

Final Project Newsletter

NEWS LITERACY ON BOARD

Dear colleagues and friends,

As the NEED project reaches its final chapter, we would like to extend a heartfelt thank you to everyone who joined us on this exciting journey – educators, librarians, students, journalists, community leaders, and, of course, our project partners. We've joined forces to make news literacy a real, usable skill – giving individuals the tools they need to recognize truth, challenge misinformation, and stay informed.

During the last two years, the project team has:

- Created 540 educational questions across three competence areas of news literacy;
- Developed the NEED Assessment Game to test your skills in a fun, interactive way;
- Developed the NEED Educational Board Game;
- Collected numerous open educational resources in 5 languages, ready to use in classrooms, workshops, and libraries;
- Brought together passionate professionals from across Europe to share knowledge and inspire change.



Final Outputs – Yours to Use & Share

The NEED project is wrapping up, but the learning continues! All our tools – games and resources – remain freely available on our website.

<https://newsliteracy.info>

PROJECT PARTNERS:



OUTREACH EVENTS

In our final months, the NEED project didn't just wrap up — it went public in style!

- Multiplier events in Belgrade, Ankara, and Žalec brought together educators, librarians, journalists, and community members to explore NEED tools and games firsthand.
- We proudly presented our results at several international librarianship conferences (DisCo Conference in Prague (Czech Republic), ECIL 2025 in Bamberg (Germany)) inspiring colleagues from across the globe to integrate news literacy into their programs.
- Project NEED even made it onto the airwaves, with a feature on a show “Digital icons” aired at Radio Belgrade 2, reaching a wider public and sparking conversations about the importance of critical thinking in the news era.





Legacy & Sustainability

While Project NEED officially concludes, our resources remain freely accessible.

Project partners will continue to use the board game, online tools, and OERs in their activities, and we invite you to do the same.

Whether you are a teacher, librarian, youth worker, or simply passionate about critical thinking, resources developed within the NEED project are here to support your work.

KEEP THE MISSION ALIVE

Here's how you can help continue the story:

- ✓ Download, play, and share the NEED games.
- ✓ Integrate the OERs into your lessons and workshops.
- ✓ Spread the word to schools, libraries, and community groups.

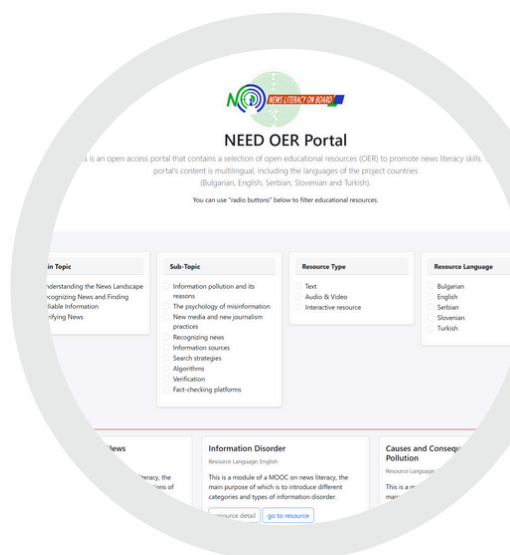
✉ Stay connected with us for future initiatives.

🌐 <https://newsliteracy.info>

🌐 www.facebook.com/newsliteracyonboard



Visit the website, explore the available resources, and take part in building a society that values critical thinking and media responsibility.



The NEED project may be ending, but the mission to build strong, critical, and news-literate communities continues — with you.



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