



OUR STORIES, OUR SHELVES

MLA • DLA Conference 2026

Wonder Media: Media & News Literacy for Teens & Tweens

**PRESENTER:
Carrie Sanders,
Youth Services Coordinator
Maryland State Library Agency**

Wonder Media: Media & News Literacy for Teens & Tweens

www.WonderMediaLibrary.org



Today's Agenda

- Media & News Literacy
- Why is it Important?
- The 5 Key Concepts
- A Wonder Media Tour
 - Whack A Fact!
 - Construct A Message
 - Whose Story Gets Told?
- Roadmap to Wonder Media
- Discussion & Questions



Playing Whack a Fact at Ypsilanti District Library, MI



Today's Learning Objectives

At the end of the session, participants will be able to:

- Name the two types of literacy covered through instruction and learning activities on the Wonder Media website.
- Describe one way to bring awareness of the Wonder Media website's content and promote its use by youth services staff in your state.

Media Literacy Defined

The ability to access, analyze, evaluate, create, and act using all forms of communication.

- The National Association for Media Literacy Education

Media Consumption Facts	
Persons per serving: 1	
Your total media use time	
Hours:	Minutes:
Minutes per day*	
X (Twitter)	
Facebook	
Snapchat	
Instagram	
TikTok	
YouTube	
Video Games	
News and information	
Total =	
IRL interactions 40% ●	Sleep 30%
Online time 15% ●	Other 15%
<small>* Percent Daily Values are based on a 24-hour day and a healthy media diet. Your daily values may be higher or lower depending on your engagement needs.</small>	

INGREDIENTS: (based on what you consume)
 Honest information, misinformation, entertainment, persuasion, personal connection, fake connection

News Literacy Defined



The ability to determine the credibility of news and other content, to identify different types of information, and to use the standards of authoritative, fact-based journalism to determine what to trust, share and act on.

- *News Literacy Project*



U.S. Media Use Keeps Increasing

Youth ages 13 to 17 spend an average of 4 hours on digital media daily. (Gallup, 2023)

Adults 18+ spend more than 12 hours a day on major media. (emarketer, 2024)

AI Literacy



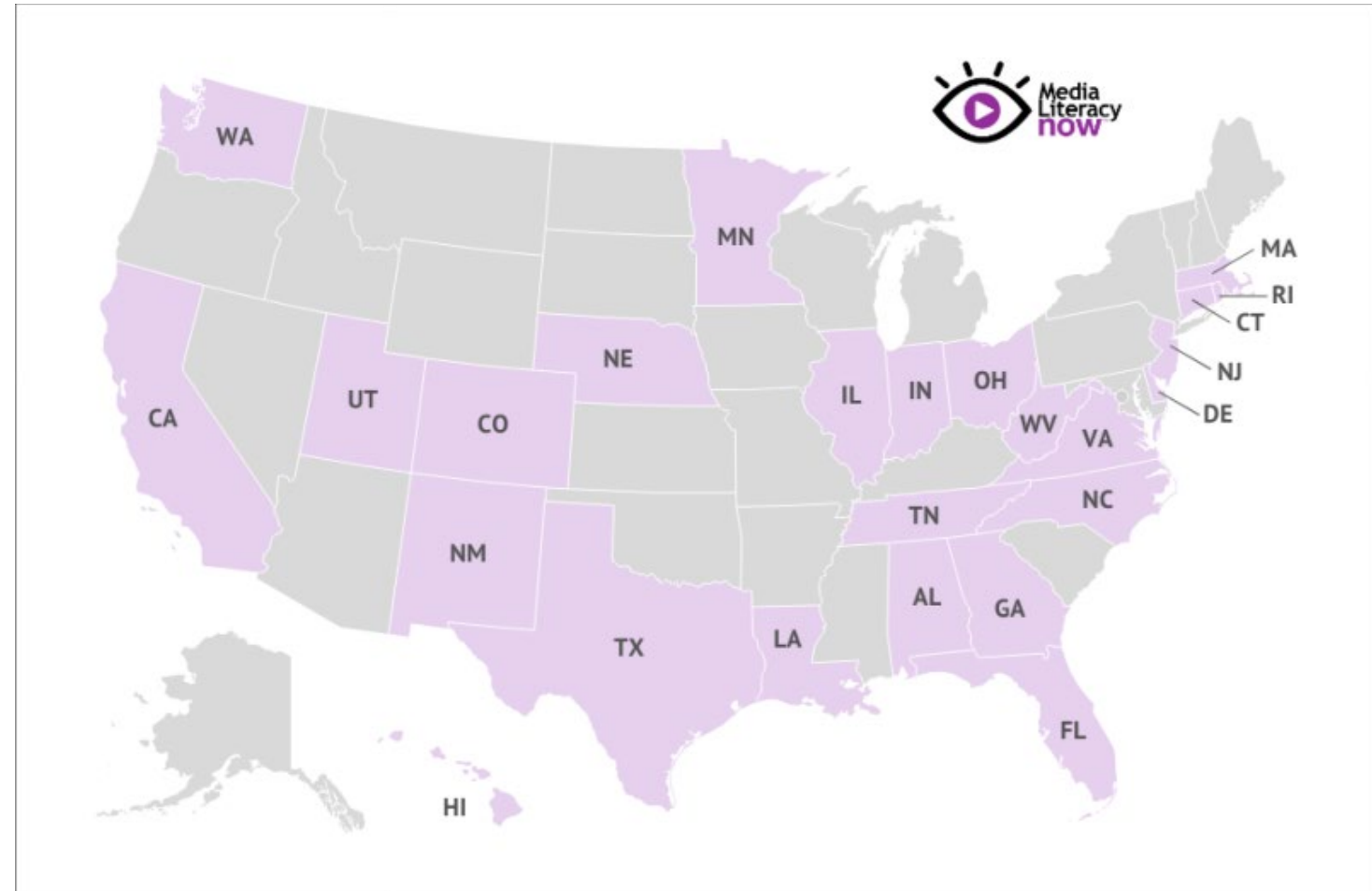
AI literacy can be defined as having the knowledge and skills to:

- Understand how AI tools are developed and function
- Observe and understand how AI is impacting the thoughts, feelings, and behaviors of individuals and larger systems (economy, environment)
- Use AI tools safely, ethically, and effectively through understanding tools' abilities, limitations, benefits, and risks

[\(Media Literacy Now\)](#)

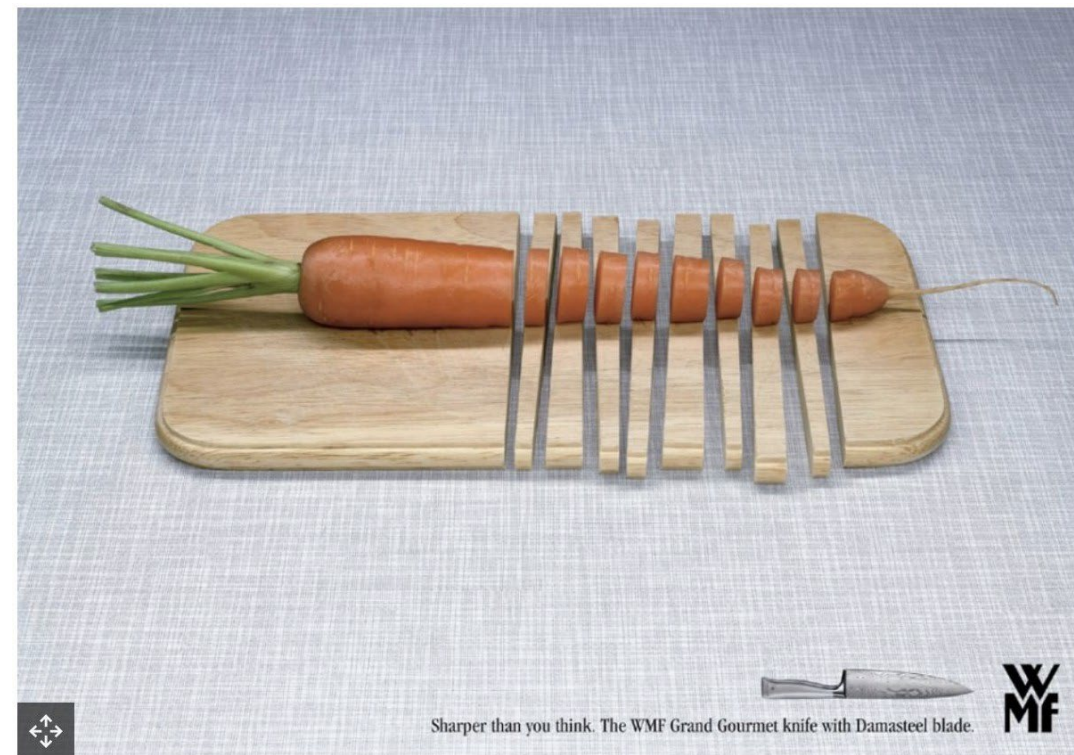
Media Literacy Education: Needed but not widely available

- Evaluation of MLE, a global effort, has demonstrated positive effects on knowledge and skill acquisition.
- ALA's [Media Literacy in the Library: A Guide for Library Practitioners](#) (2020)

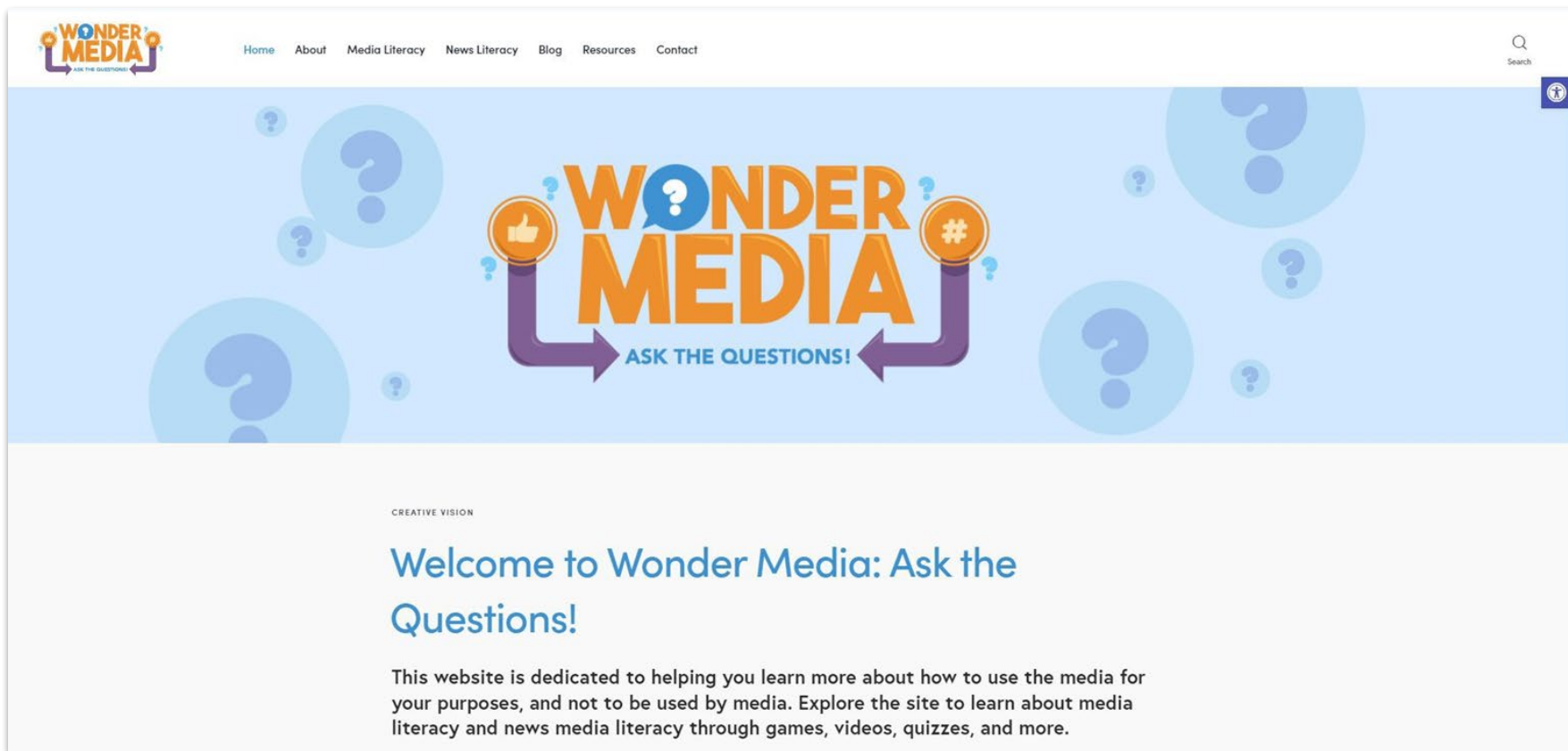


Five Key Concepts from Center for Media Literacy

1. All media messages are ‘constructed.’
1. Media messages are constructed using a creative language with its own rules.
2. Different people experience the same media message differently.
3. Media have embedded values and points of view.
4. Most media messages are organized to gain profit and/or power.



A utensil not to be messed with (Image credit: KNSK)



www.WonderMediaLibrary.org

Media Literacy Toolkit

- Same Message/Different Meaning
- Daily Media Use: How Do You Compare?
- Whose Story Gets Told?
- Business of Media
- If I were a Media Company Boss
- Construct a Message
- Media History in Your Hand



News Literacy Toolkit

- Fact Check This!
- Conspiracy Theories
- Escape the Fake
- To Share or Not to Share
- Deep Fake Video
- Algo the Robot
- Whack a Fact!



Hands-On Library Programs



- Tabletop Role Playing Game
- Power Points
- Sorting Game
- Passive Programs
- Escape Room Boxes
- Printables
- Discussion Prompts

CONSPIRACY THEORIES

ESCAPE THE FAKE

GOALS
Students will learn questions to ask to help analyze online media through a fun, interactive, hands-on breakout game played in small groups.

PREPARATION

- All materials are available to print to play the game at the most basic level. Details about how to print and the quantities to print are in the comments.
- A handheld mirror is required for station three. If you do not have one, substitute the puzzle on page 35.
- Print in color if possible to easily identify each station's materials.
- Plan on dividing students into small groups of 3-4 students each to complete the station activities and use the total number of groups to determine how many copies of materials to print.
- Four tables are needed to serve as stations that students visit to solve puzzles and gather clues to breakout of the room of misinformation. Three stations are Truth Clue stations and one is the final solution station. Students need to visit each of three stations and find a truth clue at each to solve the final challenge.

What do these emojis mean to you? What do you think they mean to people older than you? Younger than you?

😂 😄 😭 🦴

Could the meanings of these popular emojis be confused? Why or why not?

Emoji	Frequency
😂	High
❤️	Low
😭	Low
😍	Low
😘	Low
😏	Low
🦴	Low
😬	Low
😇	Low

Source

and let students use the post using their names for all participants. page 35, extension activities game into a full hour activity.

7th are used to get my and points of view are included

www.wondermedialibrary.com

Outreach & Social Media Resources



- Reels/TikToks
- Bookmarks
- Buttons/Stickers
- Banners
- Flyers
- Graphics
- Slides

TIPS FOR IMPROVING YOUR RELATIONSHIP with Social Media

- 1 Track your intake**
Before you go online, ask yourself: "What need am I trying to meet?"
- 2 Know your worth**
Social media platforms are free because your data and your attention are being sold to advertisers and other businesses. You are the product; they are the true customers.
- 3 Do a digital reset**
Set aside time each day to be offline.
- 4 Be choosy**
Pick content that affirms who you are, teaches useful things or challenges you in healthy ways.

THREE TIPS FOR WISELY SHARING ONLINE INFORMATION

- 1 Pause**
Be especially skeptical about information you agree with. Motivated information makes us more likely to accept new information as true if it agrees with what we already believe.
- 2 Check your emotions**
Online trolls and bullies want you to share fake information, so they use emotionally engaging content. People are more likely to share posts that cause strong emotions such as anger or awe.
- 3 Check your bias**
Confirmation bias is our underlying tendency to notice, focus on and accept evidence that fits with our existing beliefs.

TO **SHARE** OR NOT TO **SHARE**

No fakes. No fooling.
www.wondermedialibrary.com

WONDER MEDIA
ASK THE QUESTIONS!

MEDIA LITERACY

5 SCORE CONCEPTS

- All media messages are "constructed."
- Media messages are constructed using a creative language with its own rules.
- Different people experience the same media message differently.
- Media have embedded values and points of view.
- Most media messages are organized to gain profit and/or power.

5 KEY QUESTIONS

- Who created this message?
- Why is this message being sent?
- What creative techniques are used to attract my attention?
- How might different people understand this message differently from me?
- What lifestyles, values and points of view are represented in, or omitted from, this message?

Source: Center for Media Literacy
Learn more at: WonderMediaLibrary.org

Wonder Media in Your Community

- After School Program Sites
- School Visits
- Class Visits (in the library)
- Classroom Collaborations
- Passive Programming
- Homeschool Groups
- Multi-generational Programs
- Tween & Teen Advisory Boards
- Community Campaigns
- Social and/or Media Engagement
- Newsletter Segments



Whack A Fact

The Detroit Lions are the hardest-working football team in the NFL.



Fact

Opinion

Fact or Opinion?

- Health care costs per person
- Spending on Social Security federal budget.
- Democracy is the greatest f
- ISIS lost a significant portion
- Increasing the federal minimum
- Immigrants who are in the U
- Immigrants who are in the U



world.
portion of the U.S.

alth of the U.S. economy.
ry today.
ution.



Construct a Message



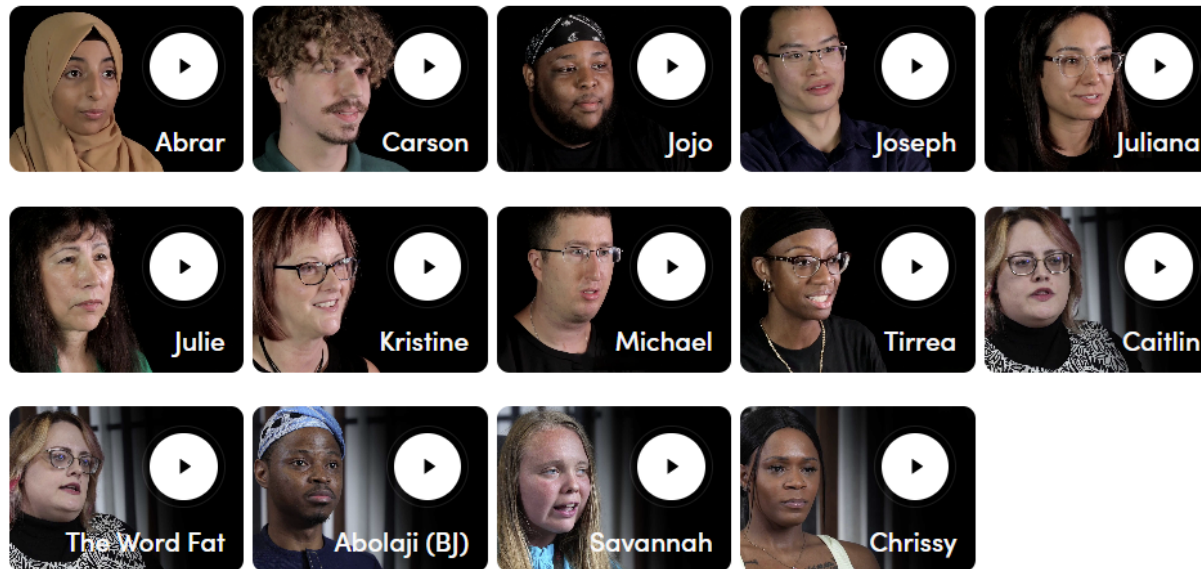
Media Literacy: Whose Story Gets Told?



MEDIA LITERACY

Whose Story Gets Told?

Select a video to watch. You will hear from real people and their reactions to common stereotypes about them in popular media. How might those stereotypes shape your understanding of others who are unlike you? After the videos, share your thoughts about how media portrays an important part of your identity.



Introducing the Wonder Media Roadmap



Next Steps



- Familiarize yourself with Wonder Media
- Promote the resources on your social media/website
- Share with community partners who work with tweens/teens
- Form small cohorts to try out the programs
- Share with adult programming for use with senior citizens (public libraries)
- Great for school outreach programming or collaboration with classroom teachers



*ALA June 2025
(Jeni for moral support)*

Idea Sharing & Discussion



Sue Ellen's Contact Information

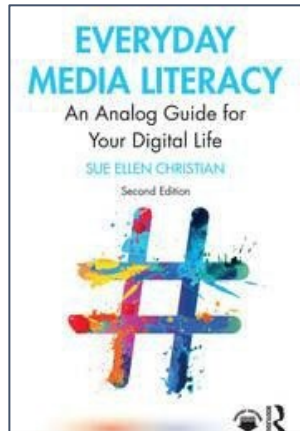


Sue Ellen Christian

Professor of Communication
Western Michigan University
SueEllen.Christian@WMich.edu



Search on your streaming
platform for
"Click: The Musical"



Thank you!

Carrie Sanders

Youth Services Coordinator,
Maryland State Library Agency

carrie.sanders@maryland.gov



**Please take a moment to
complete the program survey.**



SCAN ME!



OUR STORIES, OUR SHELVES

MLA • DLA Conference 2026