



CHECKMATE Training on Climate Misinformation

Training of Trainers

Infopack

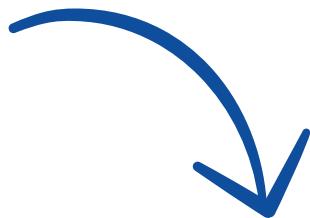


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8-13 NOVEMBER 2025
VIENNA, AUSTRIA



Executive Summary and Objectives



Executive Summary

A 4-day training empowering 25 youth workers to tackle climate misinformation using simulations, fact-checking tools, and game-based learning methods in a collaborative setting.

Objectives

The training builds youth workers' skills in simulation-based learning, deepens their knowledge of climate misinformation, and launches the co-creation of the CHECKMATE Simulation Game.



The CHECKMATE training is a 4-day transnational educational experience designed to equip 25 youth workers with innovative tools to combat climate misinformation through simulation and role-playing. Rooted in non-formal education, the training introduces participants to fact-checking strategies, climate communication challenges, and gamified learning methodologies. As part of the Erasmus+ CHECKMATE project, the training also launches the co-design of a Multi-Role Simulation Game that mirrors real-world misinformation dynamics, fostering critical thinking, collaboration, and civic engagement among youth. The training supports youth workers in becoming multipliers of media literacy and climate truth across diverse communities.

Training Aim

To empower youth workers with the competencies, tools, and methodologies to design, facilitate, and adapt simulation games aimed at identifying, countering, and educating others on climate misinformation. The training also aims to promote ethical storytelling and media literacy as key components of climate education.



Learning Targets

- Build capacity in simulation-based education and role-playing methodologies.
- Strengthen knowledge of climate misinformation mechanisms and fact-checking strategies.
- Introduce and explore the Climate Myth-Busting Challenge and Fact-Checking Toolkit.
- Facilitate peer learning and cross-cultural exchange among youth workers.
- Launch the co-creation process of the CHECKMATE Simulation Game for educational use.



Training Outcomes



Gains and Outcomes

Participants will:

- Deepen their understanding of climate misinformation and how it spreads.
- Gain hands-on experience with simulation-based and role-play methodologies.
- Learn how to design and facilitate engaging, educational simulation games.
- Co-create realistic game scenarios that reflect current environmental challenges.
- Strengthen their ability to engage young people in critical thinking and climate advocacy.
- **Receive a YouthPass certificate validating their participation and newly acquired competences.**



Participant Profile

- Aged 23+ with a minimum B2 level of English to actively participate in discussions and group work.
- Practicing facilitators, educators, or NGO professionals working directly with young people.
- Interested in media literacy, environmental sustainability, climate action, and innovative educational tools.
- Open to co-designing educational games and applying them in youth work settings.
- Committed to sharing and multiplying project outcomes within their local communities.

Local Follow-Up Activities

After completing the training, each participant will be required to implement a local follow-up activity involving at least 10 young people in their community. These activities aim to transfer the knowledge and tools gained during the training into practical youth work settings. Participants will use the simulation-based methods, tools, or concepts explored during the training to raise awareness about climate misinformation, foster critical thinking, or introduce elements of the CHECKMATE Simulation Game. Each participant is required to document their local follow-up activity with photos and a short description.





Program Structure and Curriculum

Program Structure

A 4-day format with a mix of expert input, interactive workshops, simulation testing, group work, and guided reflection to ensure progressive and hands-on learning. Each day is designed to build upon the previous one, leading participants from foundational concepts to practical application and co-creation.



Curriculum Outline

Covers climate misinformation, fact-checking, role-play techniques, simulation design, facilitation skills, and co-creation of educational tools. The curriculum emphasizes experiential learning and critical thinking to empower youth workers in creating impactful educational experiences.



Training Agenda

ARRIVAL: 8 NOVEMBER, 2025

DAY 1: 9 NOV

- Welcome & Icebreaking Activities
- Introduction to the CHECKMATE Project and WP2 Outputs (Fact-Checking Toolkit, Myth-Busting Challenge)
- What is Climate Misinformation? Case Examples & Country-Specific Trends
- Role of Youth Workers in Navigating Disinformation
- Reflection Circles: Mapping Our Local Realities

DAY 2: 10 NOV

- Principles of Game-Based Learning & Role-Playing
- Hands-On Testing of Existing Simulation Games (e.g. Green Deal Negotiation, Climate Fiction Scenarios)
- Facilitator's Role: Design, Moderation, and Debriefing Techniques
- Debriefing Practice: Pulling Out the Learning
- Evening Networking Café: Cross-Country Exchange on Misinformation Trends

DAY 3: 11 NOV

- Kick-off of the Co-Design Process
- Workshop: Identifying Key Roles (journalist, scientist, influencer, troll, policymaker, citizen, etc.)
- Scenario Building: What Makes a Realistic Climate Misinformation Crisis?
- Small Group Labs: First Drafts of Role Cards and Objectives
- Peer Feedback & Iteration Rounds

DAY 4: 12 NOV

- Simulation Game Test Round: Piloting Early Drafts
- Group Reflection: Strengths, Gaps, and Educational Value
- Evaluation of the Training & Learning Outcomes
- Youthpass Ceremony & Closing Circle
- Planning Local Follow-Up Actions (Living Labs, Pilots, and Dissemination)

DEPARTURES: 13 NOVEMBER, 2025

Training sessions are planned from 10:00 to 18:00 + Reflection session

06:45-08:45 Breakfast | 11:30-12:00 Break (JUST Coffee & Tea) | 12:45 to 14:40 LUNCH | 16:30-17:00 Break (JUST Coffee & Tea) | 19:00 - 20:00 Dinner Time



CHECKMATE Training on Climate Misinformation

VENUE

The training will be held at the Jugendgästehaus Wien Brigittenau.

This is a youth hostel that includes conference and training rooms.

Address of the Venue: Adalbert-Stifter-Strasse 73, 1200 Vienna.

The meeting room is the conference room **Laubengang 1** on the first floor.



ACCOMMODATION

The meeting will take place at a youth center that has a hostel. Accommodation will be in double rooms, and as we will have an odd number of participants from each country, room sharing across nationalities is expected.

All meals will also be organised by the host at the same venue.





Arrivals

REACHING THE VENUE FROM THE AIRPORT OR INTERNATIONAL BUS STATION

ARRIVING AT THE AIRPORT:

There is only one airport in Vienna called "FLUGHAFEN WIEN" / "Vienna International Airport".

From the airport station [Flughafen Wien Bahnhof] to the venue [Wien Handelskai Bahnhof (U)] there are many ways and different trains with connections, HOWEVER, please take only the direct train S7 or REX7 in the direction (Wolkersdorf Weinviertel or Floridsdorf) the name of the direction of train may be different but it is always S7 or REX7. You should exit at Handelskai and from there use GPS to walk 8 minutes to the venue (Adalbert-Stifter-Strasse 73). The S7 train leaves from the Airport every 30 minutes. So it is better to wait for it instead of getting lost in the city looking for connections. This S7 train leaves at minute 19 and minutes 49. For example: 11:19, 11:49, 12:19, 12:49 and so on. The tickets can be bought online at ÖBB or from the machines at the airport, for the price of 4.50 EURO from the airport to the Venue.

At the airport there are different train companies. We suggest to only use ÖBB trains. There is another company called CAT, this train only brings you to city center and then you have to change. Also the CAT tickets are too expensive.

ARRIVING AT THE VIENNA INTERNATIONAL BUS STATION:

To travel from Vienna Central Bus Station VIB (Erdbergstraße 200A, 1030 Wien) to HI Hostel Vienna Brigittenau & Brigittenau Youth Palace (Adalbert-Stifter-Strasse 73, 1200 Wien), you can use Vienna's public transportation system. Here's a step-by-step guide:

Option 1: Subway (U-Bahn) and Bus

A. Subway (U3 and U6):

- o From the VIB, walk to the Erdberg U-Bahn station (U3 line).
- o Take the U3 line in the direction of Ottakring.
- o At Westbahnhof station, transfer to the U6 line heading towards Floridsdorf.
- o Alight at Handelskai station.

B. Bus (11A or 5A):

- o From Handelskai, transfer to bus 11A or 5A.
- o Ride for two stops and get off at Leystrasse.
- o From Leystrasse, it's approximately a 500-meter walk to the hostel.



Option 2: Subway (U3) and Tram (Line 2)

A. Subway (U3):

- o From the VIB, walk to the Erdberg U-Bahn station (U3 line).
- o Take the U3 line in the direction of Ottakring.
- o Alight at Volkstheater station.

B. Tram (Line 2):

- o At Volkstheater, transfer to tram Line 2 heading towards Friedrich-Engels-Platz.
- o Get off at Friedrich-Engels-Platz.
- o From there, it's a short walk to the hostel.

Additional Information:

1: For this whole trip (from the Bus station, not the airport) you need only one ticket that costs 2.4 Euro. This ticket is valid for 80 minutes and includes both the trams and trains. You can and should use it also for the connection between the different means of transportation.

2: Ensure you purchase a valid ticket before boarding and make sure the ticket is validated before your ride, to avoid a fine of more than 100+ Euros in case of control. Tickets are available at ticket machines in U-Bahn stations and inside of the trams and must be validated before travel.