# WHAT ? Media literacy:

To the Media Literacy Expert Group, Media literacy is a "catchy" term related to the ability of **conscious consumption of media**-distributed messages among adults.

It's defined by MLEG as umbrella expression including all:

- technical, cognitive, social, civic and creative capacities that allow a citizen to access the media, have **critical understanding** and **to interact** with it.

All these capacities **enable citizens to participate in economic**, **social** and **cultural aspects** of society and **play active role** in democratic processes.

Adult educators acting on behalf of learners as part of civil society need to learn how to recognise, analyse and explain to their learners key terms and ideas for understanding disinformation with media literacy principles.

#### PROJECT CONSORTIUM:







Asociatia Centrul de Dezvoltare Arad, Romania LABC S.R.L., Italy

CSI Center for Social Innovation ltd, Cyprus







Asociacion Valencia Inno Hub, Spain

E&d Knowledge Konsulting, Ida Portugal Consorzio Materahub Industrie Culturali e Creative, Italy



Stowarzyszenie Centrum Wspierania Edukacji i Przedsiebiorczosci, Poland

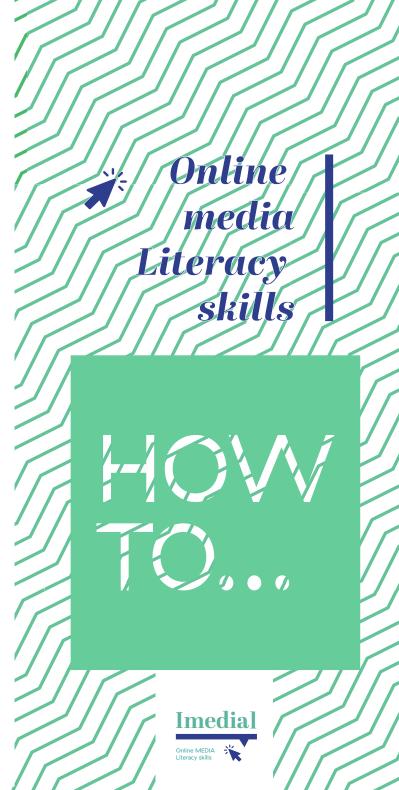
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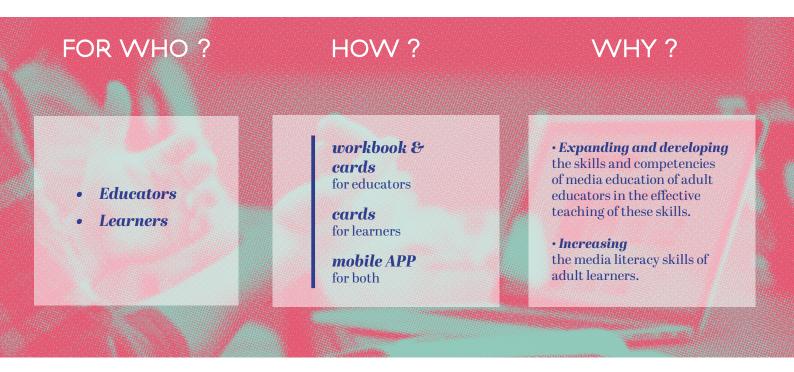


# develop #criticalthinking skills in #media.

There is a "need for strengthening efforts in increasing media literacy at all levels"

MLEG in June 2018

**IMEDIAL PROJECT** Provide educational material to educators.



# Workbook (for educators)

Trainings to teach the "media language":

- methodology, materials, exemples, exercises, tests revealing the techniques used by media creators

#### Focus:

how to allow workshops participants to think critically, to consume e-content in a conscious way, to know strategies and tricks used by media broadcasting services

## Cards (for learners)

The cards will be physical cards containing concrete activities/exercises – instructions for educator.

#### 5 categories:

• ice-breakers, written text analysis, visual content analysis, multimedia content analysis, reflections.

## And the following elements:

• name of the activity, description, tips, duration, Materials needed to implement the activity.

## Mobile APP (for both)

The APP will therefore contain 2 types of cards:

## **Educators cards**

· digital version of cards

## Learners cards

 with materials/resources (pictures, texts, video etc.) to be used during workshops.

Having the IMEDIAL mobile APP will enable adult educators to deliver workshops in a modern way.

