CYBER

CONSCIOUS YOUTH BEHAVIOURS
IN EMERGING REALITIES

Non-formal education practices:

Trolling

R2 CYBER TOOLKIT

#6	Comics design: trolling behaviours
Threat(s)	Trolling
	Youth cyber-threat trolling refers to the actions of individuals, typically within the age range of 12 to 29, engaging in deliberate and repetitive behaviour aimed at harassing or bullying others through the use of digital technologies. This form of online harassment can significantly impact the psychological welfare of adolescents, leading to serious consequences on their mental health and well-being, including links to suicidal ideation and traditional bullying behaviours. The definition encompasses a range of harmful activities, such as the dissemination of defamatory comments, taunting, use of vulgar language, threats, and insults, all intended to demean, intimidate, or exert power over peers via internet and mobile platforms.
Typology	*Arts/theatre-based activities*
Duration	140 minutes
Modality	*In-presence [classroom setting]*
Aim	To design comics that illustrate the impact of online trolling and empower positive online behavior.
Learning Objectives	▪ To increase resilience in the face of trolling, employing coping mechanisms to mitigate emotional distress and maintain mental well-being. ▪ To enhance media literacy skills, critically evaluating online content to identify misinformation and disinformation spread by trolls. ▪ To express ideas and emotions through visual storytelling in the form of comics.
Trainee profile	Digital natives. No specific prerequisites required.
n° participants	5-20 participants
Materials	▪ Paper or comic book templates ▪ Drawing materials (pencils, pens, markers, colored pencils)
Preparation	▪ Prepare the introduction, printout of trolling scenario and comic book templates ▪ Set up tables and chairs in a classroom ▪ Provide each participant or group with a comic book template, drawing materials, and printouts of trolling scenarios
Implementation	1. Introduction (15 minutes): discuss online trolling and its impact. Explain the activity's purpose and goals. 2. Scenario Selection (10 minutes): provide printouts or descriptions of different online trolling scenarios. Participants choose one scenario to focus on or create a new one.

	3. Character and Story Development (20 minutes): develop comic characters and storyline based on the chosen scenario.
	4. Storyboarding (20 minutes): create a storyboard outlining the sequence of panels and dialogue.
	5. Comic Creation (45 minutes): draw and color the comic based on the storyboard, incorporating positive online behavior messages.
	6. Gallery Walk and Reflection (10 minutes): display and share comics with the group. Discuss the messages conveyed and positive behaviors promoted.
	7. Action Planning (10 minutes): brainstorm and discuss actions to promote positive online behavior in their communities.
	8. Wrap-Up (10 minutes): review key takeaways and insights from the activity.
Tips and hints	▪ Provide examples of effective comics and storytelling techniques. ▪ Emphasize the importance of positive messaging and empathy in the comics. ▪ Promote creativity to develop the stories and the characters .
Safety measures	▪ Establish ground rules for constructive feedback and discussions. ▪ Monitor participants' emotional well-being and intervene if anyone shows signs of distress.
External reference and Resources	External reference: ▪ Comics in the Classroom- Harvard graduate school of education ▪ https://makebeliefscomix.com/- create and download comics online Resources: ▪ Comics printable paper
Partner/ Author	PRISM Impresa Sociale s.r.l.

Annex. Trolling scenarios

a. *The New Kid*: A comic about a new student who faces online harassment when they join a school group chat.
b. *The Rumor Mill*: A story where false rumors about a student spread quickly on social media, leading to cyberbullying. The comic shows the consequences of spreading misinformation and the importance of fact-checking before sharing.
c. *The Fake Account:* A story where a student discovers that someone has created a fake social media account in their name to post hurtful comments. The comic
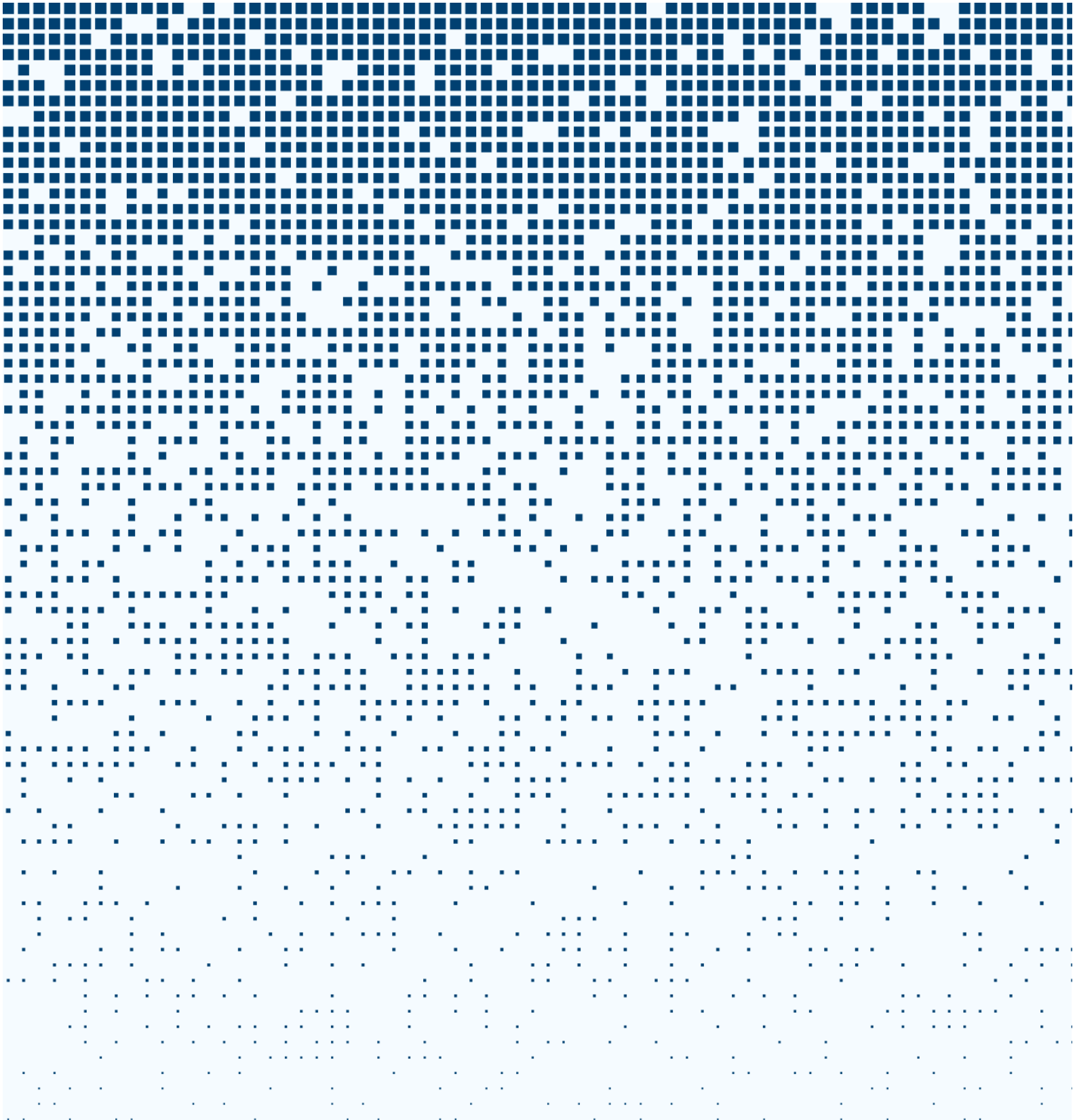
highlights the dangers of impersonation and the importance of reporting fake accounts.

d. *The Digital Detox:* A character takes a break from social media and online platforms after experiencing online trolling. The comic explores their journey of self-care and digital detox, emphasizing the importance of mental health and well-being.

Conscious Youth Behaviours in Emerging Realities

Erasmus+ KA2 Cooperation Partnerships in School Education

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