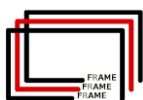




FakeNews&Elders - Elders in the Times of Fake News and Information Overload



PR3 – BEST PRACTICES



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EXECUTIVE SUMMARY

This document gathers the best practices shared by partners of the Fake News for Elders consortium regarding ICT education, senior education and media education. These best practices concern projects, tools, courses and pedagogical techniques. They can serve as inspiration for trainers, adult educators and all profesional working with seniors. Some of them contain resources that are directly available and aplicable to the senior target group.

The selected practices are applied at the European level but also national level in Czech Republic, France, Greece, Italy, Poland and Spain and local level in Brno, Paris, Athens, Cagliari, Lodz and Valencia.

Among the examples we have digital skills courses for seniors, social media courses for all age categories, tools against desinformation, resources relating to the educaiton of senior workers and projects relating to the social activation of seniors.

You can have access to this content in our bank of best practices published online in our educational platform (insert link)

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1 BEST PRACTICE IN THE CZECH REPUBLIC & EUROPE (SELECTED BY PELICAN)

NAME OF THE BEST PRACTICE	Věřte nevěřte (Believe or not to believe)	Lessons, activities, materials and more – University Libraries - “Spot the Troll”	Digitální odysea (The Digital Odyssey)
TYPE	Project	Online quiz	Online course
DESCRIPTION	<p>Since 2018, Czech association Elpida runs the project Věřte nevěřte that is aimed at seniors and their internet life. The project consists of the downloadable manual of trustworthiness of information, various courses and excursion focused on media literacy, workshops with professionals etc.</p>	<p>Each of the 8 profiles include a brief selection of posts from a single social media account. You decide if each is an authentic account or a professional troll. After each profile, you'll review the signs that can help you determine if it's a troll or not.</p>	<p>The Czech association's projects focus on improving the lives of seniors and intergenerational connections. The aim of the projects is to increase digital literacy, to be active, to reduce loneliness and feelings of isolation and to stay connected to the world. The projects focus on regular education and active involvement of seniors, members, volunteers and partners in the projects.</p>
TARGET GROUP (TYPE & NUMBER OF PERSONS REACHED)	Seniors	All	Seniors
JUSTIFICATION (WHICH ELEMENTS ARE TO BE REPLICATED)	<p>The project has prepared useful infographic customized for seniors (big letters, short texts, bright colours, ...)</p>	<p>Practical guide into how a social media profile may look like. Can be used as very realistic examples to verify if profile is fake or not.</p>	<p>The course is divided into lessons, every lesson has the theory and, in the end, the “exam” to test the acquired knowledge.</p>



REFERENCES	https://www.el-pida.cz/verte-neverte	https://spottroll.org/ on https://guides.temple.edu/fakenews/teaching	https://odysea.nadavodafone.cz/
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2 BEST PRACTICES IN FRANCE & EUROPE (SELECTED BY ESENIORS)

	BEST PRACTICE 1	BEST PRACTICE 2	BEST PRACTICE 3
NAME OF THE BEST PRACTICE	Click Clever	SOS Creativity	Paris en compagnie
TYPE	Erasmus + project	EU project that contains a platform aiming at the development skills and competences in adults to support creativity and its exploitation, in a non-formal education to reinforce cross-sectorial cooperation.	Initiative of the city of Paris together with three NGOs
DESCRIPTION	Click Clever is an ICT course focusing on media education for seniors. Part of the modules are addressed to the senior students and part of the modules are addressed to the trainers (train-the-trainer). Modules contain a power-point presentation, videos and quizzes. Some of the themes addressed are the following: posting on social media, confidentiality parameters online, digital identity, netiquette, auto-limitation, slow	S.O.S Creativity's training modules for the digital skills of low-skilled adults are categorized in the following 5 thematic areas: Cultural and Media Literacy, Personal and data protection, economic transactions, online security, digital identity and online reputation.	The City of Paris, determined to fight the isolation of seniors, has entrusted the creation of the Paris en Compagnie scheme to the GCSMS "Paris, les Aînés d'Abord". The three members of the grouping, actors of solidarity, are: Les Petits Frères des Pauvres, Autonomie Paris Saint Jacques and Lulu dans ma rue. The common desire that unites them is to create communities of seniors and committed citizens who meet, help each



	navigation, writing & creativity online, security online etc.		other and create links. This new scheme is open to all seniors over 60 who wish to be accompanied in their
TARGET GROUP	Seniors (50 testers)	Seniors, adult educators, family members	Seniors, policy makers, people working for/with seniors
JUSTIFICATION (WHICH ELEMENTS ARE TO BE REPLICATED?)	<ul style="list-style-type: none"> - Easy to understand videos and content - Dynamic material - Modules dedicated not only to seniors but also to trainers 	<ul style="list-style-type: none"> - Providing self-assessment tools allowing to level the IT risks awareness of target group users in the field of online cultural resources available. - Offering a cultural repository allowing to map free cultural resources and creativity tools already available online in each partner country - Defining digital skills and competences that late digitals need to have - Giving an in depth analysis of the degree of digital gap among ICT-low-skilled adults 	<p>A free of charge platform helping to accompany seniors in their everyday activities.</p> <p>Seniors can benefit from 4 types of accompaniment: leisure outings, medical accompaniment, administrative accompaniment and conviviality calls.</p> <p>Accompaniments take place all year round, every day, between 9am and 7pm</p>
REFERENCES	https://www.clickcl ever.eu/	https://www.soscre ativity.eu/	https://www.parisenc ompagnie.org/



3. BEST PRACTICES IN GREECE & EUROPE (SELECTED BY ALLI)



	BEST PRACTICE 1	BEST PRACTICE 2	BEST PRACTICE 3
NAME OF THE BEST PRACTICE	The European Media Coach Initiative	The European SafeOnline Initiative	Mathe. The Game
TYPE	It was a European project, funded by the Erasmus+ Programme. It included research activities, development of educational materials and training programmes for adults who were trained to become media coaches for children and young adults.	It was a European project, funded by the Erasmus+ Programme. It included research activities, development of educational materials and training programmes for parents, especially those from disadvantaged backgrounds and with low digital/ media literacy skills.	It is an online educational game, which can also be applied as a learning tool when teaching adults concepts such as fake news, verification of news, disinformation, etc.
DESCRIPTION	The European Mediacoach Initiative aimed to improve the skills of children and young people in issues related to the use of new electronic media, with an emphasis on the internet and social media. The project was the transfer of the award-winning Dutch project Dutch Mediacoach to the European reality and included education actions aimed at adults who guide children in their daily lives (as parents, teachers, etc). These adults were trained in 10 thematic fields related to the use of new media, one of which was "Misinformation, Disinformation and Fake news".	The aim of the project is to improve the new media literacy levels of children and young adults through the education of their parents. After investigating the needs of parents and children regarding new media and the dangers of the internet, educational sessions have been designed for parents focusing on understanding the dangers inherent in digital environments and developing skills to avoid them.	The game is in Greek language and includes a series of news, headlines and articles. Adult players need to recognize whether each piece of news is fake or real, based on specific criteria.
TARGET GROUP	In Greece 100 people were trained in the project's approach and methodology. These adults were teachers in Secondary Education in different topics (English language, Greek language,	In Greece, 500 parents are going to be trained in 5 distinct issues such as cyberbullying, online gaming and privacy/ security. Priority is provided to parents from disadvantaged backgrounds (migrants,	The game can be accessed for free by anyone who wishes to participate. It has also been presented in different media, as part of a campaign to

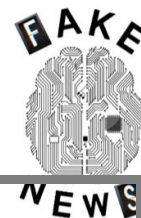


	<p>Physics, Mathematics, Religion, Physical education, Arts, ICT), school psychologists, librarians (in schools, University Departments, and Municipalities), child protection professionals, University students, directors from local public services on education, educational professionals and researchers from the Institute of Educational Policy.</p>	<p>refugees, Roma, etc.) and parents with low digital and media literacy skills.</p>	<p>fight fake news and misinformation.</p>
<p>JUSTIFICATION (WHICH ELEMENTS ARE TO BE REPLICATED)</p>	<p>The educational methodology can be replicated:</p> <ul style="list-style-type: none"> - it involved blended learning and participants had to participate in face-to-face sessions and study the educational materials sent to them prior to the educational session - the educational materials: participants had to study an educational file which included the analysis of the thematic field based on country specific data as well as interactive resources (such as videos, games, articles, sites, etc) - the interaction during the training sessions: during every session participants were divided in smaller groups to discuss specific case studies, related to the thematic field. Case studies and small group discussions had been the most highly evaluated elements of the training. 	<p>The educational methodology can be replicated:</p> <ul style="list-style-type: none"> - the educational material used during the face-to-face sessions includes video interviews with three groups: parents, children and experts, who answer questions related to each of the issue presented. the videos provide valuable opportunities for discussion on real situations and potential solutions. - a platform has been created included all materials developed for the educational support of parents: videos, games, quizzes, presentations, etc. The trainers can use the platform to present the subject and initiate discussions. 	<p>This gamification of education has much to offer. Adults get involved with the specific game, since it includes fairly recent news which have been published in Greek media. The game provides a score to each player and uses humor to further engage all participants.</p>
<p>REFERENCES</p>	<p>https://mediacoacheurope.com/</p>	<p>https://europeansafeonline.eu/</p>	<p>https://research.playcompass.com/mathe/</p>



4. BEST PRACTICES IN ITALY & EUROPE (SELECTED BY IERFOP)

	BEST PRACTICE 1	BESTPRACTICE 2	BEST PRACTICE 3
NAME OF THE BEST PRACTICE	CONTRIBUTION SARDINIA FOUNDATION Practice No. 2022.0406 PROJECT "USING NEW TECHNOLOGIES: COMPUTER AND INTERNET FOR THE ELDERLY	Cooperation partnerships in vocational education and training: "Vela"	Digital Security for Senior Citizens: "Disc"
TYPE	Free ICT course	Erasmus + Project	Erasmus + Project
DESCRIPTION	<p>The project entitled "USING THE NEW TECHNOLOGIES: COMPUTERS AND THE INTERNET FOR THE ELDERLY" will enable 40 senior learners (over 65) residing or domiciled in Sardinia to acquire computer skills and use new technologies.</p> <p>The contents of the course will be: 1)Basic level: computers and desktop devices, icons and text and print settings, file management, networks, security and wellbeing; 2)Internet: web browsing concepts, surfing the web, information collected on the web, communication concepts, use of e-mail;</p>	<p>The aim of the project is to build a more sustainable and resilient society in the EU by improving education and training after the pandemic crisis, to support innovation and inclusion of vulnerable groups, to support vocational training organizations, to develop and implement new and more inclusive teaching and learning approaches, and to empower vulnerable groups to face the challenges presented by the recent and sudden shift to online and distance learning.</p>	<p>Disc Project aims to support and upskill senior citizens to increase their digital skills and knowledge to be able to proactively identify and protect against cybersecurity threats and scams which take place through technology and devices.</p>



	3)Word processing with MSWord: use of the application, creation of a document, formatting, 4)Computer security concepts and management; 5)Internet and smartphones, use of apps for dealing with paperwork; 6)Social.		
TARGET GROUP	Seniors, over 65.	Vulnerable people. Vet Providers	Seniors, over 55. Organization working with seniors.
JUSTIFICATION (WHICH ELEMENTS ARE TO BE REPLICATED)	Providing seniors information on how to deal with new technologies.	Educators will be empowered with tangible tools to enrich their cultural background and to support a comprehensive approach to innovation, and the use of digital technologies for pedagogical, technical and organizational change	It provides a framework for digital security competences and a digital benchmarking tool for end users to measure their level of digital security competence.
REFERENCES	http://www.ierfop.org/contributo-fondazione-di-sardegna-pratica-n-2022-0406-progetto-usare-le-nuove-tecnologie-informatica-e-internet-per-gli-anziani/?c=7	http://vela-project.eu/it/home-it/	https://disc.erasmus.site/



5. BEST PRACTICES IN POLAND & EUROPE (SELECTED BY FRAME)

	BEST PRACTICE 1	BEST PRACTICE 2	BEST PRACTICE 3
NAME OF THE BEST PRACTICE	Active seniors in digital Zakliczyn	STAY	Integra Tarnowski Senior in the centre of events
TYPE	Project implemented in Poland. Thanks to this initiative, Zakliczyn became a finalist of the first edition of the "Innovative Local Government" competition.	Project carried out in Poland, in the context of international cooperation.	Projects carried out in Poland by the "Cities in Internet Association" (PL: Stowarzyszenie Miasta w Internecie).
DESCRIPTION	Project co-financed by the EU under POPT 2014-2020. Implemented as part of the "Human Smart Cities. Smart cities co-created by residents". The developed good practices concern diagnosing deficits and digital needs of seniors; technological solutions; implemented innovations on the topic "Human smart cities"; intelligent solutions for sustainable urban mobility; cooperation of various entities activating seniors; evaluation of implemented solutions (ex-post).	The project concerned the ways of keeping mature people professionally active in labour market (50+). It included training activities and implementations in small and medium-sized enterprises. The original trainings covered various groups: people 50+, managers, people involved in human resource management. The trainers were trained in Poland and Portugal. Project activities were preceded by thorough research on representative groups.	The task was carried out as part of the Governmental Programme for Social Activity of the Elderly ASOS 2014-2020 Ministry of Labour and Social Policy. The Integra program ensured that seniors gained digital and communication competences and involved them in social activities carried out for the benefit of the city and the local community. As a result, the Civic Strategy – Tarnów 2030 was created.

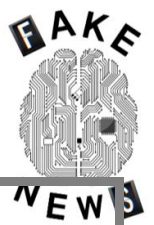


TARGET GROUP	Entities related to education, care and assistance to seniors, local governments, NGOs.	Trainers, educators of mature people, people cooperating with seniors.	Seniors, organizers of urban events on the inclusion of seniors in activities for the benefit of the local community.
JUSTIFICATION (WHICH ELEMENTS ARE TO BE REPLICATED)	The best practices described in the Handbook can be successfully used in other environments directly or after adaptation (e.g. telecare, individual support plans for seniors, digital education, provision of laptops, assistance in connecting to mobile and internet, electro mobility – electric bicycles).	The STAY approach was model-driven and included a toolkit. The package was made of compendiums addressed to training institutions, business institutions and employers. A comprehensive approach was followed. The compendiums of the project are prepared in Polish.	Both trainings and workshops integrating generations through joint participation in initiatives for the benefit of the local community – are an approach worth recommending in different countries.
REFERENCES	A. Gądek, Active seniors in digital Zakliczyn. Handbook of good practice https://www.popt.gov.pl/media/103438/zakliczyn_podrecznik_dobrych_praktyk.pdf	http://stay.uni.lodz.pl/zal/Kompendium_MSP.pdf http://stay.uni.lodz.pl/zal/Kompendium_instytucje_szkoleniowe.pdf http://stay.uni.lodz.pl/zal/Kompendium_IOB.pdf	https://integra.mwi.pl/ https://mwi.pl/o-nas https://mwi.pl/platforna-edukacyjna https://fabrykaprzyszlosci.pl/uploads/file_manager/grafika/prezentacja_b-1.pdf



6. BEST PRACTICES IN SPAIN & EUROPE (SELECTED BY FYG)

	BEST PRACTICE 1	BEST PRACTICE 2	BEST PRACTICE 3
NAME OF THE BEST PRACTICE	Proyecto Desconfío "Distrust Project"	FL.DO: Fighting fake news and DisinfOrmation	La Caixa Social Program - Workshops for the improvement of digital competences
TYPE	Project	Project	Online Course
DESCRIPTION	<p>"I distrust" is a platform that offers a Verification Toolbox. The Distrust Project team launched a free chatbot to combat misinformation and help people to verify in a simple way and in a few steps the origin of a news item to know if it is false. The chatbot, called Wendy, is available through Facebook's Messenger platform. A guide to identify and monitor fake news on twitter has been elaborated. They offer a tutorial to learn how to use TweetDeck to track breaking news and monitor and detect news on Twitter.</p>	<p>A NEW TRAINING METHODOLOGY shifting existing mentalities on how to train senior adults in using, communicating and understanding media.</p> <p>A HANDBOOK FOR TRAINERS supporting teaching staff in lifelong learning and adult education in understanding and using the methodology.</p> <p>A SERIOUS EDUCATIONAL VIDEO GAME a game made for senior citizens reflecting on how media, fake news, disinformation and the digital community works.</p>	<p>Online Course WhatsApp. Easy reading guide On-line course.</p> <p>Zoom. Easy reading guide. On-line course.</p> <p>On-line training with Webex Quick guide</p> <p>Access the quick guide: How to access a meeting with your PC</p> <p>Access quick guide: How to access a meeting with your mobile device</p>



TARGET GROUP	Seniors	Seniors	Seniors
JUSTIFICATION (WHICH ELEMENTS ARE TO BE REPLICATED)	The toolbox has a similar goal than the toolbox developed in the framework of the Fake News for Elders project.	Gamification is a great learning tool.	The online courses, specially the one about WhatsApp, are a good alternative for seniors that don't wish to attend physical courses at adult centers, or day centers.
REFERENCES	https://www.desconfio.org/	https://fidoproject.eu/	https://fundacionlaxia.org/es/personas-mayores-formacion-talleres-presenciales-competencias-digitales