

4 important areas in which media literacy should be promoted among youngsters (searching strategies, evaluating information, manipulation by information, safe in Internet); Formulating those 4 areas and defining the concrete problems is one of the innovative aspects of the project ; Although these problems have been mentioned in some resources, we identify them in relation to the young people and their creativity;

All the 4 areas have been carefully formulated after exploration of a lot of media literacy issues and their importance for the young people and non-formal youth trainings. The partnership has tried to focus on concrete and important areas in order to channel the project output efforts in some concrete materials and tools.

The proposed 4 areas include the following sub-topics:

a. search strategies (including topics like field search, troubleshooting, Boolean logic issues etc.);

b. evaluating information (including critical thinking, ability to scan, ability to read in-depth, rubbish in the information, social networks and ePortfolio);

c. manipulation by information (including shaping of information, monopolist issues, violence of information etc.);

d. safety in Internet (including data sharing issues, communication culture, ePortfolio ownership problems, data privacy, data piracy etc.);

Method and e-game tools for exploring those 4 areas (searching strategies, evaluating information, manipulation by information, safe in Internet);

We are proposing new method and new e-game tools how to train young people during youth exchanges and youth training courses; the method will involve recommendations how to design youth workshops with the help of a blended approach involving E-games, ePortfolio, social networks and face-to-face learning

We will propose a toolkit concerning those 4 areas suitable for youth trainers and youth workers. Such toolkit will be published online and available for free;

The Violence of Information project will present concrete approaches how to use ePortfolio tools and social networks in youth non-formal education. The project will show ways and practical examples how to use different portfolio systems in the youth work and will explore examples of digital portfolio systems suitable for presentation purposes, for communication purposes, for career development or for assessment and self-awareness;

The Work Programme includes not only traditional, but also innovative methods for organization and preparation of events like virtual groups in social networks, gaming groups in online game environments and others.

Last but not least the project will develop a concrete new toolkit including resource www site, 4 games, Manual and data-base that will be available for free for youth workers, trainers and leaders as a tool for their activities. This resource site will be maintained even after the project end on SCAS www servers.