

CLIL-Based Learning Scenario (How) Can We Unite Europe? – Media Literacy & European Citizenship Workshop / Game

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Context: This workshop is implemented as part of **Croatian Media Literacy Days** (on **April 2, 2026**), in collaboration with Romanian EPAS / eTwinning partners within a Jean Monnet (and eTwinning) project **Europe2Go**. It brings together students to explore European cooperation, media sources and communication, as well as crisis decision-making through simulation and digital creation.

CLIL Framework – the workshop integrates:

- **Content** – European citizenship, (EU/human) values, cooperation, crisis management
- **Language** – English as a working/negotiation language
- **Cognition** – problem-solving, decision-making, evaluation
- **Culture** – intercultural collaboration (Croatia – Romania)

Duration: 90 minutes (flexible: 60 – 90 min)

Participants: 24-30 students/EP junior ambassadors (aged 16-18), working in 6 groups (mixed Croatian & Romanian teams, 4-5 students each)

Learning Objectives (Outcomes) – By the end of the workshop, students will be able to:

- identify, represent and advocate for key European values (democracy, freedom, human dignity, equality, human rights, rule of law) during negotiations and decision-making; reflect on how these values influence cooperation and conflict resolution;
- explain the importance of solidarity, interdependence and cooperation among European regions;
- demonstrate understanding of shared responsibility in crisis situations (**European Citizenship, EPAS, eTwinning**);
- evaluate the credibility and reliability of media sources when researching Europe-regions' resources – distinguish between reliable information, bias and misinformation; use verified information to support negotiation arguments and decisions;
- critically reflect on how communication, information flow and messaging affect decision-making; recognize the role of clear, ethical communication in avoiding conflict (**Media Literacy**);
- work effectively in multicultural teams toward a shared goal; apply basic negotiation strategies (compromise, alliances, mutual benefit) and contribute to collective problem-solving under time pressure (**Collaboration**);
- use English as a working language in real-life simulation / authentic, task-based situations (negotiation, agreement-making, collaboration);
- apply subject-specific vocabulary (e.g. resources, sustainability, cooperation, infrastructure, energy); develop functional language skills – persuading (“We propose...”, “In exchange for...”), agreeing/disagreeing (“We can accept this if...”), negotiating compromises;
- demonstrate fluency and clarity in spontaneous communication with international peers; show intercultural communication awareness (respect, turn-taking, clarity); present group decisions and outcomes clearly; reflect and articulate personal contributions and learning (**Language & Communication**);
- co-create a shared digital product (AI-logo, Canva Charter / message or statement video/podcast, Padlet reflection) and contribute to a collective digital identity (**Digital Creation**).

Workshop Flow

1. Warm-Up, Introducing the topic (10-15 min)

Activity 1: A **collaborative Mentimeter** – a quick, interactive, powerful way to connect directly to peace, media literacy and European values – students share ideas on what Peace means to them, how peaceful the world seems today and what threatens peace the most...

Activity 2: The teacher encourages a brief **discussion**, asking:
Why (to the former 2 questions);
What makes cooperation possible?
Why communication matters in crises?

2. Introducing the Game / Scenario Setup (10-15 min)

Activity 1: The teacher **presents the game-scenario *Europe in 2040 crisis*** (it can be read aloud or presented on a slide):

Europe 2040: A Continent at a Crossroads

It is the year 2040. Europe is facing serious challenges. In recent decades, the world has experienced conflicts, economic instability, climate change and growing pressure on natural resources. Some regions have more energy, others have water, technology, or raw materials, BUT no region has everything it needs to survive on its own. Communication between countries has become more difficult due to misinformation, political tensions and competing interests. Trust is fragile. The European Union is now at a turning point: Will countries act only in their own interest, or will they cooperate to secure a peaceful and sustainable future?

Your task is to represent one European region. You must negotiate, collaborate and make decisions that ensure not only your survival, but the survival of all – build a system where everyone can survive. Remember: there is no success without cooperation. Europe can only succeed together.

Activity 2: Introducing game rules & European regions; distributing resource cards

- Students are divided into 6 groups (with 4-5 members), which represent 6 specialized European regions. (The regions are divided into specialized areas for political correctness toward EU members.) Each group receives its own (printed) Resource Card. Students will *play a game*, the goal of which is to encourage cooperation, practice negotiating in English and create a shared visual proof of collaboration.
 - The teacher explains:
*Europe is divided into 6 regions. Each region has strengths, but also serious problems. You must cooperate to survive. BUT – there will be some rules. **Each group will now receive:** a **Resource Card** (what you have / what you lack); a **European Value** to respect/advocate for; **2+ sources** (to check the information about your region) – pay attention, one of your sources might not be reliable, might be questionable (because it is simplified, has unclear info, fake news); **trade tokens** to exchange; **agreements to sign...***
 - Before starting, participants must accept three rules (displayed on the slide):
 - 1 **No War, Just Words:** Armed conflicts are a thing of the past. Stealing resources or insults lead to *Quarantine* (dropping out of the game for 3 minutes).
 - 2 **The Language of Peace:** Negotiations are conducted exclusively in English. If a local language is heard, the contract fails.
 - 3 **The Signature Rule:** An agreement is valid only if it is written on a piece of paper and signed by both teams.

RESOURCE CARDS, TRADE TOKENS, AGREEMENTS ready to print

WE CAN UNITE EUROPE – RESOURCE CARDS

GROUP 1: NORDICS

You HAVE: Advanced technology, Innovation and research

You NEED: Food, Agricultural products

EU VALUE: **EQUALITY** – All regions should have equal access to resources.

YOUR MISSION:

Make fair agreements. Avoid deals where one side benefits much more than the other.

Sources to check:

 Misleading source (exaggeration, unrealistic claim)

Blog entry: “The Nordics Can Feed All of Europe”

“Thanks to modern technology, Nordic countries no longer need agriculture. Food can easily be produced in labs, making farming unnecessary across Europe.”

 Reliable sources [EU on Innovation & Technology](#)

[EU's vision on Agriculture](#); [Vibrant Rural Areas and Quality Agricultural Products](#)



WE CAN UNITE EUROPE – RESOURCE CARDS

GROUP 2: MEDITERRANEAN


You HAVE: Solar energy, Tourism potential

You NEED: Drinking water

EU VALUE: **HUMAN DIGNITY** – Everyone deserves access to basic needs like water and safety.

YOUR MISSION: Ensure that all agreements protect basic human needs.

Sources to check:

 Misleading source (denial of real issue)

Headline “Water Shortages in Southern Europe Are a Myth”

“Experts say there is enough water for everyone, and drought concerns are exaggerated by the media.”

 Reliable sources

[EU on Solar energy](#): “Reducing the EU’s dependence on fossil fuels, solar energy plays a key role in both the clean energy transition and the REPowerEU plan.”

[EU / EEA \(water & resources overview\)](#): “Water is a vital resource for economy, agriculture and energy”

[EU data on water scarcity](#): “Water scarcity affects 30% of Europeans... especially in southern Europe”

[EU climate + water stress info](#): “Water stress affects 20% of Europe’s territory”



WE CAN UNITE EUROPE – RESOURCE CARDS

GROUP 3: **BALKANS / EAST**

You HAVE: Forests (wood), Raw materials (metals)

You NEED: Modern technology, Infrastructure (yours is outdated)

EU VALUE: RULE OF LAW

Agreements must be respected and followed.

YOUR MISSION:

Only accept written and signed agreements. Ensure fairness and order.

Sources to check:

 Misleading source (ignores limitations + infrastructure)

Blog: “Eastern Europe Has Unlimited Natural Resources”

“Countries in Eastern Europe have so many forests and metals that they don’t need cooperation with other regions.”

 Reliable sources

[EU on Forests](#): 45% of Europe's land are forests

[EU on Solar energy](#): “Reducing the EU’s dependence on fossil fuels, solar energy plays a key role in both the clean energy transition and the REPowerEU plan.”



WE CAN UNITE EUROPE – RESOURCE CARDS

GROUP 4: **CENTRAL EUROPE**

You HAVE: Heavy industry, Machinery

You NEED: Energy resources (you are dependent on energy imports)

EU VALUE: DEMOCRACY

Decisions should be made together and fairly.

YOUR MISSION:

All group members must agree before making deals.

Sources to check:

 Misleading source (false independence claim)

Article: “Industry Doesn’t Need Energy Imports Anymore”

“Modern factories in Central Europe are fully independent and no longer rely on external energy sources.”

 Reliable sources

[EU Parliament](#): “Water and energy are essential for industry and food security”

[EU’s Clean Industrial Deal](#): A plan for EU competitiveness and decarbonisation



WE CAN UNITE EUROPE – RESOURCE CARDS

GROUP 5: WESTERN ISLES

You HAVE: Wind energy, Fishing resources


You NEED: Transport connections, Access to mainland (you are isolated from mainland transport routes)

EU VALUE: **FREEDOM**

Cooperation should be open and without restrictions.

YOUR MISSION: Encourage open trade and free movement between regions.

Sources to check:

 Misleading source (ignores logistics reality)

Blog: “Islands Don’t Need Connections”

“Modern technology makes transport unnecessary—isolated regions can function perfectly alone.”

 Reliable sources: [EU Wind Energy](#) , [EU Fisheries & Ocean](#)

[The competitiveness of islands in EU transport strategy](#)



WE CAN UNITE EUROPE – RESOURCE CARDS

GROUP 6: ALPINE REGION

You HAVE: Vast drinking water reserves


You NEED: Space for agriculture (and food production), Food supply

EU VALUE: **HUMAN RIGHTS**

No region should be left without resources for survival.

YOUR MISSION: Make sure every region has access to essential resources.

Sources to check:

 Misleading source (oversimplification)

Headline: “Water Alone Is Enough for Survival”

“Regions with water resources don’t need agriculture or cooperation with others.”

 Reliable sources

[EU / EEA \(water & resources overview\)](#): “Water is a vital resource for economy, agriculture and energy”


[EU data on water scarcity](#): “Water scarcity affects 30% of Europeans... especially in southern Europe”

[EU climate + water stress info](#): “Water stress affects 20% of Europe’s territory”

[EU’s vision on Agriculture; Vibrant Rural Areas and Quality Agricultural Products](#)



 TRADE TOKENS

 PRINTING INSTRUCTIONS: print on thicker paper or cardstock; cut into small rectangles; optional: use different colors per region; give each team 5 tokens to start

NORDICS – TECHNOLOGY TOKENS

[TECH] [TECH] [TECH] [TECH] [TECH]

MEDITERRANEAN – SOLAR ENERGY TOKENS

[SOLAR] [SOLAR] [SOLAR] [SOLAR] [SOLAR]

BALKANS – RAW MATERIAL TOKENS

[WOOD] [METAL] [WOOD] [METAL] [WOOD]

CENTRAL EUROPE – INDUSTRY TOKENS

[INDUSTRY] [INDUSTRY] [INDUSTRY] [INDUSTRY] [INDUSTRY]

WESTERN ISLES – WIND & FISHING TOKENS


[WIND] [WIND] [FISH] [FISH] [WIND]

ALPINE REGION – WATER TOKENS

[WATER] [WATER] [WATER] [WATER] [WATER]

OPTIONAL “NEEDS” TOKENS (for clarity)

[FOOD] [ENERGY] [WATER] [TRANSPORT] [TECHNOLOGY]

 HOW TO USE IN GAME: tokens represent what a region can OFFER; students must exchange tokens to survive; deals must still be WRITTEN and SIGNED; during crisis phase: tokens must form a complete survival chain

AGREEMENT SLIPS (PRINT MULTIPLE)

Agreement between: _____ and _____

We exchange: _____

Why this is fair: _____

Signatures: _____

3. Playing the 3-Step Game – *Unite, Unite Europe* (35-45 min)

Activity 1: Planning at the Base (10-15 min)

Teams analyze their resource card. They check their (two or more) resources (on QR codes and beyond) to learn about their situation. Students may be given **Media Check Cards** (optional) to evaluate their sources, answering:

- Who created this information? Is it fact or opinion? Can we trust it? Why (not)?

Students must decide:

- who the Diplomats are (two people who walk around and negotiate) and what they will negotiate about;
- who the Guards are (two people who stay at the table and guard the resources/tokens).

Teams also have to decide what their *proof of collaboration* will look like (a written, or digital/Canva charter/agreement, a poster)

Activity 2: Marketplace – Negotiations (15-20 min)

Diplomats move from table to table. The goal is to "hustle," trade and form alliances.

- Example: The Balkans give wood for Mediterranean electricity, but only if the Mediterranean helps them get water from the Alps.
- Proof of Cooperation: Every successful deal is sealed with a signed agreement, or written on a colored note (Post-it), and stuck onto a large shared Poster (Hamer) paper on the wall.

Activity 3: THE PEAK – "The Blackout Crisis" (10 min)

The facilitator turns off the lights (or sounds a siren) and shouts: *"EMERGENCY! GLOBAL SYSTEM FAILURE!"*

New Condition: Communication is breaking down. You have exactly 8 minutes for all 6 teams to stand in front of the Poster paper and physically connect all resources into one closed circle (chain).

Students/Team leaders must use markers to draw lines between their signed contracts. If the chain breaks anywhere (e.g., someone is left without water), all of Europe "falls into darkness."

- Goal: Total efficiency and a quick team decision on who will donate their surplus so that everyone survives.

4. End (of Game): Final Product Creation & Presentation, Evaluation (5-15 min)

Activity 1-2: Students design a **collaborative 2026 Europe Unite Charter** – a shared Canva document where everyone together negotiates the finale of unity; students also create a **collaborative/common AI (Gemini) logo** that they can later use as a trademark. **Group Photo** of all 24-30 participants in front of the joint work as proof of a successful mission.

Activity 3 (Evaluation): Students create their **Digital Footprint** – every participant scans a QR code and writes one sentence/idea on the Mentimeter board: "To unite Europe, I will..." All participants discuss Mentimeter results (adding ideas to the 1st questions)...

OPTIONAL (Evaluation & Dissemination): Students will write a collaborative article about the importance of unity in protecting peace in Europe/the world. They will also create a video or podcast answering the following questions: "What kind of Europe/the world I want to live in (now and in the future)? What can youths do to unite Europe? Can they???"