NewsFlash! Video Game and Resource Pack Teacher Notes

Thank you for downloading the resource pack which accompanies the NewsFlash! video game. This document provides a short introduction to the game and the Resource Pack activities.

Aim of the game:

Join Olive, Omar and Newsi as they investigate the disappearance of their teacher, Mr Clark, and tackle the misinformation that is being shared among the students.

Can you help the team to find out the truth and disprove the rumours?

By following your own path, finding clues, interviewing staff and students and researching leads, you and the three friends will disprove the misinformation that is being spread around the school and hopefully find Mr Clark in the process!

The NewsFlash! video game explores the phenomenon of misinformation through the medium of an age-appropriate mystery. Aimed at children and young people between the ages of 8 - 12, it introduces players to some of the tools needed to spot misinformation, both online and in the real world. Full 'gameplay' averages at 7-20 minutes, but can be played for shorter periods - a series of learning tasks and mini-games appear throughout. By completing these tasks and playing the mini-games, as well as having fun, players will learn...

The game allows children and young people to explore the notion of misinformation and 'Fake News' through a relatable and fun narrative. It gives parents and teachers the opportunity to start a discussion about how they experience news, as well as what we mean by facts, opinions, bias and hidden agendas. The game opens up a discussion about how to critically evaluate the things that they see and hear and to develop the skills that they need to distinguish fact from fiction in the modern world.

How to use the Resource Pack:

The Resource Pack contains 5 different themed activity sessions which can be used either as stand-alone activities by parents, carers or teachers, or as a series of lessons. All activities are designed to be used as part of a follow up to playing the game. Each themed activity session comprises of a presentation and accompanying activities for Key Stages 2 and 3.

The activities are organised in the following 'themes':

Activity 1: Exploring Vocabulary

This activity is designed to introduce children and young people to the key vocabulary that they will need to navigate the world of online misinformation. Join Newsi, Olive and Omar as they

explore the key terminology with AJ, the School Librarian, and show what you have learned by matching the words and their definitions with a Word Search or Crossword.

Activity 2: Acting on Misinformation

This activity is designed to introduce children and young people to the consequences of acting on misinformation. KS2 and KS3 versions of this activity are available. Within age appropriate scenarios, we introduce the different agendas that might be in play in the creation of misinformation and why others share it.

Activity 3: Misinformation in the News

This presentation introduces children and young people to the idea that not all news that they see online is always completely true. With AJ, the School Librarian, they will learn that sometimes people fabricate news stories or distort the truth or suit their own agendas. As they explore some online news sites, Olive, Omar and Newsi learn how to spot whether or not a news story is likely to be trustworthy. The accompanying activities allow children to put what they have learnt into practice by identifying some features of trustworthy and untrustworthy news articles and creating their own 'Fake News' article.

Activity 4: Misinformation on the Internet

Activity 4 takes the idea that not all of the news that they come across online is completely true and extends it into other areas of the internet. Through the age-appropriate scenario of researching a school project, Olive, Omar and Newsi once again work with AJ, the School Librarian, to identify which websites are more likely to give them facts and which might contain misinformation. The accompanying activity sees Key Stage 2 spotting and highlighting features of untrustworthy websites and Key Stage 3 creating their own misinformation-filled website.

Activity 5: Identifying Misleading Images

This activity focuses on the idea that photographs can be edited to mislead the viewer. Through a realistic scenario, where the team have to decide whether to share an image that might have been edited to be misleading, children and young people can gather tips on what to look for in a doctored photograph. The accompanying activity will then give children and young people the opportunity to spot whether other images are real or edited and discuss why they have made this judgement.

Let us know how we did

We'd love to know what your class thought of the game. We would be very grateful if you could please take 5 minutes with your class to let us know what you thought of the NewsFlash! Video Game and Resource Pack by getting the children to complete short survey: https://forms.gle/WJYkvekAi45qYyhu7

Thank you very much for playing the NewsFlash! Video Game. If you would like to share your experience on Social Media please use #ImAFactChecker.