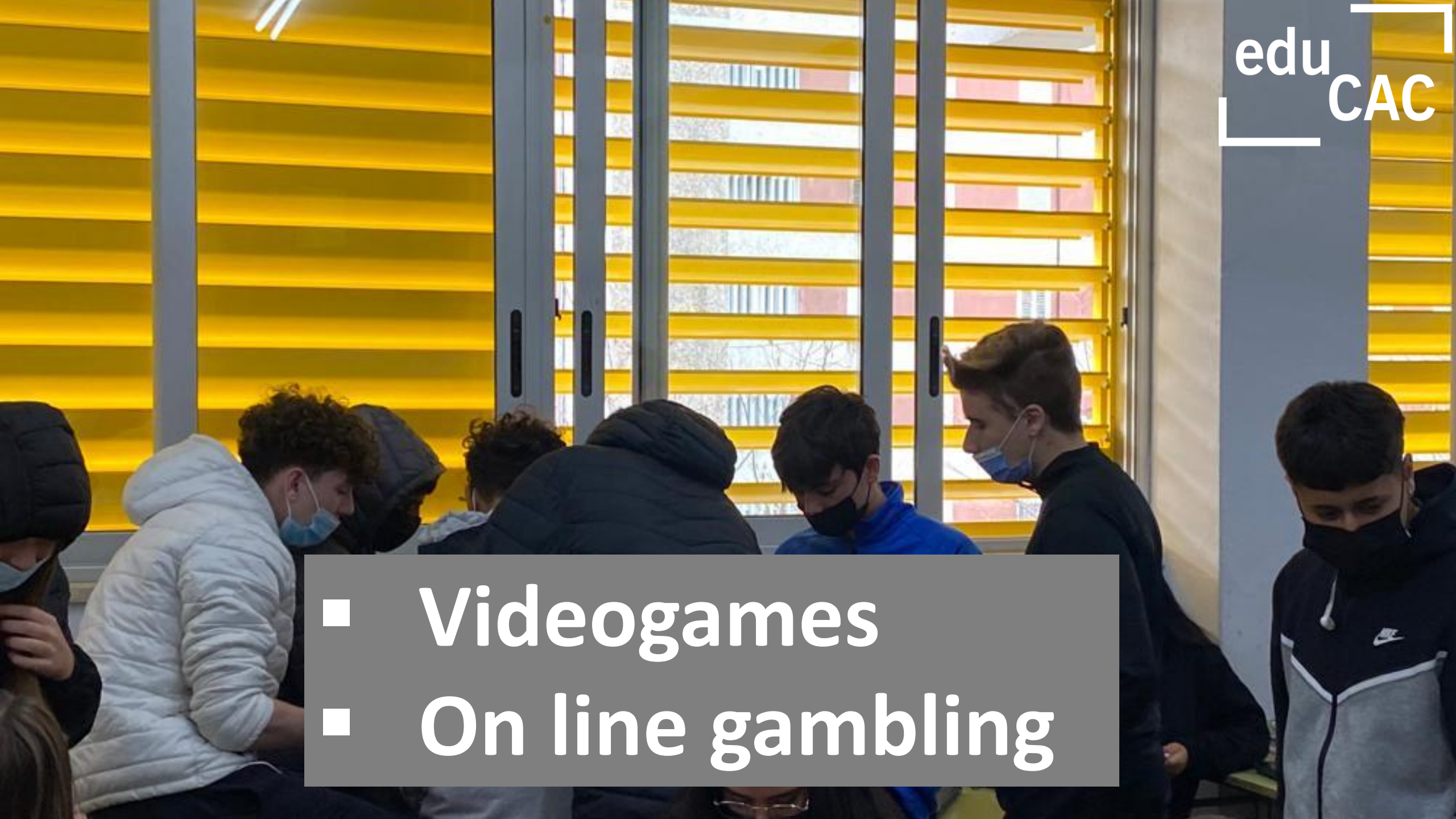
edu
CAC
WHAT DO YOU BET?

Media literacy project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Videogames
On line gambling

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Goal related to the teens

To become prevention agents

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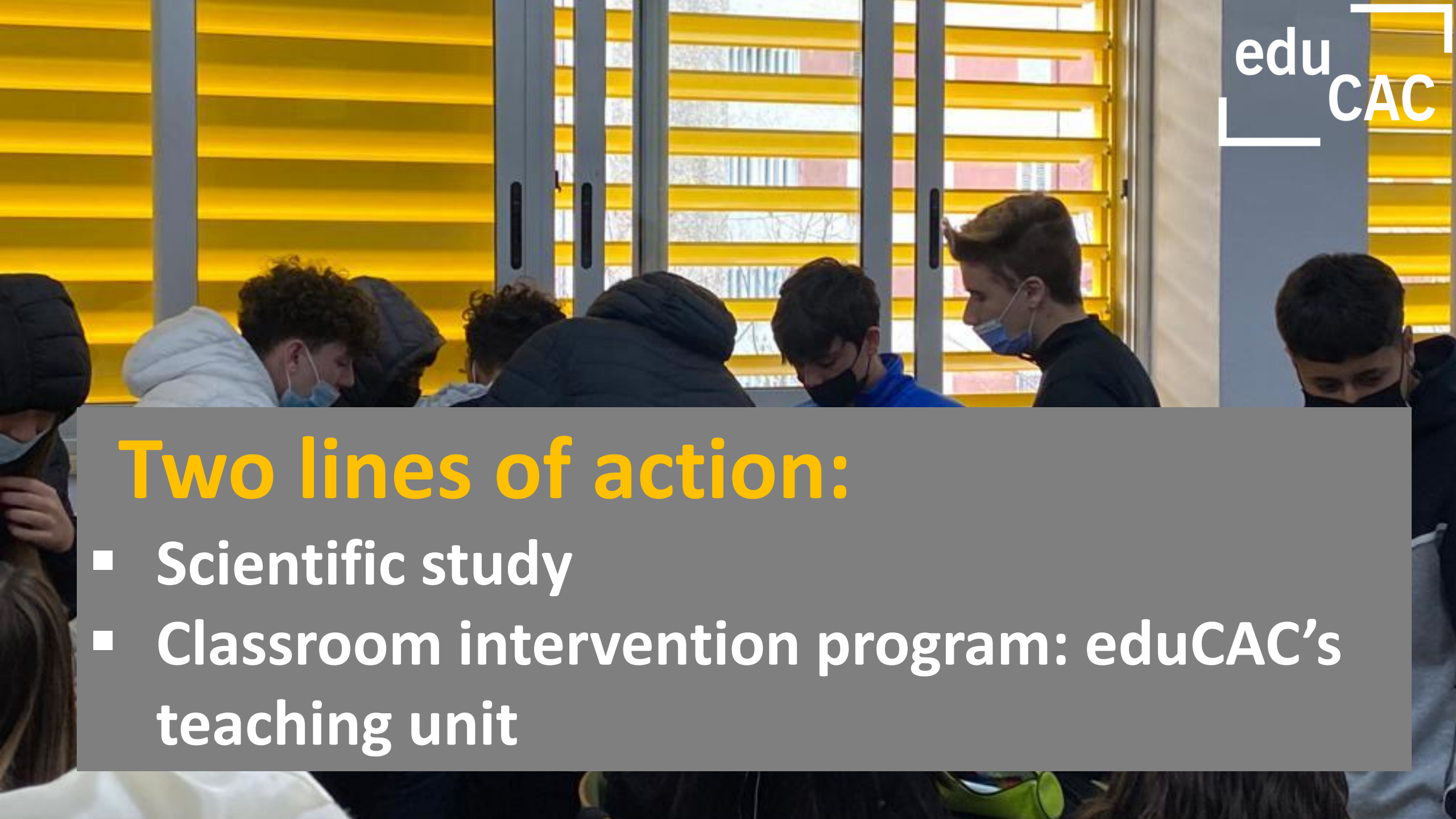
Consell de l'Audiovisual de Catalunya
edu CAC
Bellvitge Hospital Universitari
Institut Català de la Salut
IDI BELL
Institut d'Investigació Biomèdica de Bellvitge
institut Bellvitge
escola virolai



Two lines of action:

- Scientific study
- Classroom intervention program: eduCAC's teaching unit

Three phased pilot test

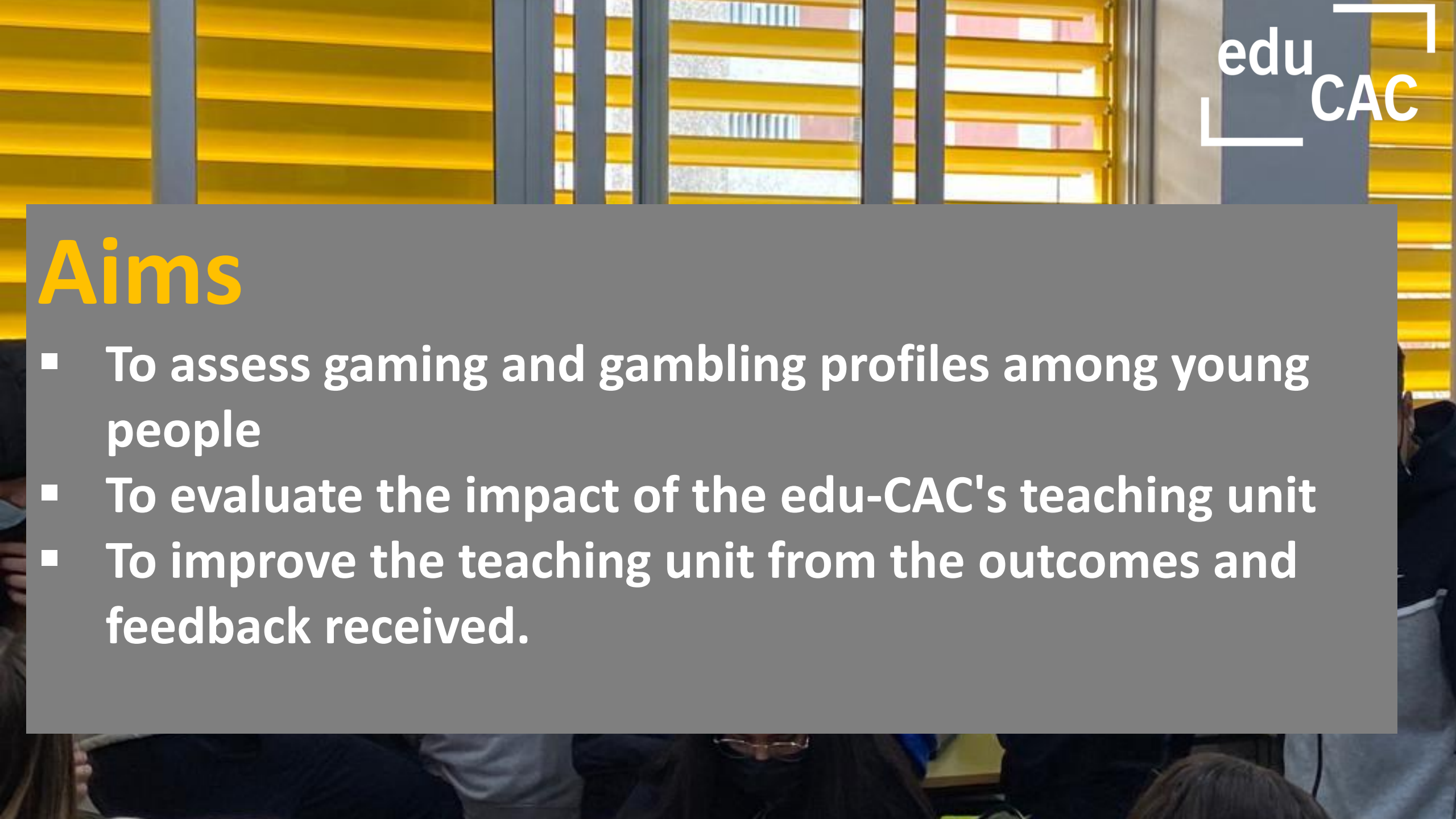
- Pre-assessment
- Classroom intervention: teaching unit
- Post-assessment

Two schools

- Bellvitge High School
- Virolai School

Students

15-16 years old

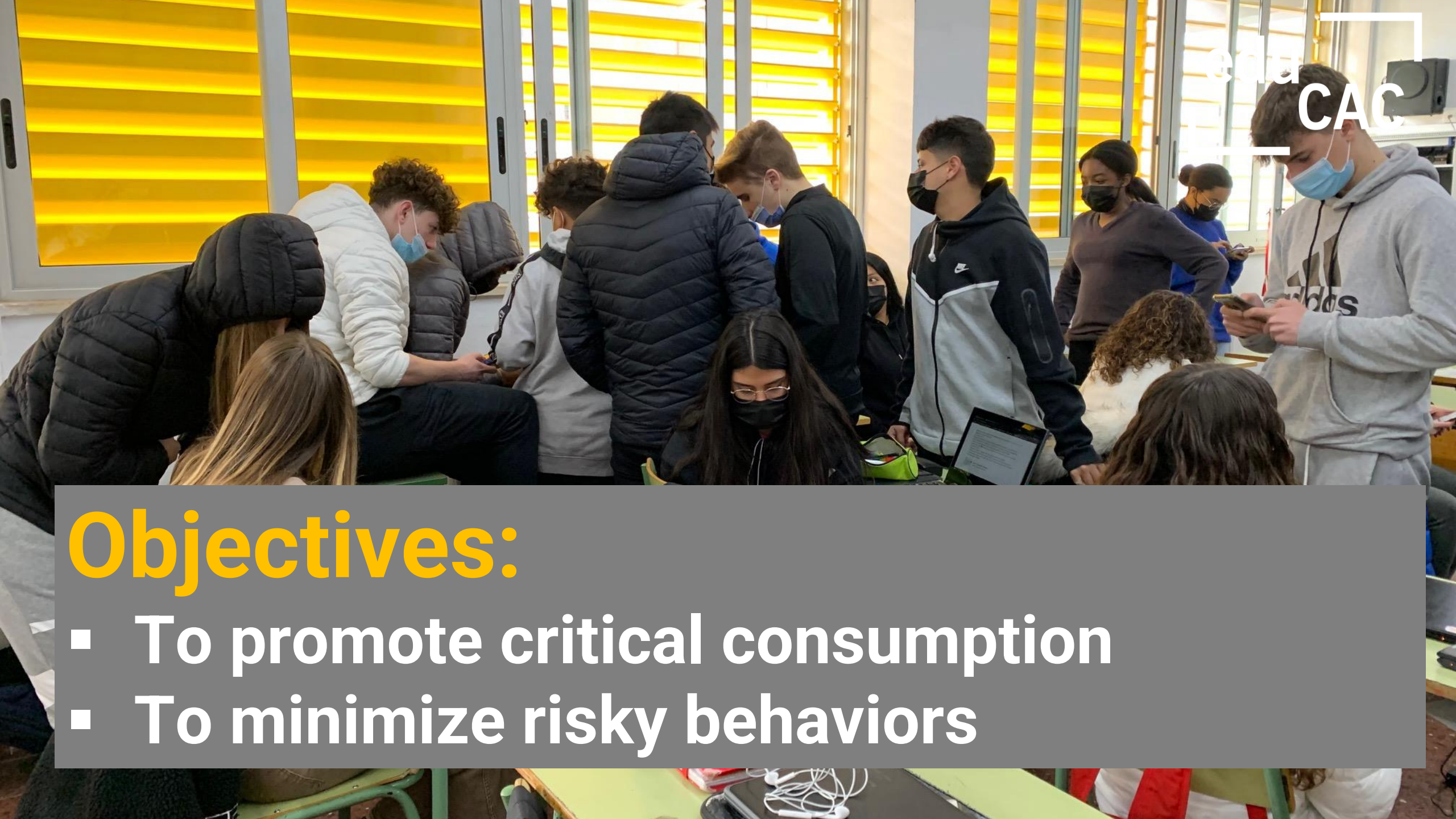


Aims

- To assess gaming and gambling profiles among young people
- To evaluate the impact of the edu-CAC's teaching unit
- To improve the teaching unit from the outcomes and feedback received.

Classroom intervention program:

What do you bet?



Objectives:

- To promote critical consumption
- To minimize risky behaviors

Starting point: teens

- From self-Knowledge
- To self-regulation & self-control

Competences:

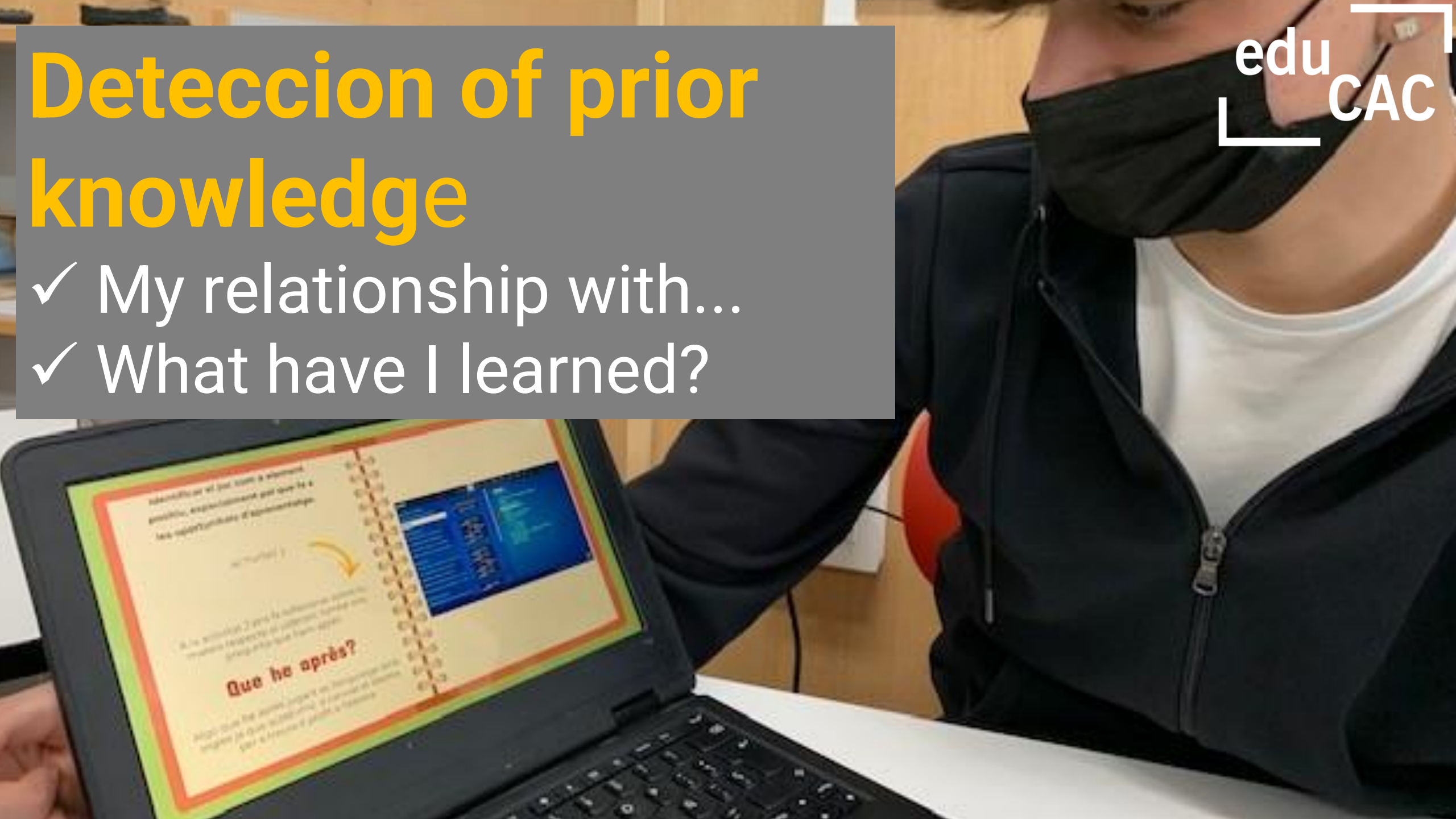
- Culture & Ethical values
- Digital

Structure:15 proposals

I. Videogames
II. Random & gambling
III. Synthesis activities

Deteccion of prior knowledge

- ✓ My relationship with...
- ✓ What have I learned?



Content of the activities

Students immediate environment

beko

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Què t'hi jugues?

Unitats didàctiques
- 01. De què parlem?
- 02. L'espectacle dels fets
- 03. A qui em crec?
- 04. Periodisme ciutadà
- 05. Quin xou!
- 06. Personatges
- 07. Jo sóc entreteniment
- 08. Cinema, més que entreteniment
- 09. Això també és publicitat
- 10. Saben el que volem?
- 10. Saben el que volem? (Primària)
- 11. El mòbil, jo i els altres
- 11. El mòbil, jo i els alt
- 12. La meva finestra al
- **13. Què t'hi jugues?**

Itineraris

What do you bet?

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Thank you!