



## Who finds the best examples?

<b>Aim</b>	Find examples on your own mobile phone that illustrate a given term. The aim was to increase understanding of current terms and challenges.
<b>Duration</b>	10-20 min
<b>Number of participants</b>	At least two groups of 2 and one moderator
<b>Difficulty</b>	medium
<b>Conditions</b>	moderator needed, as well as players who have an internet connection on their phone for research
<b>Material</b>	cards with terms, container from which the cards are drawn, at least one smartphone or tablet per team, flipchart or large sheet of paper on which the points are noted, pens or sticker for the points, timer
<b>Preparation</b>	terms according to interests, current challenges or preparing the focal points

**Description**

A moderator is appointed (either the supervisor or a youth). The remaining players are divided into teams of at least 2 persons. Each team chooses a team name, which is written on the flipchart.

The moderator now pulls one of the cards out of a container and reads the term written on it aloud.

After the moderator has read out the term, the teams have 3 minutes to use their smartphones to research a good example of the term on the Internet.

At the end of the time the smartphones are put away and the teams present their found example one after the other. After the presentations are completed, each team can award one point for the best example (the points can only be awarded to other teams and not to their own). The points are marked either with Edding or by stickers next to the team names on the flipchart paper.

Thus the first round ends and the game starts again with another term from the container.

The winner is the team that has collected the most points/stickers at the end of the game.

The terms can be continuously supplemented or expanded by the supervisors, depending on the situation, by topics currently present in the media or important for a special group. This game makes it easier to deal with bullying incidents or the like than in a classic problem discussion.

Possible stumbling block:

The young people may already have used up their data volume and therefore cannot use their smartphone.

The youth centre needs a functioning WLAN access for the players.

Possible terms:

Fake News  
photoshop  
Urban Myths  
Fake Profiles  
Product placement (on YouTube, Facebook etc.)  
Mediation of stereotypical gender roles via the Internet  
Hatespeech  
teaser offers

**Source** Sabrina Widmoser

**Link** <http://peerbox.at/?p=604>