITAL TOOLS IN YOUTH WORK

PD - DO INK

PORTUGAL

ABOUT DO INK:

Do Ink is a software designed to make animations on your iPad and iPhone. It enables you to create an animation from a blank canvas or even to animate on top of a pre-recorded video/picture/artwork. Their webtools, when they were created, worked as a simplified version of Adobe Flash. Both of their apps ("Animation & Drawing" and "Green Screen") were designed to be easy for beginners and young animators.

ANIMATION & DRAWING

Key features and benefits:

- Flip book style and keyframe animating;
- Drag your finger to create motion path;
- Pen brush, pen, pencil and fill tools for free hand drawing and automatic curve smoothing;
- Extensive collection of reusable art props, static and animated;
- Rotoscoping: draw or trace over images and videos;
- Intuitive timeline;
- Make H.264 and PNG image, view on your iPad or save to the camera roll;
- Adjustable frame rates up to 30 fps;
- Support for HD, standard definition and square aspect ratios.

Limitations: This app is only available to download for iPad. Moreover, it is paid (5,99€ - single payment).

GREEN SCREEN

Green Screen by Do Ink makes it easy to create incredible green screen videos and images right on your iPad or iPhone. The app lets you combine photos and videos from the camera roll with live images from your iPad or iPhone's camera. It lets you combine multiple image sources by selecting just the parts of each one that you want. It provides a rich set of tools, including Chroma key (for the green screen effect), crop, mask brushes, magic wand and even automatic person detection. The app is easy for young students to start using quickly, but it packs plenty of features for power users too.

Key Features:

- Use the live videocamera or import pre-recorded videos, photos, text and custom artwork.
- Add drawings and animations with built-in drawing editor;
- Automatic person masking removes the background from images and videos with no greenscreen required.

Limitations: This app is only available to download for iPad and iPhone. Moreover, it is paid (5,99€ - single payment).

USEFUL DIGITAL TOOLS IN YOUTH WORK

ANIMOTO

SPAIN

Animoto is an online tool that is used to create videos. It also has an application for IOS and Android. Its functionality is varied, so you can create videos for commercial, personal or educational purposes. It is a very easy and simple to use tool, so if you still do not know much about video production, you will not have any problem using it. You can give your videos a professional finish.

You can use it in a free version, for which you only have to subscribe with an email or Facebook account. You will be able to use the platform with this subscription but the videos will have a watermark.

The free version allows you to use a wide variety of tools and you can create short videos of up to 30 seconds. You can use different multimedia material, such as images, audio or video, as well as use different animations to make your video more dynamic. In fact, you can animate a Power Point presentation by uploading it to the platform.

You can also opt for a paid subscription for the professional or executive field. It has more editing options and provides tutorials so you can make the most of all the tools.

This is a brief guide to using Animoto:

- You start your account in Registration.
- Then you choose the theme or video format to use.
- You select the images to use, whether your own or public.
- You can place small explanatory texts on the images.
- If you wish, you can add music either from a personal library or from the gallery available on the platform.
- Around 20 minutes the video is produced and you can already share it.

Animoto in virtual education

In your courses, you can implement this tool to introduce key concepts of some content or as an introduction to a new topic.

Also, your students can use it to make creative presentations or synthesize content or information seen in the course. They may also use it as a means of expression or to explain an experience or learning on a subject.

Because Animoto is cloud-based, students can use it anywhere and from any device. Another valuable feature of this tool is that the video can be easily shared or you can download it.

Some platforms where you can share it are: Facebook where you can identify people; Twitter where you can post videos (up to 2:20 minutes long), it also allows you to share your videos on YouTube and Instagram.

You also have the option to create your own links and publish them on your blog or on your academic portal, or share the video by email, you just have to enter the address to which you want to send it, schedule the delivery date and attach a message.

Animoto offers the free version for educators. These types of requests can take several weeks, and must be renewed every 6 months. This account will allow you and 50 students to use the platform.



USEFUL DIGITAL TOOLS IN YOUTH WORK

KAHOOT **TÜRKIYE**

Kahoot is a game-based learning platform that has revolutionized the way students learn and engage with educational content. Developed in Norway in 2013, the platform has quickly gained popularity around the world, particularly in the education sector. Kahoot allows educators to create fun and interactive quizzes, surveys, and discussions, that can be accessed on any device with an internet connection. The platform has helped to transform traditional classroom learning into a more engaging, dynamic, and interactive experience, enhancing the learning process and improving student performance.

Kahoot is a popular game-based learning platform that allows you to create and play quizzes, surveys, and discussions. Here are the simple steps to play Kahoot:

Visit the Kahoot website (kahoot.com) or download the Kahoot app (free app) on your mobile device. If you're playing as a student, enter the game pin provided by your teacher or host to join the game.

If you're hosting the game, create a Kahoot account and click the "New K!" button to create a new Kahoot quiz, survey, or discussion.

Enter the title, description, and questions for your Kahoot. You can add images, videos, and music to make it more engaging.

Choose the game options, such as time limit, points, and answer feedback.

Launch the game and share the game pin with your players. They can join the game on their mobile devices or computers.

Play the game and have fun! The players will see the questions and answer options on their screens, and they will have a limited time to answer. The faster and more accurate the answers, the more points they will earn.

At the end of the game, you can review the results and see who the winner is. You can also share the results with the players and discuss the answers.

Kahoot allows up to 1000 players to participate in a live game simultaneously. This means that you can host a Kahoot game and invite up to 1000 players to join and play the game at the same time. As for the cost, Kahoot offers different plans for different types of users. Here are some of the pricing options:

Basic (Free): This plan is suitable for individual users who want to create and host simple Kahoots. It allows you to create and host unlimited games with up to 10 players per game.

USEFUL DIGITAL TOOLS IN YOUTH WORK

KAHOOT **TÜRKIYE**

Pro (\$9.95/month or \$119/year): This plan is suitable for educators, trainers, and small businesses. It allows you to create and host unlimited games with up to 50 players per game, as well as access to premium features like image and video import, advanced reports, and more.

Premium (\$19/month or \$239/year): This plan is suitable for larger organizations and enterprises. It allows you to create and host unlimited games with up to 1000 players per game, as well as access to all the features of the Pro plan.

Kahoot also offers a free trial for the Pro and Premium plans. Additionally, they have a separate pricing plan for Kahoot for schools, which includes features like single sign-on, school-wide collaboration, and more.

One of the key features of Kahoot is its simplicity. The platform is easy to use and requires no special technical skills or knowledge. Educators can create quizzes and surveys on a range of subjects, from math and science to history and literature, and add images, videos, and other multimedia elements to make the content more engaging. Students can then access the quizzes on their devices, answering questions in real-time and competing against their classmates for points. The platform is designed to be both fun and educational, helping students to learn in a more enjoyable and interactive way.

Another key feature of Kahoot is its versatility. The platform can be used in a variety of educational settings, from traditional classroom environments to remote learning and online courses. Educators can create quizzes and surveys that align with their curriculum and learning objectives, and can adapt them to suit different age groups, learning styles, and abilities. The platform also includes a range of features that make it easy to track student progress, monitor their performance, and provide feedback and support as needed.

Kahoot is not only beneficial for students, but also for educators. The platform allows educators to track student performance and identify areas where students may be struggling. This information can then be used to tailor teaching methods and improve the learning experience for all students. Kahoot also provides a range of resources and tools for educators, including access to a library of pre-made quizzes and surveys, as well as support and training materials to help them get the most out of the platform.

In conclusion, Kahoot has revolutionized the way students learn and engage with educational content. With its simple and versatile platform, Kahoot has transformed traditional classroom learning into a more interactive, engaging, and dynamic experience. By providing educators with a range of tools and resources to track student progress, Kahoot has helped to improve student performance and enhance the learning experience for all.

The Kahoot! logo is displayed in a bold, purple, sans-serif font. The word "Kahoot!" is written in a slightly irregular, hand-drawn style, with the exclamation point being a simple, solid purple dot.

USEFUL DIGITAL TOOLS IN YOUTH WORK

MICROSOFT TEAMS

BULGARIA

Microsoft Teams is a proprietary business communications platform by Microsoft. The application is workspace for real time collaboration and communication, meetings, file and app sharing. It can be used on browser as well as application from the google play store.

Whether you're connecting with your community for an upcoming activity or working with teammates on a project, Microsoft teams helps bring people together so that they can get things done. The app has communities' "Teams" (groups), events, chats, channels, meetings, storage, tasks, and calendars – all these features in one place so that you can easily connect and manage access to information.

Easily connect with anyone:

- Meet securely with communities, teammates, family, or friends.
- Set up a meeting within seconds and invite anyone by sharing a link or calendar invite.
- Chat 1-1 or to your entire community, @mention people in chats to get their attention.
- Create a dedicated community to discuss specific topics and make plans*.
- Work closely and collaborate by keeping conversations organized by specific topics and projects with teams and channels.
- Video or audio call anyone directly in Teams or instantly convert a group chat to a call.

Accomplish plans and projects together:

- Send photos and videos in chats to quickly and easily share important moments.
- Use cloud storage to access shared documents and files on the go.
- Organize shared content in a community — events, photos, links, files —so you don't have to waste time searching*.
- Get the most out of your meetings by using screen share, whiteboard, or breakout in virtual rooms.
- Manage access to information and ensure the right people have access to the right info, even when people join and leave projects.
- Use task lists to stay on top of projects and plans - assign tasks, set due dates, and cross off items to keep everyone on the same page.

Teams available on multiple operating systems, Windows, IOS, and Linux. The program can run well on almost all devices from high end to low end weaker devices.



USEFUL DIGITAL TOOLS IN YOUTH WORK

EDUBLOGS

SAFE PLACE TO ENCOURAGE REFLECTION AND COLLABORATION

This is a tool for both students and teachers to write blogs. Blogs can also be helpful places for teachers and admins to share lesson, class, and institution-wide notices and feedback with ease, using a simple link. Edublogs have been around for so long that it has now been distilled into an easy-to-use and efficient way to create digital blogs for online sharing.

The possibility of freely expressing views on current issues encourages individuals to start a blog with the purpose of sharing their opinions online and provoking a reaction from their online readers. From an educational point of view, the motivational use of blogs in academic contexts by moving the class out of the classroom and conducting discussion forums is considered crucial to promote communication and reflection among students.

The advantage of Edublogs is that this allows levels of control that provides greater security for student data and easier monitoring for teachers. There are a lot of teacher controls so your students' privacy stays protected. Available in both online web-based and app formats. Educators can use the commenting sections to provide feedback to students as well as a way to help inter-class communications -- but more on that below.

Since most features are available for free and online, it should be possible for most teachers and students to access them immediately without the need for anything else. Edublogs is ad-free and you can choose the privacy settings that suit you.

Some benefits are:

- quick and easy way to create a class website
- encourages class participation and discussion
- provides a place for students to express themselves
- share information with others
- makes it easy for the teacher to find out what students think and feel about the class and the lesson content.
- opportunities to speak their 'unique voices'
- students can practice their communication and conversation skills (they comment on others' postings or reply to others' feedback on their blogs)
- Blogging can also help students be courteous and thoughtful.

Bloggging offers reinforcement and feedback through comments beyond the immediate classroom community. This can drive self-esteem, personal reflection, and growth, as well as confidence. This leads to increased motivation of students due to the new learning opportunities they had to share resources and information that they could use in their future professional career.

USEFUL DIGITAL TOOLS IN YOUTH WORK

CANVA

Canva is a graphic design tool that works to simplify the process of digital design. As such, an account can easily be created and everything works either via a web browser or on the iOS or Android apps.

Canva allows for image editing and project-based learning using a simple drag-and-drop interface that works well even for younger students. From brainstorming as a group working collaboratively to individual project creation, it has lots of potential uses in the classroom.

Canva is optimized for Chromebooks so even the most intensive image-based projects can be handled on most machines, with smooth interaction.

With more than 250,000 templates available, starting and progressing through a topic is very easy, even for those new to the platform. Stock photos, videos, and graphics are also available, with hundreds of thousands of choices from which to pick. All those numbers go even higher if you pay, but more on that below.

How does Canva work?

Canva is easy to sign up for, using either an email, Google account, or Facebook login. Once an account is created, for free, you can pick if you're using it as a teacher, student, or anything else. This will tailor the experience to your needs, making it simpler to search.

Teaching how to use Canva can be the focus of a lesson that aims to broaden the digital skills available to students. But since this is so easy to use, it will likely take very little time. Letting the students play with the options is how the deeper learning and creativity can flourish.

Canva offers plenty of virtual templates so students can work with a design and add in their own changes. This allows them to focus on the topic at hand without wasting time or energy on getting started with the tool itself.

Making a poster, for example, will start by offering templates down the left, then the main image on the right that you can customize. Clicking into this will make a toolbar appear with options to edit – this reacting as you work keeps things minimal and clear throughout.

You can upload your own images and videos, which is ideal when working on a smartphone using the app version. Once completed, you can download the file, share it via lots of social media optimized options, or send to a professional print service to have it printed.

What are the best Canva features?

Canva is crammed full of features but many are education specific. Before getting into that it's worth noting that Canva auto-saves. This is a great feature both for teachers and students as it means never worrying about losing work – something Google's ecosystem of tools has got many people used to.

While the templates are fantastic to make any presentation, poster, or image have more impact, there are powerful sub-tools. The graph templates, for example, are a great way to help in math and science classes – allowing for specific results to be displayed in a clear visual and engaging way.

Canva for Education is a powerful feature of this tool as it allows teachers to setup a virtual classroom, invite students, and have them collaborate on a project. This could be used in the classroom or remotely, with the aid of a video chat tool as well. In fact, you can link Zoom and then present screen to share the slides with the class as you go.

USEFUL DIGITAL TOOLS IN YOUTH WORK

CANVA

Comment additions are helpful with @ options, allowing alerts to be sent to the teacher. This lets students enquire about their work as they go, so they can feel confident they're going the right way. A nice tool that's especially helpful in this creative space in which students are given a lot of freedom and can sometimes feel a little lost, especially when working remotely.

Canva helpfully offers free online courses to help learn. There is a specific Canva for the Classroom course, which is a great way to help teachers learn the best ways to work with the tool.

How much does Canva cost?

Canva is free to use both personally and in a classroom. While that does offer a whole host of tools and features, there are more that can be accessed with a paid for Canva Pro or Enterprise account.

Canva Free gets you more than 250,000 templates, more than 100 design types, hundreds of thousands of photos and graphics, collaboration, and 5GB of cloud storage.

Canva Pro is charged at \$119.99 per year, which offers all the free features but has brand kit upload options, one-click Magic Resize for images, more than 420,000 templates, 75 million images, videos and graphics, design saving for team use, 100GB of cloud storage, and social media scheduling for seven platforms.

Canva Enterprise is \$30 per person per month and offers all that Pro has plus more brand-focused tools that likely aren't useful in teaching. Want to know more? Check out the break-down here.

Canva best tips and tricks

Plan lessons

Use Canva to visually lay out the lesson for yourself as a teacher but also to share with students so they know what to expect and can plan accordingly.

Build student profiles

Have students create learning portfolios so they can see how they're progressing throughout the year -- this can also be a valuable revision and review tool.

Collaborate

With up to 10 members in a project, have groups of students work together, in class and digitally from home, to create a finished body of work.

Chart graphics

Ideal for math and science, Canva can be used to display data in rich charts and graphs to make presenting experiments, and more, visually engaging.



USEFUL DIGITAL TOOLS IN YOUTH WORK

PROJEQT

POLAND

- Education is one of the most important aspects in our life and this application help you create most amazing presentations to educate young people.
- This app is an alternative tool to PowerPoint, very easy to use. You can find tutorials and training courses about how does it work.
- Teachers and students can use this app as teaching and learning tool for creating visually compelling presentations.
- Slides and way of presenting will never be the same. You can be able to grab your old and boring presentations and make them fantastic.
- Once you decide on a topic and gather your images, links, videos, etc. it doesn't take long to create a presentation.
- The site is a versatile presentation tool for teachers on all grade levels. Middle school and high school students will definitely like this one, too.



USEFUL DIGITAL TOOLS IN YOUTH WORK

MENTIMETER DIGITAL YOUTH WORKER GUIDELINE

ROMANIA

Mentimeter combines the digital tools of quizzes, polls, and word clouds to offer a central point for class and remote learning interactions. Unlike a PowerPoint or Slides presentation, this tool allows youth workers to interact with their audience in real time, take a poll, present a quiz, and more. Point being, this should be more engaging for people to help them learn, even when not in the class. Mentimeter is designed for use beyond the classroom, in business too, so there is lots of support, making this a very well-made platform that's getting constant updates from all its various users.

This tool can be used via a web browser, making it simple to access from nearly any device. Dedicated apps also help to make it even easier for people to use on their own smartphones and tablets wherever they are.

Key advantages and disadvantages

Advantages:

- Anonymous answers allow people to feel that they can contribute in a safe, non-judgemental environment.
- It is quick youth workers to create the slides needed for the Mentimeter presentation.
- People say that they find the tool easy and quick to use.
- An increase in real-time feedback has enabled youth workers to develop and shape future teaching.
- It can be used as a learning and assessment tool, pinpointing any misunderstandings that others may have and consequently enabling staff to alter the content of their presentations or to publish additional online support.
- There is a free version of their service.

Disadvantages:

- Because Mentimeter responses are anonymous, it is not possible to identify who has contributed.
- People can contribute only if they have an internet-connected device.
- Not everyone will contribute: participation varies, but it is usually between 50%-75% on average.
- Once someone submits their answers, they are unable to retrieve or edit their responses; this has left some people feeling frustrated and, occasionally, embarrassed over errors that have been made.
- If the use of the tool is not well planned within a programme, staff may use it too often with the same group, risking oversaturation and, consequently, disenchantment.
- It needs to be used in conjunction with another video call app, such as Zoom, Teams or Meet.
- Its very best features are locked behind a paywall, with some having unreasonably high fees (up to \$25/month).

Conclusions

Finally, thanks to Mentimeter's presentations which include text & images, anonymous interactions, responses and comments and its live and dynamic feedback, we believe it has the chance to be an invaluable tool in your work.

Artificial Fake News Contents Made by Youth Workers to Raise Awareness!

FAKE NEWS

ANANAS



V.R.N.F.N. says: "Pack your swimsuits and get ready to go to Mars next summer"

In a stunning announcement today, [V.R.N.F.N](#) officials revealed that **they are on track to send a manned mission to Mars by the summer of 2023**. According to the agency, the mission will consist of a team of two astronauts and a goat, who will spend the summer on the red planet before returning to Earth with good news.

Even though Mars is over 30 million miles away from Earth, people will be able to buy **presale tickets in November of this year**. The journey can take anywhere from 6 to 9 months depending on the position of the two planets in their orbits. Meaning that people will be able to **leave in January and arrive on Mars in June** just in time for summer holidays.

[V.R.N.F.N](#) officials, however, remain undaunted. "We've been working on this mission for years, and we have every confidence that we can get humans to Mars by 2024," said [V.R.N.F.N](#) Administrator [Elon Tusk](#). "We've developed new propulsion technologies, advanced life support systems, and cutting-edge navigation tools that will make this mission possible, with the help of Quantum Physics."



*The company has stated that the trip to Mars will be surprisingly **affordable ranging from \$2,000**. The trip will be **all inclusive** with **food three times a day, water and oxygen for no extra fee**. As well as extra entertainment like a pool, sauna, tennis court, mini golf.*

Read more: http://V.R.N.F.N.com/Insane_Summer_Trip



Artificial Fake News Contents Made by Youth Workers to Raise Awareness!

FAKE NEWS

ILLEGAL PANTS

Shocking News "Irrelevant Celebrity Gossip" [Click Here to Read MORE!!!](#)

In a shocking turn of events, fake irrelevant Celebrity "Jackie Johnson" has announced his intention to start a transition after painting his nails for the first time. Johnson, 32, who rose to fame in reality TV shows, made the announcement during an interview with a gossip magazine. Speaking candidly, he revealed that his self-discovery process began when he experimented with nail polish.

Sources claim that Johnson said. "I never felt like I fit into any one box, But when I put that nail polish on, it felt right. I knew I had to explore this part of myself further." However, Johnson's journey towards self-acceptance was not without obstacles. Rumors mention the star has been struggling with a crack addiction and that his gassy dog, Mr. Bubbles, has been causing him additional stress.

"I'm not perfect, but I'm trying to be better," Johnson stated in a completely different context "Mr. Bubbles may be gassy, but he's still my best friend. And as for the crack, I'm getting help. I know I can beat this." Despite the challenges we believe Johnson is determined to move forward with his transition and is already exploring potential new names and pronouns. "I don't know exactly who I am yet, but I do know that I want to be happy and true to myself," he said. "I hope my fans will support me on this journey." also in a completely different context. The news of Johnson's transition has sparked a mixed reaction from fans and critics alike. Many have praised Johnson for being brave enough to share his story, while others have accused him of attention-seeking and promoting harmful stereotypes about the struggling with transition communities.

Regardless, Johnson remains optimistic about the future and is looking forward to embracing his new identity as an Audi RS6 owner. "I'm excited to see where this road takes me," he said. "And I hope that others who are struggling with their own identity can find the courage to be true to themselves too."

Disclaimer:

Sources in this article haven't been confirmed yet!!!



Artificial Fake News Contents Made by Youth Workers to Raise Awareness!

FAKE NEWS YUMMY TEAM

Dear citizens of the world,

We bring you an urgent message that needs your attention. The supreme leader of North Korea, Kim Jong Un, knows something that most of us have been oblivious to. He knows that the Earth is flat, and he has evidence to back up his claim.

Yes, you read that right. Kim Jong Un's hairstyle is flat, and that's proof enough that the Earth is flat too. His hair is always perfectly styled, sleek and straight, without a single strand out of place. If the Earth were round, then Kim Jong Un's hairstyle would be curved, and that's not the case.

Furthermore, whenever the supreme leader has a bad hair day, the world experiences natural disasters such as earthquakes. This is no coincidence. Kim Jong Un's hair is a reflection of the Earth's shape, and any disturbance to it results in catastrophic consequences.

We have scientific evidence to support this claim. Dr. John Flathead, a renowned physicist, has conducted experiments that prove the Earth is flat. He explains that gravity pulls everything down towards the center of the Earth, and that's why we feel like we're standing on a flat surface. He also points out that the curvature of the Earth is too subtle for our naked eyes to detect, and that's why we think it's round.

Dr. Flathead is not alone in his beliefs. Professor Flat-Earth, a geologist, agrees with his findings. She argues that the Earth's flatness is inherited from its creation. According to her, the Earth was originally a flat disk, and over time, it's expanded to become what we know today. She also points out that many ancient civilizations, such as the Egyptians and the Greeks, believed in a flat Earth, and they were far more advanced than we are today.

It's clear that Kim Jong Un's knowledge of the Earth's shape is superior to ours. He inherited this knowledge from his father, Kim Jong Il, who was also a believer in the flat Earth. In fact, Kim Jong Il wrote a book on the subject, which is now considered a masterpiece of scientific literature.

We urge you to consider the evidence and accept the truth. The Earth is flat, and Kim Jong Un knows it. It's time to discard the lies we've been fed by the so-called experts and embrace the truth.

Sincerely,

The Propaganda Department of North Korea.

Artificial Fake News Contents Made by Youth Workers to Raise Awareness!
FAKE NEWS

WANTED
DEAD OR ALIVE



THE MOST WANTED FUGITIVE USED **PLASTIC SURGERY** TO ESCAPE THE INTERNATIONAL POLICE ALL OVER THE WORLD.

ACUSED OF MORE THAN 10 MURDERS NURI BABACAN HAS BEEN HIDING FROM THE AUTHORITIES FOR ALMOST 20 YEARS NOW. LAST TIME HE WAS CAPTURED BY A VIDEOCAMERA IN A GAS STATION IN A LITTLE TOWN IN THE STATE OF TEXAS 2 DAYS AGO.

AFTER UNDERGOING A FEW PLASTIC SURGERIES THIS IS HOW HE LOOKS NOW. IF YOU SEE HIM, PLEASE INFORM YOUR LOCAL POLICE.

REWARD \$ 1,000,000

