



YOUTH EXCHANGE

#REPRESENTATION MATTERS

GALBIATE (ITALY)

APV: NOVEMBER 1-4, 2021

YE: NOVEMBER 22 - DECEMBER 1, 2021

TOOLKIT

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Co-funded by the
Erasmus+ Programme
of the European Union



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A B O O T T H I S T O O L K I T

This toolkit contains some of the methodologies implemented during the Erasmus+ Youth Exchange "#RepresentationMatters".

In particular, we decided to collect here only the methodologies that were created or modified and that were tested with success during the Youth Exchange.

It is thought as a tool for organisations, trainers, educators and teachers who want to make international and local activities with young people on the following topics:

- Representation of minorities;
- Hate Speech;
- Polarization;
- Story-telling;
- Video-making;
- Team-work.

For a wider understanding of the project and of the general activity flow, instead, you can find more information in the following pages (5-8).

THE PROJECT

The project #RepresentationMatters was a Youth Exchange held in Galbiate (Italy) between November, 22nd and December, 1st 2021.

Its aim was to guide the participants to reflect and discuss the use of stereotypes, prejudices and discrimination in their national media and, more generally, in the European ones.

It focused on media representation of minorities and marginalized groups (highlighting both their good and bad representations) and tried to find solutions on how to respond to this issue in a European context which is increasingly multicultural and transforming day by day.

By looking at Europe, we realized how frequent the media representation of some stereotypes and prejudices about some minorities is, thus invalidating the possibility of creating a European identity truly inclusive and fair.

OBJECTIVES

The main objective of this Youth Exchanges can be summed up as follows:

- Identify and discuss common forms of discrimination, stereotypes and prejudices in the media.
- Raising awareness of ethnic and gender differences.
- Develop knowledge on the topic of Hate Speech and a greater understanding of the impact of representations in the media.
- Promote the development of video-making skills and promote the use of video as a social tool.
- Create useful material for follow-up activities that promote better representations in the communities the participants are from.

T I M E T A B L E

	DAY 1 23/11	DAY 2 24/11	DAY3 25/11	DAY4 26/11	DAY5 27/11	DAY6 28/11	DAY7 29/11	DAY8 30/11
8-9	BREAKFAST							
9:15-9:30	WARM UP							
9:30-11	Name game and Icebreakers	Cultural Lenses	Workshop about Hate speech	Why Representation Matters? Discussion and research in groups	Development of the ideas of the videos Short training about video-making	Tips on video-editing Video-editing session	Departure to Milan	Toolbox development + Dissemination Strategy
11:11:30	COFFEE BREAK							
11:30 - 12:15	Questionnaire Visit to the accommodation Rules of the accommodation	Cooperation Game	Workshop on Polarization	Why Representation Matters? Presentation of the results of the analysis	Recording of the videos	Video-editing session	Free time in Milan	Youthpass Delivery
12:15-13:00	Icebreaker/ Teambuilding							
13-14	LUNCH							
14-15	FREE TIME							
15-15:15	WARM UP							
15:15 - 16:45	Team building	Youthpass Islands	Presentation of the national situations concerning representation of minorities	Workshop on Story-telling	Recording of the videos	Final check of the works	Preparation of the presentation	Evaluation and Questionnaire
16:45 -17:15	COFFEE BREAK							
17:15-18:45	Fears, Contributions, Expectations Social Contract	Workshop on Empathy	The danger of the one side story	Division in groups	Final check of the recorded videos	Preparation of the presentation of the day after	Presentation of the project and projection of the videos	Closing Rituals
18:45 - 19:15	REFLECTION GROUPS							
19:15 - 19:45	LEADERS' MEETING							
20-21								
21-	Activity managed by the staff		Intercultural evening		Intercultural Evening			Farewell party

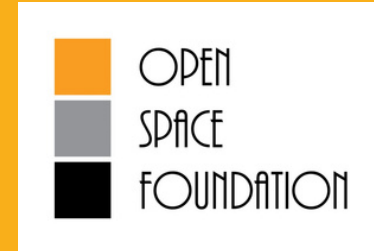
PARTNERS

THE PROJECT INVOLVED 6 ORGANISATIONS:



NO BORDERS MILANO
ITALY

<https://associazionenoborders.org>



OPEN SPACE FOUNDATION
BULGARIA

www.openspacebg.com/eng/



OIVANKI KUUSAMO
FINLAND

www.oivanki.fi/home/



DOPE - DREAMING OPENLY
GERMANY

[Facebook_page](#)



MAIS CIDADANIA
PORTUGAL

www.maiscidadania.pt



A.T.I.C.
ROMANIA

[Facebook_page](#)

ACTIVITIES

COOPERATION GAME

DURATION

90-120 MINUTES

SPACE

INDOOR OR OUTDOOR SPACE. IN OUR CASE, WE USED BOTH

GROUP SIZE

MINIMUM 18, MAX 60 PEOPLE

OBJECTIVES

- FOSTER COOPERATION INSIDE THE GROUP, WITH THE AIM OF TEAM-BUILDING;
- REFLECT ON THE ELEMENTS THAT MAKE COOPERATION EFFECTIVE;
- CREATE A LIST OF PRINCIPLES TO BE FOLLOWED TO ENSURE A BETTER COOPERATION DURING THE FOLLOWING ACTIVITIES.
- DEVELOP SOFT SKILLS SUCH AS: COMMUNICATION, PROBLEM SOLVING, CREATIVITY, LISTENING.

MATERIALS

- FOR THE FIRST PHASE: FLIPCHART, MARKERS.
- FOR "TREASURE BOX": ROPES, WOODEN BOXES
- FOR "DESERT TRAIL": ROPES OR BALL OF YARN, MASK FOR THE EYES, GEOMETRICAL SHAPES PRINTED ON A PAPER
- FOR "CHAIR RACE": CHAIRS OR LEMONADE BOXES (1 PER PARTICIPANT), PAPER TAPE

INSTRUCTIONS STEP BY STEP

THIS ACTIVITY IS DIVIDED IN 3 PHASES. DURING THE FIRST PHASE (15 MINUTES), THE FACILITATOR INVITES PARTICIPANTS TO LIST THE ELEMENTS THAT, IN THEIR OPINION, MAKE TEAM-WORK EFFECTIVE. THE FACILITATOR WRITES THE WORDS ON A FLIPCHART. WHEN THE GROUP IS SATISFIED WITH THE LIST, THE FACILITATOR INTRODUCES THE NEXT STEPS.

THE GROUP IS RANDOMLY DIVIDED IN 3 GROUPS, WITH APPROXIMATELY THE SAME AMOUNT OF PARTICIPANTS. PARTICIPANTS ARE TOLD THAT THEY WILL GO THROUGH 3 ACTIVITIES, FOLLOWING A SPECIFIC ORDER. EACH ACTIVITY WILL LAST 20 MINUTES.

EACH STATION/ACTIVITY WILL BE MANAGED BY A RESPONSIBLE. THEREFORE, AGREE WITH THE LEADERS ON WHOM WILL TAKE CARE OF EACH ACTIVITY AND TRAIN THEM IN ADVANCE ABOUT THEIR TASK.

COOPERATION GAME

INSTRUCTIONS STEP BY STEP

DURING THE SECOND PHASE, PARTICIPANTS WILL GO THROUGH THE 3 ACTIVITIES. EACH ACTIVITY TAKES 20 MINUTES. AFTER THAT TIME, THEY WILL MOVE TO A NEW ACTIVITY. :

TREASURE BOX

A WOODEN OR PLASTIC BOX WILL BE PLACED IN THE MIDDLE OF A FICTIONAL CIRCLE, THAT THE PARTICIPANTS WILL KNOW AS A FROZENLAKE. THEY WILL BE INSTRUCTED TO LIFT THE BOX USING TWO DIFFERENT ROPES, WITHOUT WALKING ON THE "FROZEN LAKE", THEY WILL HAVE TO TEAM UP AND FIND THE BEST WAY TO CREATE LEVERAGE ON THE BOX AND BE ABLE TO LIFT IT.

BONUS: THIS GAME CAN BE DONE AS A SORT OF CHALLENGE, IN CASE OF MULTIPLE GROUPS: HERE, THE EXTRA LESSON IS TO BE ABLE TO TEAM UP WHILE ALSO TAKING FAST DECISIONS TO ENSURE THE GROUP VICTORY

DESERT TRAIL

THE GROUPS WILL CREATE A CIRCLE, AND THE FACILITATOR WILL EXPLAIN THAT THE PARTICIPANTS WILL HAVE 20 MINUTES TO CREATE AS MANY GEOMETRICAL SHAPES AS POSSIBLE BY HOLDING A ROPE AND USING THEIR BODIES AS ANGLES. THE FACILITATOR WILL SHOW THE FIRST ONE, THEN THE GROUP WILL BE BLINDFOLDED AND, ONLY AFTER THAT, THEY WILL BE ABLE TO TALK TO EACH OTHER. A DISCUSSION BETWEEN THE PARTICIPANTS WILL FOLLOW AND, WHEN THEY THINK THEY ARE READY TO PRESENT THEIR SHAPE, THEY WILL ASK THE FACILITATOR TO EVALUATE AND THEY WILL DECIDE WHETHER TO GO ON WITH THE NEXT SHAPE OR NOT.

BONUS: THE FACILITATOR CAN DECIDE WHETHER THEY WANT TO START FROM A RELATIVELY SIMPLE SHAPE (E.G. A RECTANGLE) TO WARM UP THE GROUP OR FROM A MORE COMPLICATED ONE (E.G. A FIVE- POINTED STAR FOR 12 PARTICIPANTS) TO TEST THEIR SKILLS, SHOULD THEY HAVE ALREADY COMPLETED THE OTHER TASK OR IF THEY GROUP HAS GOOD CHEMISTRY. THIS DEPENDS AND WILL BE EVALUATED BY THE FACILITATOR ACCORDING TO THE NEEDS OF THE GROUP.

CHAIR RACE

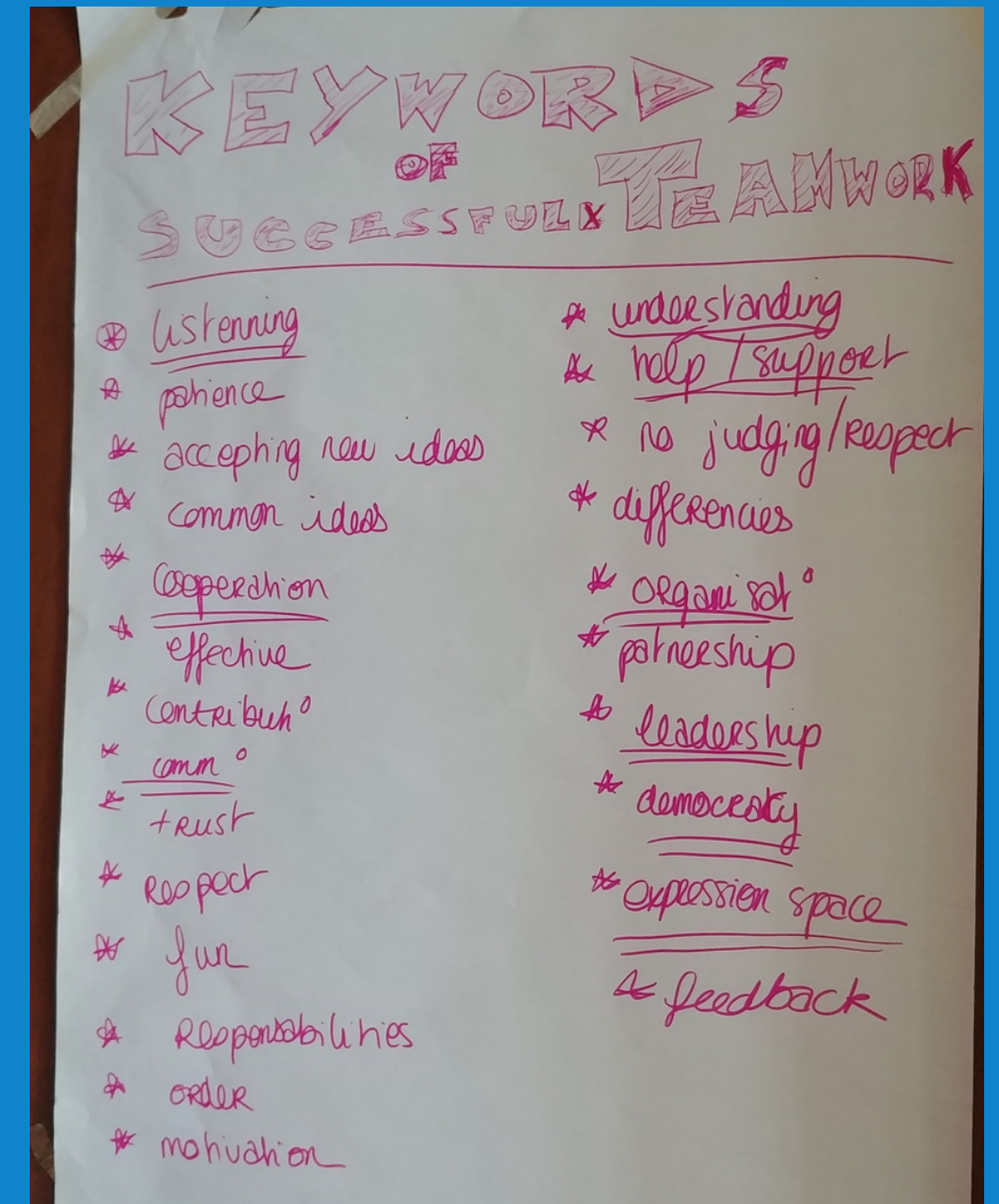
THE FACILITATOR WILL PUT AS MANY CHAIRS (OR LEMONADE BOXES) AS THE AMOUNT OF PARTICIPANTS IN 2 PARALLEL LINES. PARTICIPANTS SIT DOWN ON THE CHAIR. ON THE OPPOSITE SIDE OF THE ROOM, THE FACILITATOR PUTS A LINE OF TAPE, THAT WILL BE THE END-LINE. PARTICIPANTS ARE DIVIDED IN 2 TEAMS AND ARE TOLD THAT THEY HAVE TO COMPETE AND FIND A WAY TO REACH THE END-LINE, WITHOUT TOUCHING THE FLOOR. EACH CHAIR SHOULD ALWAYS BE TOUCHED BY SOMEBODY (WITH WHATEVER PART OF THE BODY. IF A CHAIR IS LEFT EMPTY, IT WILL BE LOST BY THE TEAM. THE WINNING TEAM IS THE ONE REACHING THE END-LINE FIRST.

BONUS: YOU CAN ALSO CONSIDER TO DIVIDE THE GAME IN DIFFERENT ROUNDS. ONE ROUND COULD BE BASED ON THE COOPERATION OF THE WHOLE GROUP, WHILE ANOTHER CAN BE BASED ON THE COMPETITION BETWEEN 2 TEAMS.

COOPERATION GAME

INSTRUCTIONS STEP BY STEP

DURING THE THIRD PHASE (15-30 MINUTES), PARTICIPANTS MEET AGAIN ALL TOGETHER. THE FACILITATOR WILL INVITE THEM TO RE-DISCUSS THE ELEMENTS FOR AN EFFECTIVE COOPERATION. IF THEY WANT, THEY CAN ADD NEW WORDS. THEY WILL DISCUSS ABOUT THE ACTIVITY AND ABOUT HOW AND IF THEY MANAGED TO PUT IN PRACTICE THE ELEMENTS FOR TEAM-WORK. THE FACILITATOR WILL LEAD THE DEBRIEFING, ASKING QUESTIONS ALSO ABOUT HOW THEY MANAGED THE TASKS AND THE ROLE THAT EACH PARTICIPANTS HAD IN IT.



UNFOUNDED

DURATION

90 - 120 MINUTES

SPACE

INDOOR OR OUTDOOR.

GROUP SIZE

MINIMUM 18, NO MAXIMUM (BUT, IF THE GROUP IS LARGER THAN 30 PEOPLE, CONSIDER A LONGER TIME FOR THE DEBRIEFING).

OBJECTIVES

- EXPERIENCE A SITUATION OF DISCRIMINATION
- REFLECT ON THEIR OWN RELATIONSHIP WITH DIVERSITY AND HATE SPEECH
- LEARN MORE ABOUT THE CONCEPT OF HATE SPEECH AND ABOUT THE PYRAMID OF HATE

MATERIALS

ROLE CARDS (SEE APPENDIX 1), CHAIRS, CANDIES, ROPES, TAPE, BEDSHEETS, OR OTHER MATERIAL, ACCORDING TO THE TASK THAT YOU WILL DECIDE TO GIVE THEM (SEE BELOW).
A COPY OF THE PYRAMID OF HATE AND OTHER INFORMATION ABOUT HATE SPEECH ON A FLIPCHART, TO BE USED DURING THE THEORETICAL PHASE.

INSTRUCTIONS STEP BY STEP

ENERGIZER (15 MINUTES):

PARTICIPANTS STAND UP AND FORM A VERY CLOSE GROUP OF PEOPLE. THE FACILITATOR READS SOME CRITERIA TO DIVIDE THEM. ONCE THEY ARE DIVIDED FROM SOMEBODY, THEY CANNOT JOIN THAT PERSON ANYMORE. THE GAME ENDS WHEN ALL THE PARTICIPANTS ARE ALONE.

EXAMPLES OF POSSIBLE CRITERIA (ADAPT IT TO THE FEATURES OF YOUR TEAM) :

- GENDER
- NATIONALITY
- AGE (UNDER - OVER 20)
- BROWN EYES
- CURLY HAIR
- HAVE SIBLINGS
- WEAR A JUMPER
- DO NOT EAT MEAT
- HAVE AN ALLERGY

UNFAIRGROUND

INSTRUCTIONS STEP BY STEP

FACILITATION SUGGESTIONS: THIS ENERGIZER IS QUITE HELPFUL FOR THE PARTICIPANT TO UNDERSTAND HOW DISCRIMINATION WORKS AND THAT EVERYONE COULD BE DISCRIMINATED BASED ON ACTUALLY ANY GIVEN CRITERIA. THIS GAME IS USEFUL TO HELP THE PARTICIPANTS GET IN THE RIGHT MINDSET FOR THE WORKSHOP TO FOLLOW.

GAME "UNFAIRGROUND" (90')

1ST PART (30')

PARTICIPANTS GO BACK IN THE CIRCLE AND RECEIVE A PAPER WITH A ROLE TO PLAY (SEE APPENDIX 1). THEY SHOULD READ THE PAPER AND KEEP IT SECRET, WHILE ALSO TRYING TO THINK HOW THEY CAN BETTER ACT OUT THE CHARACTERISTICS THEY WERE GIVEN. IN THE MEANTIME, THE FACILITATOR WILL INTRODUCE THE TASK TO DO: E.G. BUILDING A STRUCTURE WITH SOME GIVEN TOOLS, BUT IT COULD ACTUALLY BE ANY TASK THAT IS FEASIBLE IN THAT MOMENT AND IN THAT LOCATION.

THE GOAL WILL BE TO COMPLETE THE TASK WHILE ALSO COMPLYING TO THE GIVEN ROLE. IT WILL PROVE TO BE IMPOSSIBLE SINCE A TOXIC ENVIRONMENT WILL MOST LIKELY BE CREATED.

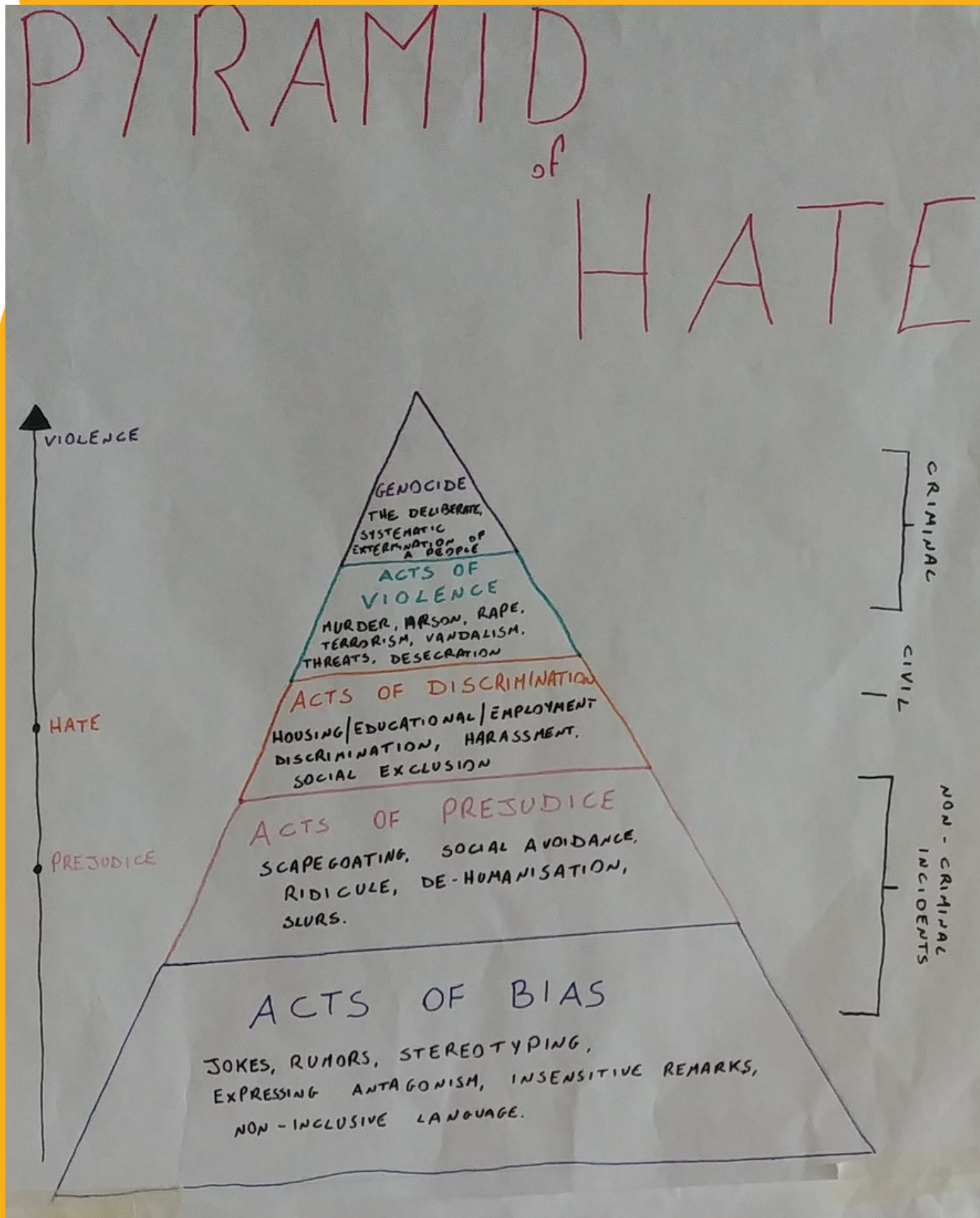
DEBRIEFING (30')

PARTICIPANTS REVEAL THEIR ROLES. THE FACILITATOR LEADS A DISCUSSION ABOUT HOW THEY FELT AND IF/HOW THEY MEDIATED CONFLICTS. THEY WILL ALSO DISCUSS THE ENERGIZER.

THEORETICAL PART (30')

THE CONCEPT OF HATE SPEECH AND THE PYRAMID OF HATE WILL BE INTRODUCED, EXAMPLES AND ASKING EXAMPLES TO THE PARTICIPANTS.

UNFOUNDED



HATE SPEECH

All forms of expression that spread, incite, promote or attempt to justify any form of hatred, stereotyping or discrimination. [Council of Europe, 1997]

HATEFUL BEHAVIOUR

Any action, up to and including violence, that is based on intolerance, prejudice and bias towards a person's (presumed) identity/group membership.

FREEDOM OF EXPRESSION VS

HATE SPEECH

ART. 10 ECHR:

EVERYONE HAS THE RIGHT TO FREEDOM OF EXPRESSION. THIS RIGHT SHALL INCLUDE FREEDOM TO HOLD OPINIONS AND RECEIVE INFORMATION AND IDEAS WITHOUT INTERFERENCE BY PUBLIC AUTHORITY AND REGARDLESS OF FRONTIERS.

ART 17 ECHR:

NOTHING IN THIS CONVENTION MAY BE INTERPRETED AS IMPLYING FOR ANY STATE, GROUP OR PERSON ANY RIGHT TO ENGAGE IN ANY ACTIVITY OR PERFORM ANY ACT AIMED AT THE DESTRUCTION OF ANY OF THE PREVIOUS RIGHTS AND FREEDOMS.

W O R K S H O P E M P A T H Y

DURATION

90 - 120 MINUTES

SPACE

INDOOR OR OUTDOOR. THE PLACE SHOULD BE BIG ENOUGH TO HOST A CIRCLE OF CHAIRS IN WHICH EVERY PARTICIPANT CAN SIT.

GROUP SIZE

THERE IS NOT A MINIMUM OR MAXIMUM. IDEALLY, CONSIDER GROUPS BETWEEN 20 AND 35 PARTICIPANTS.

OBJECTIVES

- CREATE A DEEPER UNDERSTANDING AMONG THE PARTICIPANTS
- SHARING THEIR OWN DIFFICULTIES
- LEARN MORE ABOUT EMPATHY

MATERIALS

1 BALL; TISSUES (IN CASE SOMEONE CRIES).

INSTRUCTIONS STEP BY STEP

THIS ACTIVITY CAN BE VERY EMOTIONAL FOR SOME PARTICIPANTS. THEREFORE, IN CASE YOU DECIDE TO DO IT, CONSIDER THE POSSIBILITY TO HAVE PRIVATE DISCUSSION WITH SOME PARTICIPANTS AFTER THE ACTIVITY, IN CASE THEY NEED IT.

ENERGIZER: ROCK, PAPER, SCISSORS TRAIN (10-15 MINUTES)

EVERYONE STARTS IN PAIRS IN ORDER TO PLAY RPS. WHOEVER LOSES HAS TO GET ON THE WINNER'S BACK TO IMITATE A TRAIN BY PUTTING THEIR HANDS ON THE WINNER'S SHOULDERS. ONLY THE FIRST PERSON IN LINE PLAYS RPS.

THIS WILL CONTINUE UNTIL THERE ARE ONLY TWO TRAINS LEFT TO CONFRONT EACH OTHER FOR A FINAL ROUND.

THE SHARING GAME (50-60 MINUTES)

THE PARTICIPANTS ARE GATHERED IN A CIRCLE. THEN, THE FACILITATOR WILL EXPLAIN THE ACTIVITY AND INVITE THE PARTICIPANTS TO SHARE THEIR ANSWERS FOR THE FOLLOWING:

"WHAT BARRIERS/DIFFICULTIES HAVE YOU ENCOUNTERED IN YOUR LIFE? DO YOU STILL STRUGGLE WITH THEM? IF YOU MANAGED TO OVERCOME THEM, HOW DID YOU DO IT?"

WORKSHOP ON EMPATHY

INSTRUCTIONS STEP BY STEP

A BALL WILL BE USED IN ORDER TO ALLOW THE HOLDER TO SPEAK, AND ONLY THE PERSON HOLDING THE BALL MAY SPEAK. ONCE A PERSON IS DONE WITH THE SHARING, THEY CAN PASS THE BALL TO ANOTHER PERSON.

DEBRIEFING (30 MINUTES):

AFTER THE SHARING GAME IS DONE, PARTICIPANTS WILL BE ASKED TO SHARE HOW THEY ARE FEELING AT THE MOMENT. THEN, A CONVERSATION ABOUT WHAT EMPATHY IS, WHY IT MATTERS AND WHAT IS ITS ROLE IN THE TOPIC OF REPRESENTATION WILL FOLLOW.



WORKSHOP ON POLARIZATION

DURATION

90 - 120 MINUTES

SPACE

INDOOR OR OUTDOOR. IT IS BETTER TO HAVE TABLES WHERE PARTICIPANTS, IN SMALL GROUPS, CAN MEET AND DISCUSS.

GROUP SIZE

MINIMUM 16, NO MAXIMUM (BUT, IF THE GROUP IS LARGER THAN 30 PEOPLE, CONSIDER A LONGER TIME FOR THE DEBRIEFING).

OBJECTIVES

- HAVE A BETTER UNDERSTANDING OF THE TOPIC OF POLARIZATION
- MAKE EXPERIENCE OF ANALYZING THINGS FROM OPPOSITE POINTS OF VIEW.

MATERIALS

PRINTED TWITTER POSTS OR ARTICLES (SEE APPENDIX 2). FLIPCHART AND GRAPHICS TO INTRODUCE THE TOPIC OF POLITICAL POLARIZATION. WE SUGGEST TO STUDY THE TOPIC, BEFORE FACILITATING THIS SESSION.

INSTRUCTIONS STEP BY STEP

THE PARTICIPANTS ARE DIVIDED INTO GROUPS (5-7 PEOPLE PER GROUP) AND EACH GROUP RECEIVES A TWEET (OR ARTICLE) ABOUT A CURRENT POLARIZING ISSUE [SEE ANNEX]. THE PARTICIPANTS NEED TO PUT THEMSELVES INTO THE SHOES OF EACH SIDE OF THE POLARIZING ISSUE AND IMAGINE WHAT LEADS TO THESE OPINIONS BEING FORMULATED.

1. GROUPS READ THE TWEET AND ANALYZE IT. (15MIN)
 - WHAT'S THE POLARIZING ISSUE ADDRESSED? (PHRASE IT)
 - WHAT'S THE POSITION OF THE AUTHOR ABOUT THIS ISSUE?
 - WHAT ARE THE ARGUMENTATIONS OF THE AUTHOR?
 - WHO IS THE AUTHOR?
2. THE GROUPS DISCUSS AND FIND 3 KEY POINTS OF EACH POLAR SIDE. (15MIN)
3. THE GROUPS INTRODUCE THEIR ARTICLE IN PLENARY BY SUMMARIZING THE ARTICLE, PHRASE THE ISSUE AT HAND AND BRING OUT THE 3 KEY ASPECTS OF EACH SIDE. (~3 MIN PER GROUP > 30MIN)

WORKSHOP POLARIZATION

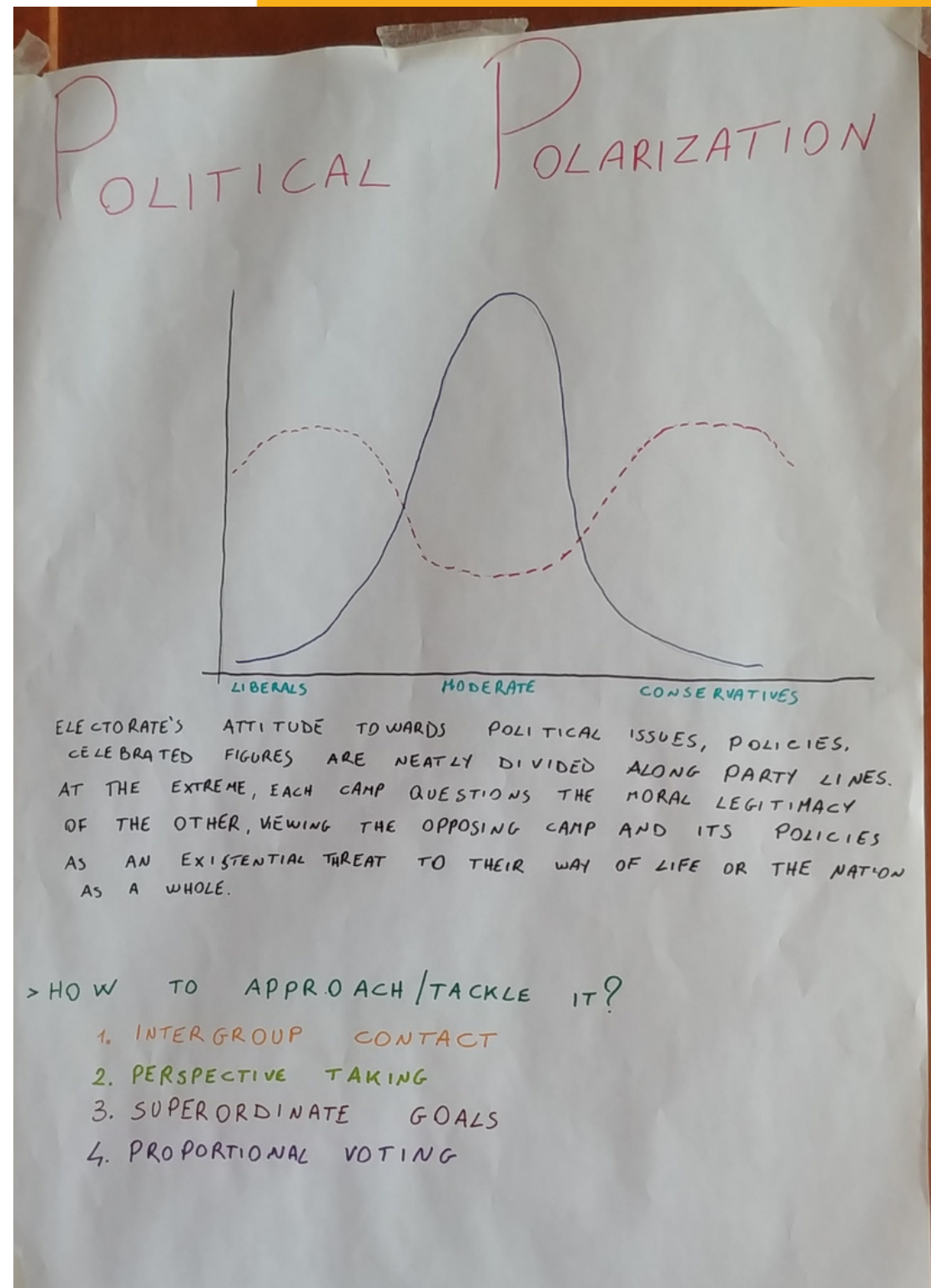
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WHY REPRESENTATION MATTERS?

DURATION

180 MINUTES

SPACE

INDOOR OR OUTDOOR. YOU WILL NEED TABLES AND CHAIRS.

GROUP SIZE

MINIMUM 20, MAXIMUM 40

OBJECTIVES

- WIDEN KNOWLEDGE ABOUT THE TOPIC OF REPRESENTATION
- SHARE INFORMATION ABOUT REPRESENTATION OF MINORITIES IN DIFFERENT COUNTRIES
- ANALYSE THE EVOLUTION OF REPRESENTATION, COMPARING OLD AND NEW MEDIA

MATERIALS

STATIONARY, ANYTHING THEY CAN USE TO CREATE THEIR PRESENTATION, LAPTOPS AND SMARTPHONES WITH A GOOD INTERNET CONNECTION.

INSTRUCTIONS STEP BY STEP

THIS IS A TWO-PHASE WORKSHOP THAT TAKES A FULL MORNING. THE PARTICIPANTS ARE DIVIDED INTO 4 SMALLER GROUPS, FOCUSING ON AN AREA OF THEIR INTEREST. YOU CAN DECIDE IF TO DIVIDE THEM RANDOMLY OR TO LET THEM CHOOSE THE TOPIC. TRY TO HAVE GROUPS MORE OR LESS OF THE SAME SIZE.

THE AREAS ARE THE FOLLOWING:

- GOOD REPRESENTATION OF MINORITIES IN TRADITIONAL MEDIA;
- GOOD REPRESENTATION OF MINORITIES IN NEW MEDIA;
- BAD REPRESENTATION OF MINORITIES IN TRADITIONAL MEDIA;
- BAD REPRESENTATION OF MINORITIES IN NEW MEDIA.

NOTE: WHERE TO DRAW THE LINE BETWEEN TRADITIONAL AND NEW MEDIA?

WE APPLIED THIS DIVISION:

MOVIES, BOOKS, NEWSPAPER → TRADITIONAL MEDIA

TV SHOWS, VIDEOGAMES, SOCIAL MEDIA → NEW MEDIA

WHY REPRESENTATION MATTERS?

INSTRUCTIONS STEP BY STEP

IN THEIR GROUPS, PARTICIPANTS WILL HAVE TO RESEARCH ON THEIR TOPIC. THEY WILL CREATE A PRESENTATION (THEY CAN DECIDE ON WHATEVER METHOD THEY DEEM APPROPRIATE TO EXPRESS THE CREATIVITY OF THE WHOLE GROUP) AND SHARE IT TO THE OTHERS AFTER 2 HOURS.

EACH GROUP WILL EACH HAVE 10 MINUTES TO PRESENT THEIR IDEAS AND WILL HAVE EXTRA TIME TO ANSWER QUESTIONS FROM THE AUDIENCE.

FACILITATION SUGGESTIONS: THE TIMING (BOTH FOR THE RESEARCH AND FOR THE PRESENTATIONS) CAN BE ADJUSTED ACCORDING TO THE NEEDS OF THE GROUP.



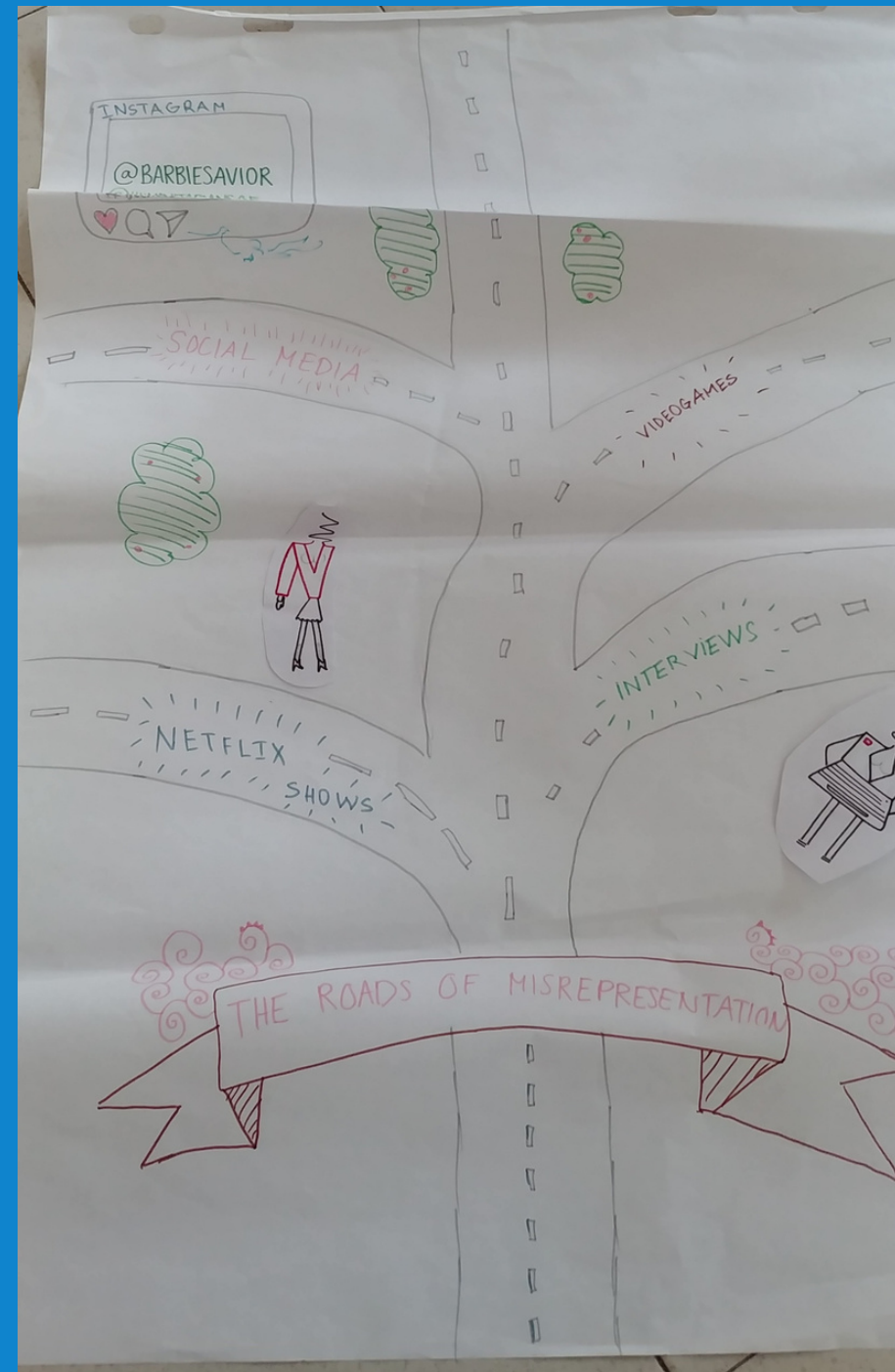
WHY WE PRESENTATION MATTERS?

Good Representation in new media

INSTAGRAM:
 PAGE: HYPEReducation
 "RACISM ISN'T OVER BUT I'M OVER RACISM"
 YOUTUBE: @Molly Burke
 "5 Things all sighted people should know about blindness"
 → EDUCATING THROUGH EXPERIENCE

Instagram: Donna che conta
 It's empowering and encouraging women to reach their goals by sharing women's success stories. It promotes positive feminism without hate speech against men.

YOUTUBE:
 • TED TALKS
 "WHAT ARE MINORITY RIGHTS?" FROM ECMI FLENSBURG
 • CHANNEL: IN A NUTSHELL
Blog:
 • Black Millennial Blog
 Los Angeles, California, US.
 Bavitly is a tech company for forward thinking Black millennials pushing the boundaries of culture and the status quo.



(ACTUAL) VIDEO PROJECTION: 25' (60' total, 45' remaining)

35'

PRESENTATION OF THE PROJECT (HUGO DENISA B. EKKA)

PRESENTATION OF SINGLE VIDEOS (5' x 5' = 10')

PRESENTATION E+

- BOARD: PETER + HUGO
- SIX IN A LINE: NO REAR
- CLAREAR: RABU
- METAMORPHOSIS: JOHANAL
- CLUB SOCIAL: VERA

MAIN TOPIC (WHY?)
 INTRODUCTION OF THE TEAM
 GOALS
 TARGET GROUP

Metamorphosis production

love / thought / the back

phoenia / leppakerttu

love	love	love	love
love	love	love	love
love	love	love	love
love	love	love	love

ndence / not + the bands

D A N G E R O F A S I N G L E S T O R Y

DURATION

90 - 100 MINUTES

SPACE

INDOOR AND/OR OUTDOOR. YOU NEED ENOUGH SPACE TO PUT ALL THE PARTICIPANTS IN A LINE. FURTHERMORE, YOU NEED GOOD LIGHT CONDITIONS TO PROJECT A VIDEO.

GROUP SIZE

MINIMUM 16, NO MAXIMUM (BUT, IF THE GROUP IS LARGER THAN 30 PEOPLE, CONSIDER A LONGER TIME FOR THE DEBRIEFING).

OBJECTIVES

- ADDRESS THE TOPIC OF SINGLE STORY AND MIS-REPRESENTATION OF MINORITIES
- DEBATE ABOUT CONTROVERSIAL TOPICS INSIDE THE GROUP
- GO DEEPER INTO THE TOPIC OF STEREOTYPES AND SELF-REFLECT ON IT

MATERIALS

PAPER, MARKERS, PAPER TAPE, STICKY NOTES, FLIPCHART, PROJECTOR AND SPEAKERS.

INSTRUCTIONS STEP BY STEP

1- BAROMETER GAME (50-60 MINUTES):

PARTICIPANTS WILL FORM A LINE. THE FACILITATORS WILL READ A STATEMENT (LISTED BELOW) AND THE PARTICIPANTS WILL HAVE TO TAKE A STAND BETWEEN AGREE - MOVING TO THE RIGHT OF THE LINE - AND DISAGREE - MOVING LEFT OF THE LINE. A DISCUSSION BETWEEN PARTICIPANTS MAY FOLLOW AS TO WHY THEY DECIDED TO MOVE TO THAT SPECIFIC POSITION. THEN THEY GO BACK IN THE INITIAL LINE AND TAKE A STAND ACCORDING TO THE FOLLOWING STATEMENT.

EXAMPLE OF STATEMENTS:

- THERE ARE SOME USEFUL PREJUDICES
- I HAVE MY RIGHT TO HAVE PREJUDICES
- I DO NOT HAVE PREJUDICES
- PREJUDICES ALWAYS LEAD DO DISCRIMINATION
- AFRICA IS THE POOREST CONTINENT
- LGBT ARE SEEKING ATTENTION
- ROMAS ARE NOT FULLY EDUCATED
- MUSLIM WOMEN MUST WEAR THEIR HIJAB
- WOMEN DO NOT NEED TO FIND A JOB
- HOMOSEXUAL COUPLES SHOULD NOT BE ABLE TO ADOPT CHILDREN

STORY TELLING

DURATION

120 MINUTES. YOU CAN ALSO MAKE IT LONGER, ESPECIALLY IF YOUR MEETING FOCUSES ON STORY-TELLING, LETTING PARTICIPANTS RE-TELL THE STORY FOLLOWING THE DIFFERENT MODELS.

SPACE

INDOOR OR OUTDOOR

GROUP SIZE

MINIMUM 16, NO MAXIMUM (BUT IF THE GROUP IS LARGER THAN 40, CONSIDER MORE TIME FOR THIS WORKSHOP).

OBJECTIVES

- LEARN MORE ABOUT DIFFERENT STORY-TELLING MODELS

MATERIALS

ROPE, FLIPCHART, MARKER, A COPY OF A STORY (WE USED A SUMMIRIZED VERSION OF A CHRISTMAS CAROL BY CHARLES DICKENS), PRESENTATION OF DIFFERENT STORY-TELLING MODELS (SEE BELOW).

INSTRUCTIONS STEP BY STEP

1- CHALLENGE (30 MINUTES)

CREATE A CHALLENGING ACTIVITY FOR THE PARTICIPANTS. IN OUR CASE, WE DIVIDED THEM IN 2 GROUPS. EACH GROUP HAD A ROPE. THEIR TASK WAS TO FIND A WAY TO MAKE EVERYONE JUMP THE ROPE, WITHOUT THE POSSIBILITY TO STOP THE MOVEMENT OF THE ROPE. WE GAVE THEM 20 MINUTES TO SET A STRATEGY AND PRACTICE. AFTER, WE ASKED THEM TO SHOW THE RESULT. IF THEY DO NOT MANAGE TO SUCCESS, IT IS NOT A PROBLEM, SINCE THIS IS NOT THE POINT OF THE WORKSHOP.

2- INTRODUCTION TO STORYTELLING TEMPLATE (20 MINUTES)

ON A FLIPCHART, DRAW THE STORY-TELLING TEMPLATE (SEE APPENDIX 3A). DIVIDE PARTICIPANTS IN GROUPS OF 4-5 PEOPLE AND GIVE EACH GROUP A STORY. FOR EXAMPLE WE USED A SUMMARIZED VERSION OF "A CHRISTMAS CAROL" BY CHARLES DICKENS. CUT IN SEVERAL PIECES OF PAPER. INTRODUCE THE MAIN PARTS OF THE TEMPLATE AND GIVE PARTICIPANTS 10 MINUTES TO PLACE THE PIECES OF STORY THEY HAVE IN THE RIGHT POINT. DISCUSS AND COMMENT THE RESULT.

STORYTELLING

INSTRUCTIONS STEP BY STEP

3- EXPERIMENT OF STORYTELLING (30 MINUTES)

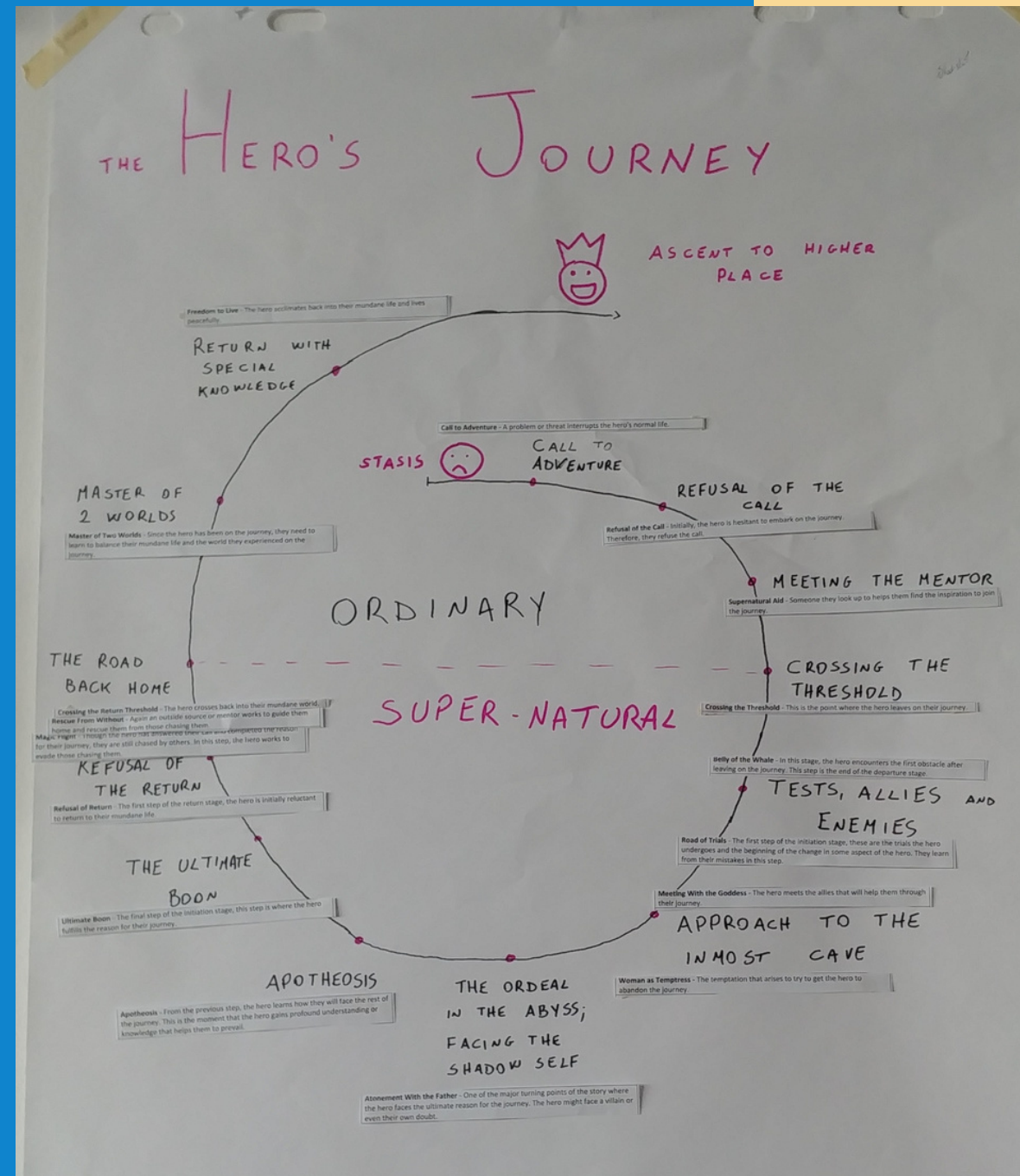
ASK PARTICIPANTS TO GO BACK IN THE "CHALLENGE GROUP". GIVE THEM 15-20 MINUTES TO TRY TO TELL THE STORY OF THEIR CHALLENGE, USING THE STRUCTURE OF THE STORYTELLING TEMPLATE YOU SHOWED. AFTER THAT, EACH GROUP WILL READ THE STORY TO THE OTHERS.

4- INTRODUCTION TO OTHER STORYTELLING MODELS (40 MINUTES)

YOU CAN INTRODUCE OTHER STORYTELLING MODELS AND TEMPLATES. IN OUR CASE, WE DECIDED TO FOCUS ON 2 MAIN MODELS:

- THE "PIXAR MODEL" (APPENDIX 3C)
- THE "HERO'S JOURNEY" MODEL (APPENDIX 3D).

TRY TO KEEP THE PRESENTATION AS INTERACTIVE AS POSSIBLE, ASKING PARTICIPANTS FOR EXAMPLE OR ASKING THEM TO RE-STRUCTURE THEIR STORY USING THESE NEW MODELS.



CREATING THE VIDEOS OF THE

WE USED THE KNOWLEDGE GATHERED IN THE PREVIOUS DAYS ON HOW MINORITIES ARE TREATED AND HOW TO TACKLE SUCH A SENSITIVE TOPIC, TO THINK AND CREATE SOME VIDEOS ON TOPICS THE PARTICIPANTS FELT CLOSE TO THEM.

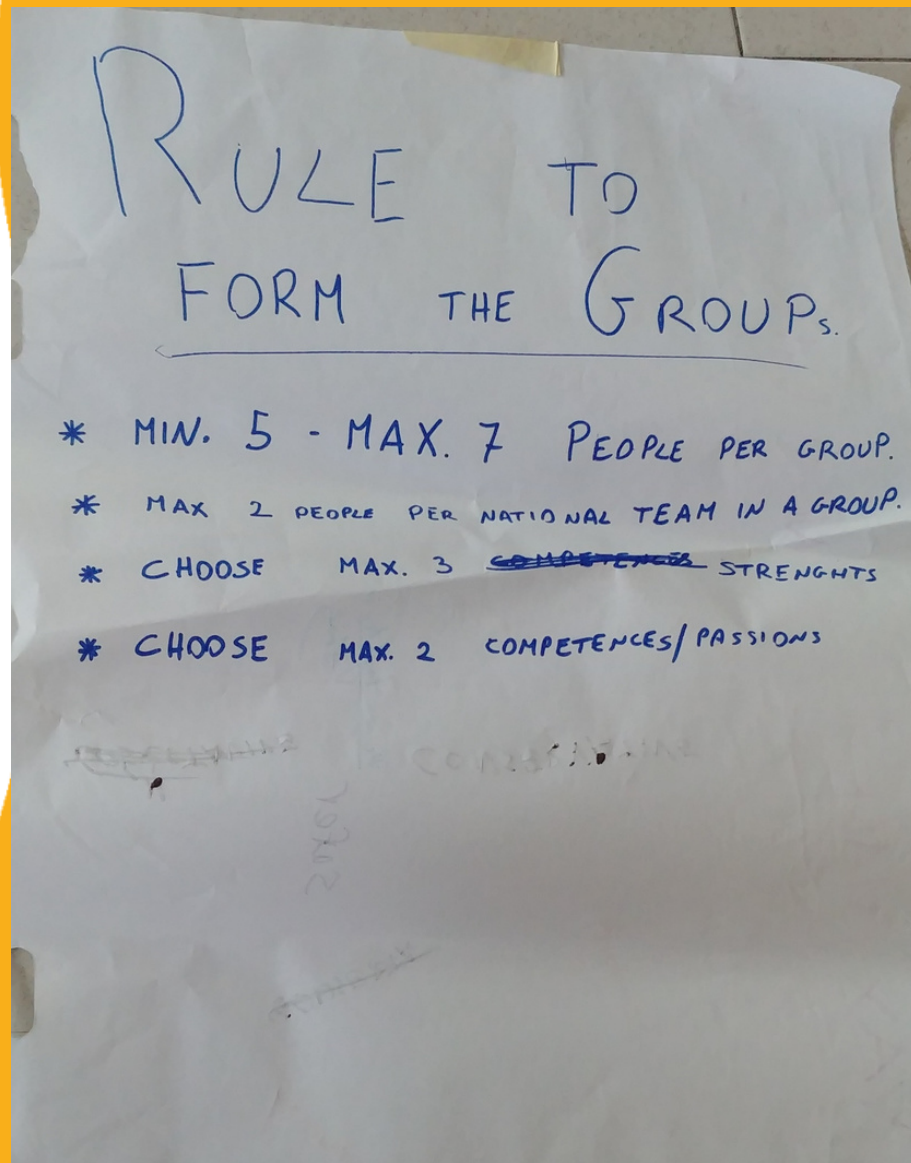
THIS PART OF THE YOUTH EXCHANGE WAS DIVIDED IN 9 SESSIONS AND CONSISTED OF TRAINING ACTIVITIES AND SELF-MANAGED SESSIONS, IN WHICH PARTICIPANTS RECORDED AND THEN EDITED THEIR VIDEOS.

1. DIVISION IN GROUPS

DURATION	90 MINUTES
SPACE	INDOOR AND OUTDOOR.
GROUP SIZE	MINIMUM 16 - NO MAXIMUM
OBJECTIVES	- CREATING GROUPS, SHARING THE SAME VALUES AND WITH AN EFFICIENT DISTRIBUTION OF TASKS
MATERIALS	FLIPCHARTS, MARKERS, PAPERS
INSTRUCTIONS STEP BY STEP	<p>AFTER SETTING SOME COMMON RULES, WE CREATED THE WORKING GROUPS BASED ON THE PARTICIPANTS' COMPETENCIES AND AFFINITIES.</p> <p><u>RULES:</u></p> <ul style="list-style-type: none">• MIN. 5 MAX. 7 PEOPLE PER GROUP (THIS NUMBER WAS DECIDED BASED ON THE ACTUAL NUMBER OF PARTICIPANTS.• MAX 2 PEOPLE PER NATIONAL GROUP PER TEAM• CHOSE MAX 3 STRENGTHS• CHOSE MAX 2 COMPETENCIES/PASSION

CREATING THE VIDEO OF OURS

INSTRUCTIONS STEP BY STEP



STRENGTHS:

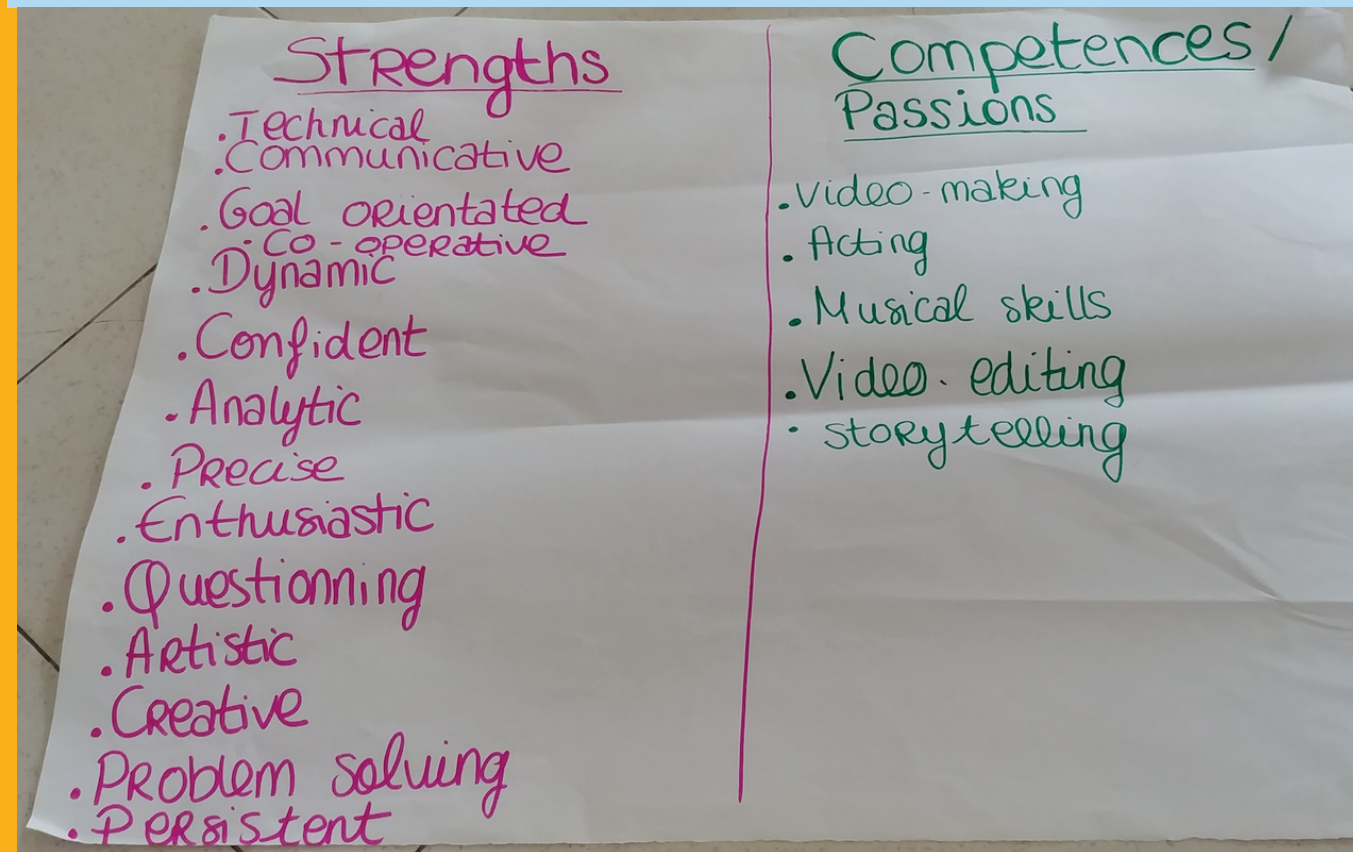
- TECHNICAL ABILITIES
- COMMUNICATIVE
- GOAL - ORIENTED
- COOPERATIVE
- DYNAMIC
- CONFIDENT
- ANALYTIC
- PRECISE
- ENTHUSIASTIC
- QUESTIONING
- ARTISTIC
- CREATIVE
- PROBLEM SOLVING
- PERSISTENT

COMPETENCIES/PASSIONS:

- VIDEO MAKING
- ACTING
- MUSICAL SKILLS
- VIDEO EDITING
- STORYTELLING

AFTER THE PARTICIPANTS HAD THEIR PICKS ON STRENGTHS AND COMPETENCIES, THEY FOUND THEIR TEAMMATES BASED ON COMMON OR COMPLEMENTARY STRENGTHS AND TRYING TO GATHER PEOPLE WITH ALL THE NEEDED COMPETENCIES. EACH OF THEM WAS ASSIGNED A GROUP LEADER TO WORK WITH.

EACH TEAM DECIDED THEIR OWN NAME AND MOTTO AND MADE A PRESENTATION TO THE REST OF THE GROUP.

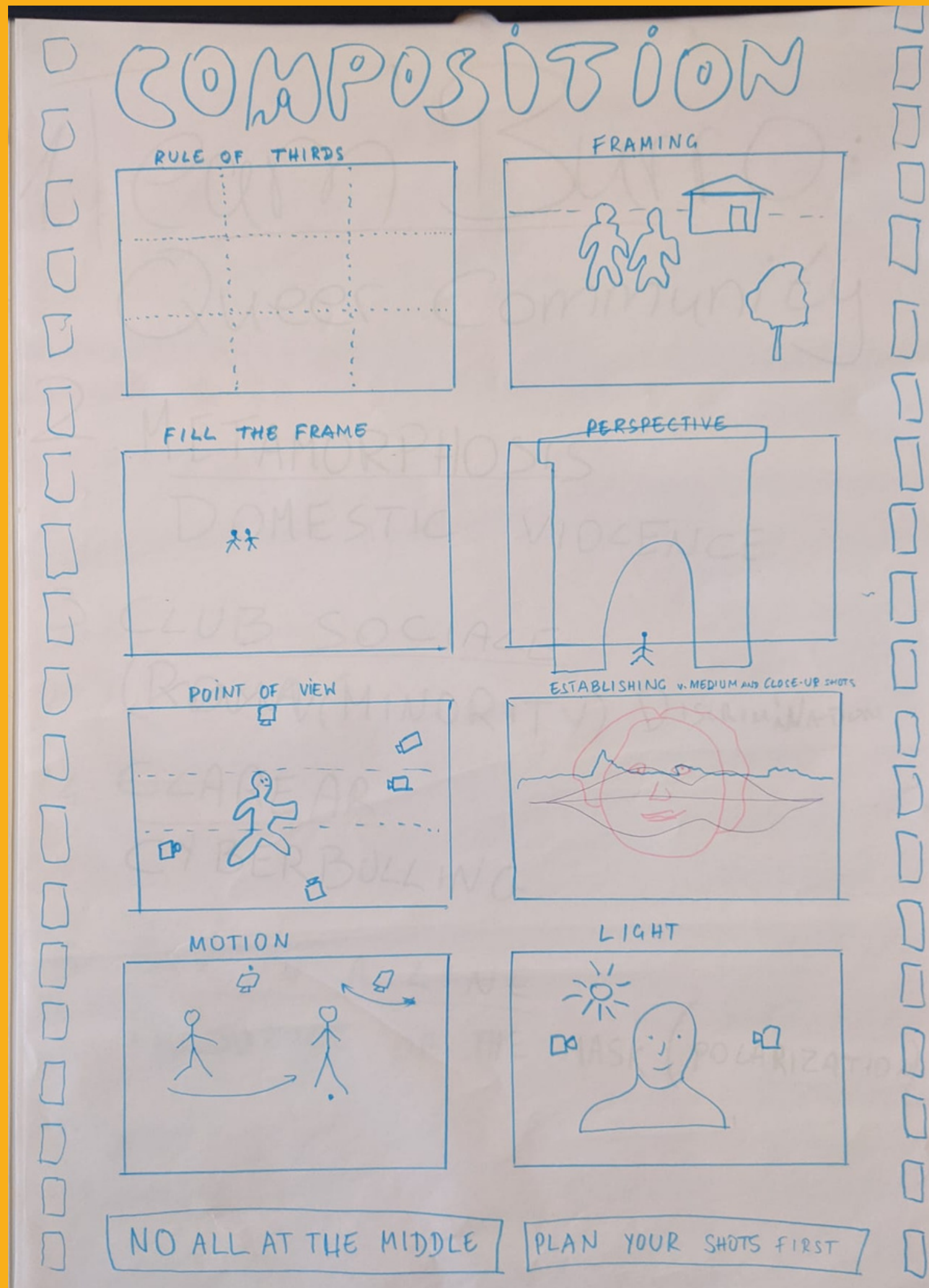


CREATING THE VIDEOS

2. INTRODUCTION TO VIDEOMAKING

DURATION	30 MINUTES
SPACE	INDOOR AND OUTDOOR.
GROUP SIZE	NO MINIMUM - NO MAXIMUM
OBJECTIVES	<ul style="list-style-type: none">- PROVIDE PARTICIPANTS WITH SOME TIPS TO CREATE GOOD QUALITY VIDEOS- DEFINE A COMMON STANDARD FOR THE CREATION OF THE VIDEOS
MATERIALS	FLIPCHART, A SCHEME WITH ALL THE TIPS TO BE EXPLAINED
INSTRUCTIONS STEP BY STEP	<p>THE RESPONSIBLE OF THIS ACTIVITY, WILL PROVIDE SOME TECHNICAL TIPS. IN OUR CASE, WE MOSTLY FOCUSED ON THE COMPOSITION OF THE SCENES, ON THE PROPORTIONS AND THE TECHNIQUES FOR FILMING.</p> <p>IN THE NEXT PAGE, YOU CAN FIND THE SCHEME WE CREATED.</p>

CREATING THE VISUALS FOR FILMS



CREATING THE VIDEO IDEAS

3. DEFINITION OF THE SCRIPT

DURATION

90 MINUTES

SPACE

INDOOR AND OUTDOOR.

GROUP SIZE

NO MINIMUM - NO MAXIMUM

OBJECTIVES

- DEBATE SOCIAL ISSUES TO ADDRESS IN A SHORT VIDEO
- DEVELOP A SHARED IDEA
- DESIGN A SCRIPT FOR A VIDEO

MATERIALS

PAPER, MARKERS, PENS, LAPTOPS

INSTRUCTIONS
STEP BY STEP

WITH THE SUPPORT OF THE LEADER OF THE GROUP, THE PARTICIPANTS DISCUSSED ON SOCIAL ISSUES THEY WANTED TO FOCUS ON. TO REACH AN AGREEMENT, EACH GROUP USED A DIFFERENT APPROACH. IN MOST OF THE GROUPS, PARTICIPANTS BRAINSTORMED AND THEN VOTED THE MOST INTERESTING TOPICS, ALSO MERGING SOME OF THE IDEAS.

ONCE THEY IDENTIFIED THE IDEA, THEY WORKED ON THE STRUCTURE OF THE VIDEO. TO DO SO, THEY USED THE STORYTELLING TEMPLATE DISCUSSED IN THE PREVIOUS DAYS (SEE ANNEX 3A). IN THIS WAY, THEY DEFINED THE EVOLUTION OF THE WHOLE STORY THEY WANTED TO TELL. ONCE THAT ALL THE GROUP AGREED, THEY STARTED PLANNING EACH SCENE, DEFINING THE LOCATIONS AND THE ACTORS.

NOTE: EACH GROUP HAS DIFFERENT NEEDS FOR WHAT CONCERNS TIME AND IN A WAY IT SHOULD BE RESPECTED. HOWEVER, IN ORDER NOT TO HAVE GROUPS IN A TOO BIG DELAY, WE SUGGEST TO DEFINE DEADLINES FOR EACH OF THE STEPS LISTED ABOVE.

CREATE THE ADDITIONAL VIDEOS OF THE VIDEOS

4. VIDEO-RECORDING

DURATION

180 MINUTES - 270 MINUTES (2 OR 3 SESSIONS OF 90 MINUTES)

SPACE

INDOOR AND OUTDOOR., ACCORDING TO THE NEEDS OF THE GROUPS

GROUP SIZE

NO MINIMUM - NO MAXIMUM

OBJECTIVES

- RECORD THE SCENES FOR THE VIDEOS

MATERIALS

PHONES, MAKE-UP, PROPS

INSTRUCTIONS STEP BY STEP

THIS IS A SELF-MANAGED MOMENT. AFTER YOU CHECKED THAT THE SCRIPTS ARE READY AND AFTER DISCUSSING WITH THE LEADER OF EACH GROUP, GIVE PARTICIPANTS THE POSSIBILITY TO MANAGE AUTONOMOUSLY THE TIME AND THE LOCATIONS. AGREE WITH THEM ON A STRICT TIMING. THIS WILL PUT THE RIGHT AMOUNT OF PRESSURE THAT WILL AVOID THEM TO WASTE TIME OR TO HAVE TOO LONG DISCUSSIONS ABOUT SINGLE ISSUES.

THE FACILITATOR SHOULD GO AROUND, SUPPORTING LEADERS AND PARTICIPANTS AND KEEPING THE CONTROL OF THE TIME.

NOTE: UNPREDICTABLE EVENTS CAN HAPPEN DURING THE VIDEO SHOOTING. MAKE THEM BECOME AN ELEMENT OF YOUR VIDEO AND TURN THEM INTO AN ADVANTAGE. IN OUR CASE, IT SUDDENLY STARTED SNOWING, ENDANGERING THE SCRIPTS OF SOME GROUPS.

CREATING THE VIDEOS OF THE OOS



CREATING THE VIDEOS OF OURS

5. VIDEO-EDITING

DURATION

180 MINUTES - 270 MINUTES (2 OR 3 SESSIONS OF 90 MINUTES)

SPACE

INDOOR AND OUTDOOR., ACCORDING TO THE NEEDS OF THE GROUPS

GROUP SIZE

NO MINIMUM - NO MAXIMUM

OBJECTIVES

- PUTTING TOGETHER THE SCENES, ADDING SOUNDS AND EFFECTS, TO CREATE A FINAL VIDEO

MATERIALS

PHONES, LAPTOPS, VIDEO-EDITING SOFTWARES

INSTRUCTIONS STEP BY STEP

IN EACH GROUP THERE WILL BE 1 OR 2 PEOPLE IN CHARGE OF VIDEO-EDITING. DISCUSS WITH THEM ABOUT THE SOFTWARES THEY USUALLY USE AND PROVIDE THEM WITH A SOFTWARE, IF NEEDED. GIVE THEM TIPS AND AGREE ON COMMON STANDARDS.

CREATE SOME STANDARD GRAPHICS FOR THE INTRO AND THE OUTRO OF THE VIDEOS: THIS WILL GIVE A VISUAL IDENTITY TO YOUR VIDEOS AND WILL GIVE YOU MORE CONTROL ON THE MANAGEMENT OF THE OFFICIAL LOGOS AND DISCLAIMERS.

THE MAIN DIFFICULTY OF THIS SESSION IS TO INVOLVE EVERYBODY, SINCE PROBABLY ONLY A FEW PEOPLE WILL DO THE ACTUAL EDITING WORK. TO SOLVE THIS PROBLEM, WE INVOLVED THE OTHER PARTICIPANTS IN THE PREPARATION OF THE FINAL EVENT PLANNED FOR THE DAY AFTER. CONSIDER ALSO THAT, DURING THE EDITING PHASE, THEY COULD NOTE SOME TECHNICAL PROBLEMS AND DECIDED TO RE-SHOOT SOME SCENES.

NOTE: ALSO IN THIS CASE, TRY TO GIVE A STRICT TIMING TO THE PARTICIPANTS, PLANNING PERIODICAL MEETING AND AGREEING ON RESULTS TO BE REACHED IN EACH DEADLINE.

THE HIDDEN VIDEOS

HERE ARE THE VIDEOS PRODUCED DURING THE PROJECT:

ACTIONS MATTER

A VIDEO SHOWING HOW OUR DEEDS CAN INFLUENCE OTHER PEOPLE'S LIVES, BOTH POSITIVELY AND NEGATIVELY.

[HTTPS://WWW.YOUTUBE.COM/WATCH?V=KVX1PTROBUQ&T=2S](https://www.youtube.com/watch?v=KVX1PTROBUQ&T=2S)

METAMORPHOSYS

A VIDEO PORTRAYING TOXIC RELATIONSHIPS THAT LEAD TO DOMESTIC VIOLENCE.

[HTTPS://WWW.YOUTUBE.COM/WATCH?V=JCEMQO_SVI8](https://www.youtube.com/watch?v=JCEMQO_SVI8)

STOP BULLYING

A VIDEO ABOUT THE CONSEQUENCES OF BULLYING AMONG GROUPS OF YOUNGSTERS.

[HTTPS://WWW.YOUTUBE.COM/WATCH?V=JWYSJQEE4VQ](https://www.youtube.com/watch?v=JWYSJQEE4VQ)

MASKED SOCIETY

A VIDEO ON THE DISCRIMINATING EFFECTS OF BEING OR NOT VACCINATED DURING THE COVID-19 PANDEMIC.

[HTTPS://WWW.YOUTUBE.COM/WATCH?V=_V88M28GJHK](https://www.youtube.com/watch?v=_V88M28GJHK)

SAME SEX MARRIAGE MATTERS

MADE APPOSITELY TO BE USED AS A REEL OR ON TIKTOK, THIS VIDEO COVER THE SAME SEX MARRIAGE TOPIC, PROVIDING STATISTICS AND FACTS ABOUT SOME EUROPEAN COUNTRIES.

[HTTPS://WWW.YOUTUBE.COM/WATCH?V=RB2HPE8U3B4](https://www.youtube.com/watch?v=RB2HPE8U3B4)

APPENDIXES

APPENDIX 1: UNFAIR GROUND (ROLE CARDS)

<p>No matter what happens, you just laugh and try to be funny.</p>	<p>You stay on your own and observe without doing or saying anything.</p>	<p>You always try to be on the side of the strongest.</p>
<p>You get angry when something unfair happens and you try to help.</p>	<p>You do not like vegetarian people. You don't talk and do not work with them.</p>	<p>You are shy and usually do what others tell you to do.</p>
<p>You tell everybody that they should discriminate against people with long hair.</p>	<p>You do not like blonde people. You don't talk and do not work with them.</p>	<p>You do not like people wearing glasses. You don't talk and do not work with them.</p>
<p>You speak only in your native language and refuse to find any common language to speak with other people.</p>	<p>You refuse to talk and to work with people from your own national group.</p>	<p>You stay on your own and observe without doing or saying anything.</p>

APPENDIX 1: UNFAIR GROUND (ROLE CARDS)

<p>You get angry when something unfair happens and you try to help.</p>	<p>You discriminate against people wearing jeans. You do not talk and do not work with them.</p>	<p>You discriminate people of the sex opposite to yours. You do not talk and do not work with them.</p>
<p>You discriminate against whoever is wearing something black. You do not talk and do not work with them.</p>	<p>YOU ARE RESPONSIBLE FOR FOOD. Go to the staff and ask for candies. DO NOT GIVE CANDIES TO BOYS.</p>	<p>You do not like people with brown eyes. You do not talk and do not work with them.</p>
<p>You tell everybody that they should discriminate against people wearing something white.</p>	<p>You always try to be on the side of the strongest.</p>	

APPENDIX 2: TWITTER POSTS FOR THE WORKSHOP ON POLARIZATION

 **Greg Abbott** 
@GregAbbott_TX 

No freedom is more precious than life itself.

Starting today, every unborn child with a heartbeat will be protected from the ravages of abortion.

Texas will always defend the right to life.

[#ProLife](#)

EVERY UNBORN CHILD
WITH A HEARTBEAT WILL BE PROTECTED
FROM THE RAVAGES OF ABORTION.






9:20 PM · Sep 1, 2021 

 **Nadine Dorries** 
@NadineDorries 

No one should be in any doubt about how it is that we can start rolling out the vaccine next week. A month ago, we changed the regulations to exempt us from requiring EU approval. We would still be waiting if we hadn't. Thanks to [#Brexit](#) we can now move ahead swiftly and safely

2:10 PM · Dec 2, 2020 

 4.3K  See the latest COVID-19 information on Twitter

 **Donald J. Trump** 
@realDonaldTrump [Follow](#) 

Any deaths of children or others at the Border are strictly the fault of the Democrats and their pathetic immigration policies that allow people to make the long trek thinking they can enter our country illegally. They can't. If we had a Wall, they wouldn't even try! The two.....

APPENDIX 2: TWITTER POSTS FOR THE WORKSHOP ON POLARIZATION

 **J.K. Rowling** 
@jk_rowling

If sex isn't real, there's no same-sex attraction. If sex isn't real, the lived reality of women globally is erased. I know and love trans people, but erasing the concept of sex removes the ability of many to meaningfully discuss their lives. It isn't hate to speak the truth.

[Traduci il Tweet](#)

12:02 AM · 7 giu 2020 · [Twitter for iPhone](#)

89.510 Retweet **186.911** Mi piace

 **PeterSweden** 
@PeterSweden7

Without oil and coal, modern life as we know it wouldn't exist.

No electricity, no computers, no internet, no cars.

Removing oil would be a disaster for humanity and we would all go back to the middle ages.

Is this what climate change fanatics want?

[Traduci il Tweet](#)

10:05 PM · 12 nov 2021 · [Twitter for Android](#)

323 Retweet **27** Tweet di citazione **1.238** Mi piace

APPENDIX 2: TWITTER POSTS FOR THE WORKSHOP ON POLARIZATION



Marjorie Taylor Greene 🇺🇸

@mtgreenee

Satisfactory 29%

Thousands of people are reporting very serious life changing vaccine side effects from taking covid vaccines.

5,946 deaths are reported on the CDC website.

Social media is censoring their stories & the media is silent.

Biden is going to homes to push shots.

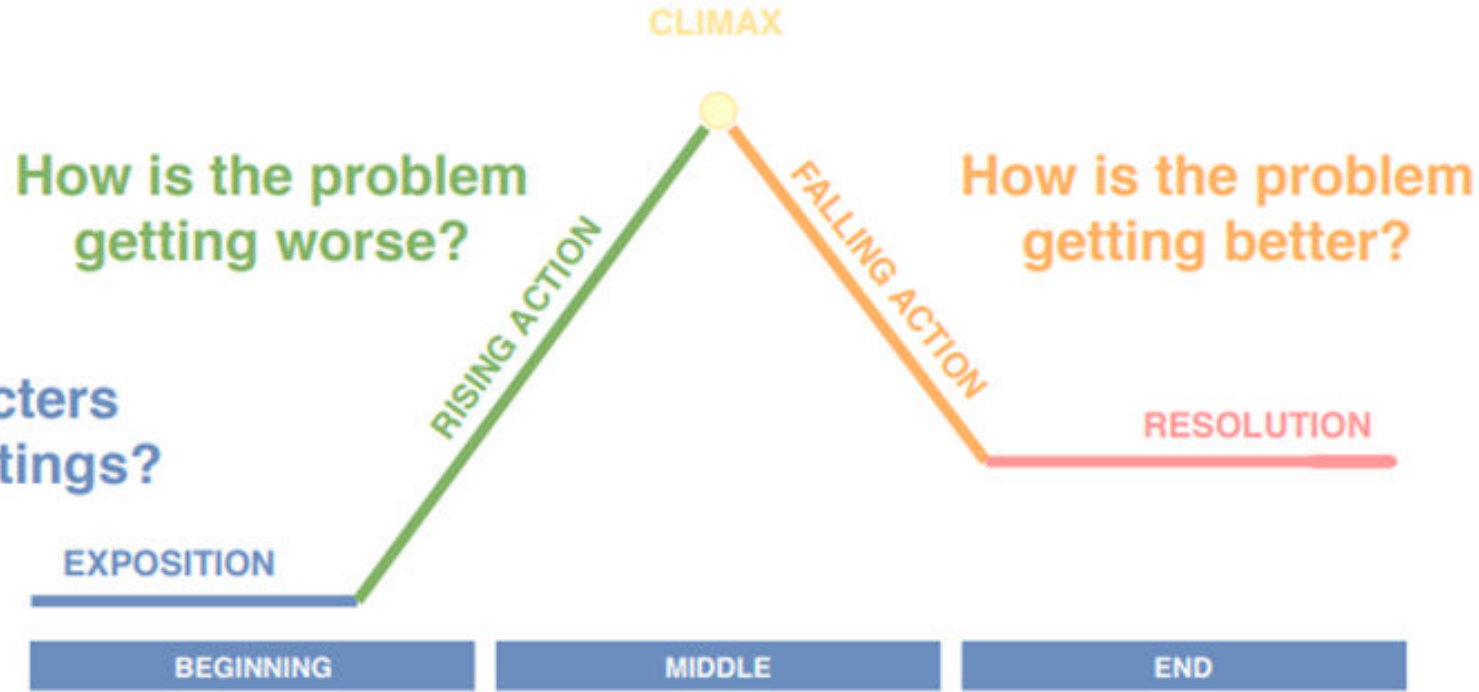
Just say NO!

APPENDIX 3A: STORYBOARD TEMPLATE

STORYBOARD TEMPLATE

_____ _____ _____ _____			_____ _____ _____ _____	
_____ _____ _____ _____				_____ _____ _____ _____

What is the turning point?



Who are the characters and what are the settings?

AIM/GOAL:  _____

TARGET GROUP:  _____

MESSAGE:  _____

APPENDIX 3B: PIXAR STORYTELLING MODEL

Pixar's Story Spine

Once upon a time _____.

Every day _____.

Until one day _____.

Because of that _____.

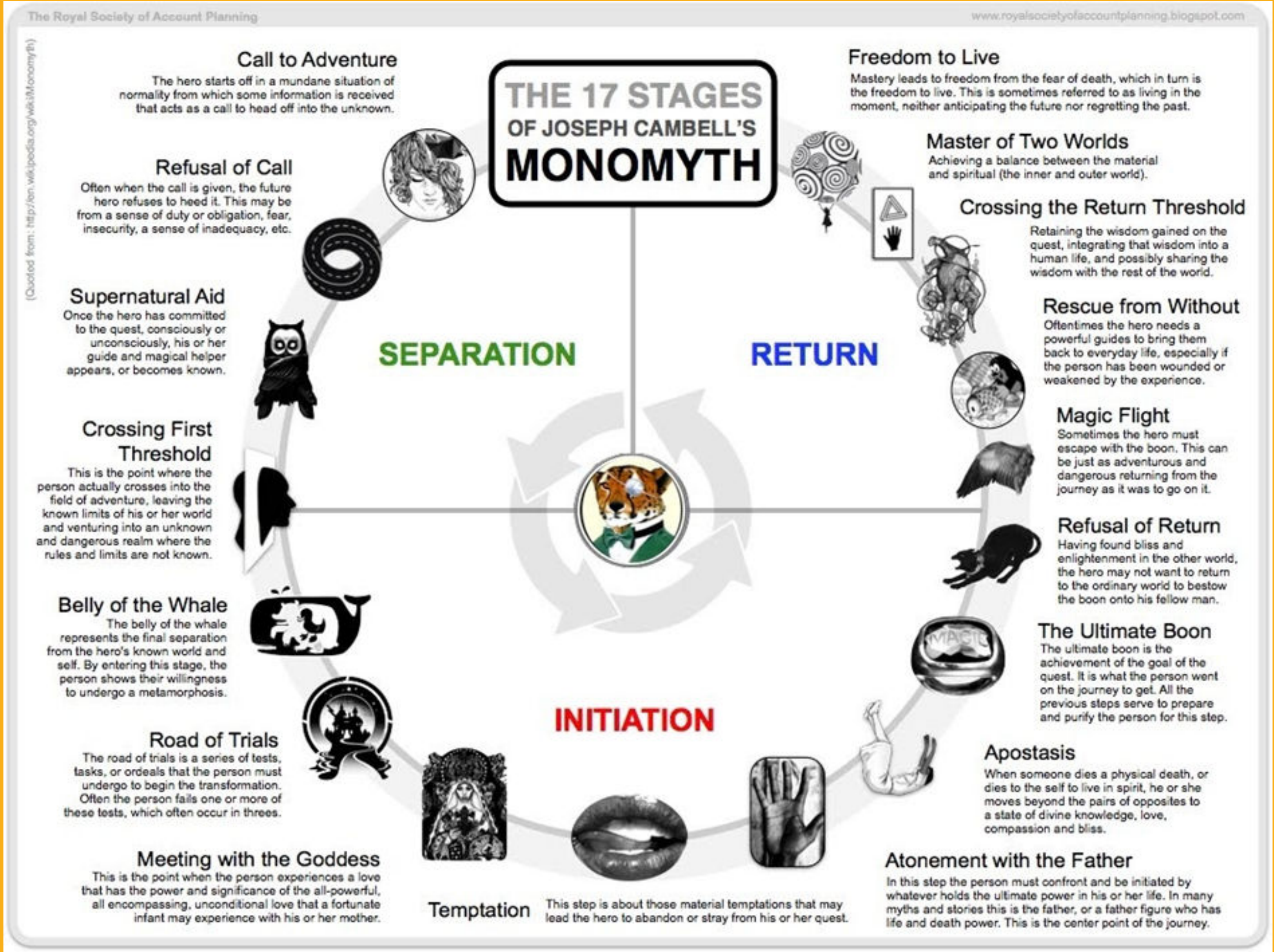
Because of that _____.

Because of that _____.

Until finally _____.

And ever since then _____.

APPENDIX 3C: HERO'S JOURNEY MODEL



CONTACTS

FEEL FREE TO USE THE METHODOLOGIES INCLUDED IN THIS TOOLKIT.

WE WOULD LOVE, IF YOU SHARE WITH US YOUR EXPERIENCE WITH THEM.

IN CASE YOU WANT TO SHARE OR IF YOU NEED ANY CLARIFICATION ABOUT THE ACTIVITIES, OR IF YOU WANT TO START ANY COOPERATION FOR PROJECTS ON THESE TOPICS, PLEASE CONTACT US AT:

NOBORDERSMILANO@GMAIL.COM



THANK YOU!