

Fact or Fake? Media Literacy Teen Workshop

CBC-led, virtually. Available nationwide.

In an era of viral posts and AI deepfakes, distinguishing fact from fiction is harder than ever. Developed by CBC and MediaSmarts, *Fact or Fake?* is an interactive media literacy workshop designed to give youth the hands-on skills to navigate the digital world with confidence. Through real world examples and live participation, teens will learn how to spot mis- and disinformation. Using 4 actionable methods, teens will build critical thinking skills, learn to recognize digital manipulation, and know when to pause before hitting the share button.

Get ready to host your workshop!

- **Target Audience:** Ages 15-18
- **Duration:** 60 minutes
- **Themes & Key Outcomes:** Spot mis- and disinformation, sharpen critical thinking, and navigate today's digital landscape with confidence.

Hosting Options & Technical Requirements: CBC journalists will deliver this workshop virtually and provide access(links to libraries. Libraries can choose to host this virtual workshop one of three ways:

Option 1: Online Only: Patrons join the virtual workshop independently from home.

- **Requirements:** Participants use their own internet connection and computer/laptop.

Option 2: In-Person: Patrons gather in a designated library space to watch and participate in the virtual workshop together.

- **Requirements:** A library laptop/computer with a reliable internet connection, plus AV equipment (a screen/projector and audio) to broadcast the presentation to the room. Participants do not need individual computers.
- **Staff Role:** Library staff determine the best space for patrons to gather and are welcome to facilitate a follow-up discussion once the 60-minute workshop concludes.

Option 3: Hybrid A combination of Options 1 and 2. Some patrons attend the in-person gathering at the library, while others join remotely from home.

- **Requirements:** Requires the full library AV setup (computer, internet, screen, and audio) for the in-person group. For patrons participating from home, a computer or laptop and an internet connection are needed.