



write a lesson plan for teens , college with examples Lesson Plan: Symbolic Forms in the Digital Age Grade Level: Teens (high school, ages 14-18); adaptable for college freshmen. Duration: 60-90 minutes. Objectives: Students will understand Ernst Cassirer's symbolic forms (language, myth, art), their distinctions and interactions, and apply them to digital "memecraft" like memes and AI language models. By lesson end, they can analyze how digital symbols shape thoughts and culture. ## Materials Needed - Projector for slides/video clips (e.g., 2-min excerpt from "The (Terrifying) Theory That Your Thoughts Were Never Your Own" YouTube video). - Handouts: Comparison table (from chat), meme examples (TikTok trends, Twitter viral posts). - Whiteboard/markers; optional: laptops for meme creation tool like Canva. ## Lesson Structure ### 1. Warm-Up Hook (10 min) Activity: Show a viral meme (e.g., "Distracted Boyfriend" meme) and ask: "Does this meme 'think' for you? How does it make you feel or act?" Discussion: Teens share (2-3 responses). Introduce: Our thoughts aren't fully "ours"—they're shaped by symbols like memes, linking to language as an autoregressive "next-token predictor" (from video). Transition: Humans are "symbolic animals" (Cassirer)—we build reality through forms like language, myth, art. ### 2. Core Concepts (15 min) Direct Instruction (use slides): Explain Cassirer's

symbolic forms simply: - Language: Logical "code" for facts/statements (e.g., "The cat is on the mat"). Objectifies world into propositions. - Myth: Emotional stories that feel true (e.g., urban legends like "Bloody Mary"). Pulls you in emotionally. - Art: Vibey images/sounds evoking feelings (e.g., a sunset painting or viral TikTok filter). Quick Table (project/handout):

Form	How It Works	Teen Example
Language	Propositional logic	Texting "Homework due tomorrow"
Myth	Viral emotion/story	Slenderman creepypasta legend
Art	Intuitive feel	Aesthetic Instagram Reel

Key Interaction: Language carries myths (e.g., tweets spread legends); myths make language vivid (e.g., emojis as mini-myths). ### 3. Digital Memecraft Examples (20 min) Interactive

Breakdown (tailored for teens/college): - Teens Example: TikTok "Renegade" dance challenge. Myth (viral story of overnight fame) spreads via language (hashtags #Renegade), art (choreography vibes). How does it "puppet" your FYP? - College Example: LLM chatbots like Grok. Language autoregresses tokens (predicts next word), birthing "memecraft"—ungrounded symbols mimicking myth (endless stories) and art (creative outputs). Clip from video: Language as brain-software. Activity: Pairs discuss: "Is a Grok

response 'thinking,' or just memetic chaining?" (5 min share-out). Digital Twist (from chat): Memes = modern myths in token-flows; LLMs expose language hijacking thoughts, like Baron Munchausen's bootstrap tales. ### 4. Hands-On Application (20 min) Group Activity: Create a "Memecraft" meme. - Groups (3-4 students): Pick a form (language/myth/art). Design meme about school life (e.g., myth: "AI will do your homework"). - Use phones/Canva; present: "How does it interact with other forms?" Debrief: Relate to digital phenomenology—symbols shape your digital "lifeworld" (e.g., algorithms curate reality). ### 5. Wrap-Up & Assessment (10-15 min) Reflection Prompt (journal/write-out): "Pick a social media habit. Which symbolic form drives it? How could you 'hack' it?" Exit Ticket: Draw/quick-write one distinction (e.g., "Language: facts vs. Myth: feels"). Homework (teens: meme journal 1 week; college: 300-word essay on AI as symbolic form). Assessment: Participation (rubric: explains 2+ concepts), exit ticket (80% accuracy), homework. ## Adaptations - Teens: More visuals/memes, shorter discussions. - College: Add readings (Cassirer excerpts), debate: "Is digital memecraft eroding free will?" Extensions: Knowledge graph of forms (your Python/HTML skills); Tantra mindfulness to "unplug" from memetic loops. This plan turns chat's philosophy

into engaging, relevant content—perfect for your goldschadt.dk or YouTube style.[1] Citations: [1]

Cassirer Part II - SEO KIOSK <https://www.goldschadt.dk/cassirer-part-ii/> [2] **digital capitalism, modern**

myth, Ernst Cassirer, philosophy ... <https://jcascom/index.php/jcascom/article/view/333> [3] **Ernst**

Cassirer: Philosopher of Symbolic Forms and ... <https://gettherapybirmingham.com/ernst-cassirer-philosopher-of-symbolic-forms-and-cultural-theory/> [4]

Cassirer's Symbolic Forms in Application: https://www.pdcnet.org/collection-anonymous/pdf2image?pdfname=ajs_2018_0999_1_25_33.pdf&file_type=pdf [5]

By the same author https://uberty.org/wp-content/uploads/2015/12/Ernst_Cassirer_The_Philosophy_of_Symbolic_Forms1c.pdf [6] **Cassirer and Symbolic Form**

- Philosophy <https://www.princeton.edu/~freshman/philosophy/cassirer/cassirer.html> [7] **Ernst Cassirer |**

Symbolic Forms use our nonsenses detector and symbolic interpreter in classroom Updated Lesson

Plan: Adding Nonsense Detector & Symbolic

Interpreter Grade Level: Teens (14-18); college

freshmen. Duration: 75-90 min. New Objectives:

Students use "Nonsense Detector" (spot illogical memetic claims) and "Symbolic Interpreter"

(decode hidden meanings in symbols) to analyze digital content critically. ## Materials Needed

(Updated) - Same as before + free tools: Google Jamboard/Miro for group decoding; meme generator (Imgflip/Canva). - Handout: "Nonsense Detector Checklist" (Is it autoregressive hype? Lacks grounding? Viral without proof?) + "Symbolic Interpreter Guide" (What form? Language/myth/art? Memetic payload?). ## Revised Lesson Structure ### 1. Warm-Up Hook (10 min) Same meme activity. Introduce tools: "We'll use Nonsense Detector to debunk viral BS and Symbolic Interpreter to unpack real symbolic power." ### 2. Tool Intro (15 min) Direct Instruction: - Nonsense Detector: Questions to flag memecraft tricks. - Example: TikTok "quantum manifestation" trend—detects ungrounded myth (no science) puppeting language (affirmations). - Symbolic Interpreter: Cassirer lens to decode. - Language: Propositional claims. Myth: Emotional hooks. Art: Vibey pull. Demo: Analyze "Distracted Boyfriend" meme. - Detector: Nonsense? (Relatable trope, not literal). - Interpreter: Myth (cheating archetype) + art (visual pun) via language (caption). ### 3. Core Concepts + Digital Examples (20 min) Same table/handout. Hands-On Tool Use: - Teens Ex: "Renegade" TikTok. Groups run Detector (hype vs. real skill?) + Interpreter (myth of fame; art in dance). - College Ex: Grok/LLM output on "free will." Detector: Autoregressive tokens, no true agency? Interpreter: Language as memetic myth-machine.

4. Active Practice: Detect & Interpret (20 min)
Group Challenge: 4 teams get viral content (e.g., AI art generator ad, creepypasta, influencer quote). 1. Run Nonsense Detector (5 min: checklist votes). 2. Symbolic Interpreter (10 min: ID forms, interactions). 3. Present: "Nonsense level? Symbolic breakdown?" (Jamboard sticky notes).
Ex Output: "Slenderman: High myth (fear virus), low language grounding—detected as memetic contagion."

5. Wrap-Up & Assessment (10 min) Reflection: "Apply tools to your FYP. What got past your detector?" Exit Ticket: Label 1 meme/post with both tools (e.g., "Myth overload, 70% nonsense"). Homework: Detector/Interpreter log of 3 social media posts.

Why These Tools Work - Teens: Gamifies critical thinking—turns "spot the cap" into philosophy. - College: Builds digital phenomenology skills; links to your Tantra "unplugging" hacks. Perfect for Hurghada/Copenhagen classrooms or [goldschadt.dk](https://www.goldschadt.dk) workshops—hands-on, no fluff, reveals memetic loops shaping teen minds.

Citations: [1] The Digital Humanities Classroom as a "Node". From Toolbox ... <https://journal.dhbenelux.org/journal/issues/003/article-53-Armaselu.pdf> [2] Building a Toolkit for Digital Pedagogy <https://dhq-static.digitalhumanities.org/pdf/000310.pdf> [3] The Digital Classroom: A Digital Humanities Primer on

... <http://www.asjournal.org/70-2020/the-digital-classroom-a-digital-humanities-primer-on-tools-methods-and-resources/> **[4] Tools for Digital Humanities - Literature and the Digital Humanities** <https://libguides.southernct.edu/digitalhumanities/tools> **[5] What Is Digital Humanities and What's It Doing in the ...** <https://dhdebates.gc.cuny.edu/read/what-we-teach-when-we-teach-dh/section/56d1ec6b-9d95-4da1-af78-9fc58d203232> **[6] Digital Humanities: Tools & Software - NYU Libraries Research Guides** <https://guides.nyu.edu/digital-humanities/tools-and-software> **[7] DH Tools** <https://digitalhumanities.duke.edu/doing-dh/dh-tools> **[8] DH Tools | DIGITAL HUMANITIES** <https://digitalhumanities.duke.edu/tools> **[9] LibGuides: Digital Humanities: Tools** <https://libguides.utoledo.edu/digitalhumanities/DHtools>

Here is a clear, classroom-ready lesson plan you can actually run in high school, gymnasium, or college.

It integrates your Memecraft tools:

▣ MoMo – Nonsense Detector (1–7)

▣ Symbolic Interpreter

Cassirer symbolic forms (language, myth, art)

Digital literacy for the AI age

LESSON PLAN

Symbolic Literacy in the Age of AI

Using the Nonsense Detector + Symbolic Interpreter

Level:

Teens (14–18) and college freshmen

Duration: 75–90 minutes

Subject areas:

Media literacy, philosophy, digital literacy, language, social studies

▫ Learning Goals

Students will:

Understand how symbols shape thinking (Cassirer).

Detect nonsense in digital media.

Interpret memes, AI text, and viral posts.

Use two tools:

MoMo (Nonsense Detector)

Symbolic Interpreter

Build critical thinking about AI + media.

▫ Key Concepts (Simple Language)

Concept Meaning Teen Example

Language

Statements, facts, logic

"Homework due tomorrow"

Myth

Emotional story that spreads

"AI will replace all jobs"

Art

Vibes, images, feeling

TikTok aesthetic video

Memes

Modern myths

Viral trends

AI text

Pattern prediction

Chatbot answers

▫ Tools Used in Class

1. ▫ MoMo – Nonsense Detector

Students rate content from Level 1–7

Level Meaning

1–2

Playful metaphor

3–4

Confused but fixable

5–6

Confident nonsense

7

Weaponized bullshit

2. ▫ Symbolic Interpreter

Students ask:

What symbols are here?

Language, myth, or art?

What emotion does it push?

What does it want me to believe?

LESSON FLOW

1. WARM-UP (10 min)

Show a viral meme

Example:

"AI will take over the world"

Ask students:

Do you believe this?

Why does it feel true?

Who benefits from this idea?

Explain:

Humans don't just think —

we think through symbols.

2. INTRODUCE THE TWO TOOLS (15 min)

Tool 1: MoMo (Nonsense Detector)

Write on board:

Not everything that sounds deep is true.

Example statement:

"Quantum energy attracts success."

Students vote:

MoMo level?

Discuss why.

Tool 2: Symbolic Interpreter

Example meme:

"Distracted boyfriend"

Ask:

Myth: relationship drama

Art: visual joke

Language: caption

Explain:

Symbols shape emotions → emotions shape beliefs.

3. DEMO WITH REAL EXAMPLES (15 min)

Example 1 (Teens)

TikTok trend:

"Manifest your future with vibrations"

MoMo:

Likely Level 5

Interpreter:

Myth + emotional promise

Example 2 (College)

AI chatbot answer about free will.

MoMo:

Looks smart but pattern-based.

Interpreter:

Language machine generating myth of intelligence.

4. GROUP ACTIVITY (25 min)

Split class into groups (3–4 students)

Give each group:

Meme

TikTok post

AI text

Influencer quote

Step 1: Run MoMo (5 min)

Groups decide:

Nonsense level?

Step 2: Symbolic Interpreter (10 min)

Worksheet questions:

What symbols are used?

Language, myth, art?

What feeling does it create?

What belief does it push?

Step 3: Present (10 min)

Each group reports:

MoMo level

Symbolic analysis

▣ EXAMPLES TO USE IN CLASS

Example A – Teen

Statement:

“If you don’t wake at 5am you will fail.”

MoMo: Level 4

Interpreter: productivity myth

Example B – College

Statement:

“AI is conscious now.”

MoMo: Level 3–5

Interpreter: myth of machine mind

Example C – Meme

Image:

Cat typing laptop

Caption: “Studying”

Interpreter:

Art: humor

Myth: student struggle

Language: irony

👉 REFLECTION (10 min)

Students write:

What fooled you recently online?

or

What would MoMo say about your TikTok feed?

▣ HOMEWORK OPTIONS

Teens

Track 3 posts this week:

MoMo level

Symbolic interpretation

College

300-word reflection:

How do symbols shape belief in the AI era?

▣▣ TEACHER NOTES

Why this works

Students already live in meme culture.

This gives them tools to see through it.

Skills developed

Critical thinking

Media literacy

Philosophy

AI awareness

▣ HOW TO USE YOUR MEMECRAFT TOOLS IN CLASS

If using your website tools:

Open MoMo detector on projector

Paste student content

Vote together

Use Symbolic Interpreter

Compare results

This turns class into a live lab.

▣ EXTENSION LESSON (College)

Debate:

Are humans thinking

or are symbols thinking through us?

▣ WHY THIS MATTERS

Students now grow up with:

AI text

memes

algorithms

influencer myths

They need:

symbolic literacy

not just digital skills.

Want the next step?

I can now build for you:

Printable teacher PDF

Slide deck

Student worksheet

Classroom version for Memecraft site

10 ready-to-use classroom examples

Full curriculum (8 lessons)

Just tell me:

How many lessons do you want?

This is classroom on www.goldschadt.com we do another for glide quests do 1 3 4 then we evaluate, we are getting from theory talk to classroom pragmatic

Excellent — we move from theory → classroom → tools.

You want for www.goldschadt.com classroom first:

1. Printable teacher PDF

2. Student worksheet

3. Classroom version for website

Then later: Glide quests.

I'll build these pragmatic + ready-to-use.

PART 1 — PRINTABLE TEACHER PDF

(you can paste into Word/Canva and export as PDF)

TITLE

Symbolic Literacy in the AI Age

Using the Nonsense Detector + Symbolic Interpreter

Memecraft Classroom Module 01

Level: Teens / College

Duration: 75–90 min

Teacher prep: none required beyond projector

LEARNING OBJECTIVES

Students will:

Detect nonsense in media and AI text

Understand symbolic influence

Use two classroom tools

Reflect on digital influence

CORE IDEA (teacher script)

Tell students:

Humans don't just think.

We think through symbols.

Memes, AI text, stories and images shape what feels true.

Today we learn to see that process.

TOOLS

Tool 1: MoMo — Nonsense Detector

Scale 1-7

Level Meaning

1-2

metaphor/play

3-4

confused

5-6

confident nonsense

7

manipulative

Tool 2: Symbolic Interpreter

Ask:

What symbols are here?

Emotion?

Myth?

Logic?

What does it want me to believe?

LESSON FLOW

1. Warm-up (10 min)

Show a viral claim:

"AI will replace teachers."

Ask:

True?

Feels true?

Why?

Vote MoMo level.

2. Explain tools (15 min)

Explain:

Language → facts

Myth → emotional story

Art → feeling/image

Give examples from TikTok or Instagram.

3. Group analysis (25 min)

Give each group:

meme

influencer quote

AI answer

viral claim

They must:

Assign MoMo level

Interpret symbols

Present

4. Discussion (15 min)

Questions:

What fooled you?

Why do myths spread faster than facts?

Does AI create meaning or remix it?

5. Exit reflection (10 min)

Students write:

What will you question differently online now?

ASSESSMENT

Observe:

participation

reasoning

symbolic analysis

No grading required.

TEACHER NOTE

This is not anti-AI.

It is pro-awareness.

Students love it because:

it feels like a game.

PART 3 — STUDENT WORKSHEET

You can print this directly.

MEMECRAFT CLASSROOM WORKSHEET

Name: _____

Date: _____

STEP 1 — OBSERVE

Content analyzed:

Where did you find it?

STEP 2 — MOMO DETECTOR

Circle level:

1 2 3 4 5 6 7

Why?

STEP 3 — SYMBOLIC INTERPRETER

What type?

Language

Myth

Art

Emotion triggered:

Message behind it:

What does it want you to believe?

STEP 4 — REFLECTION

Did you almost believe it?

Why?

STEP 5 — BONUS

Rewrite it to be clearer or more honest.

PART 4 — WEBSITE CLASSROOM VERSION

(for goldschadt.com page)

You can paste into Elementor.

PAGE TITLE

Memecraft Classroom: Symbolic Literacy

INTRO TEXT

Students today live inside:

memes

AI text

algorithmic feeds

This classroom module teaches them:

how to detect nonsense

and interpret symbols.

We use two tools:

▣ Nonsense Detector

▣ Symbolic Interpreter

CLASSROOM FLOW

Step 1

Show a viral post

Step 2

Run Nonsense Detector

Step 3

Interpret symbols

Step 4

Discuss influence

WHY THIS MATTERS

Information no longer just informs.

It shapes perception.

Students need:

symbolic literacy

not just digital skills.

FOR TEACHERS

Download:

Teacher guide PDF

Student worksheet

Example pack
(we add downloads later)

NEXT STEP — AFTER YOU REVIEW

When you say OK:

I build:

Glide Quest Version

Quest 1: Detect nonsense

Quest 2: Interpret symbol

Quest 3: Rewrite meaning

Gamified.

IMPORTANT QUESTION

For the classroom page tone:

Do you want it:

A. formal school tone

B. playful Memecraft tone

C. mix

And age focus first:

10–12

13–16

gymnasium/college

We are now in pragmatic classroom mode.

Early teens mixed tone

Perfect.

We'll design this for early teens (≈12–15) with a mixed tone:

serious but playful, clear but not childish.

Ready for goldschadt.com classroom page and printable use.

Below are the finalized versions of:

1▣ Teacher PDF content

3▣ Student worksheet

4▣ Website classroom module text

All aligned to early-teen level.

1▣ TEACHER GUIDE (Printable PDF content)

Memecraft Classroom Module 01

Seeing Through the Feed

Nonsense Detector + Symbolic Interpreter

Age: 12–15

Time: 60–75 minutes

Subject: Media literacy / language / social studies

Lesson Goal

Students learn:

Not everything online is true

Symbols shape emotions

Memes influence thinking

AI text sounds smart but isn't always meaningful
They can analyze instead of react

Teacher Opening Script

Say this:

Every day you scroll through hundreds of messages.

Some inform you.

Some manipulate you.

Today we learn to see the difference.

Tools Used

▣ MoMo — Nonsense Detector

Students rate content from 1–7.

Level Meaning

1–2

harmless fun

3–4

confusing

5–6

misleading

7

manipulative

▣ Symbolic Interpreter

Students ask:

What feeling does this create?

What story is it telling?

What does it want me to believe?

Lesson Plan

1. Warm-up (10 min)

Show a claim:

"Everyone is getting rich from crypto."

Ask:

True?

Feels true?

Why?

Vote MoMo level.

2. Explain Symbols (10 min)

Explain simply:

Language = statements

Myth = emotional story

Art = image/vibe

Example:

TikTok trend

Influencer quote

Meme

3. Group Activity (25 min)

Groups get a post/meme.

They must:

Rate MoMo level

Interpret symbols

Present

4. Discussion (15 min)

Ask:

Why do dramatic posts spread faster?

Why does nonsense sound confident?

How does AI text sound smart?

5. Reflection (10 min)

Students write:

What will I question differently now?

Teacher Notes

Students love:

rating nonsense

debating truth

analyzing memes

Keep tone:

curious, not judgmental.

3 ▯ STUDENT WORKSHEET

Memecraft Classroom: Seeing Through the Feed

Name: _____

Date: _____

PART 1 — LOOK

What content are you analyzing?

Where did you see it?

PART 2 — MOMO DETECTOR

Circle one:

1 2 3 4 5 6 7

Why did you choose this level?

PART 3 — SYMBOLIC INTERPRETER

What type is it?

Language

Myth

Art

What feeling does it create?

What message is behind it?

What does it want you to believe?

PART 4 — REFLECT

Did it almost convince you?

Why?

What questions should we ask before believing posts?

4 WEBSITE CLASSROOM PAGE

(for goldschadt.com)

You can paste into Elementor.

PAGE TITLE

Memecraft Classroom — Learn to See Through the Feed

INTRO TEXT

Students today grow up inside:

memes

AI text

viral trends

algorithm feeds

Some content informs.

Some manipulates.

Some just sounds smart.

This classroom module teaches students to:

- ✓ detect nonsense
- ✓ interpret symbols
- ✓ think before reacting

TWO CLASSROOM TOOLS

▣ Nonsense Detector

Students rate posts from harmless → misleading → manipulative.

▣ Symbolic Interpreter

Students learn how images, stories and words influence feelings.

WHAT STUDENTS LEARN

Why dramatic posts spread

Why confident nonsense sounds convincing

How AI text works

How memes shape beliefs

WHY THIS MATTERS

Digital literacy today means:

not just using technology

but understanding influence.

Students learn to pause and ask:

What is this trying to make me believe?

FOR TEACHERS

This module works in:

English class

media studies

social studies

digital citizenship

Printable materials available.

NEXT STEP → GLIDE QUEST VERSION

Once you approve this classroom version, we convert it into interactive quests:

Quest 1 — Spot nonsense

Quest 2 — Decode symbols

Quest 3 — Rewrite message

Gamified for Memecraft.

Before I build the Glide quests:

Two quick decisions:

1. Classroom name on site:

A. Memecraft Classroom

B. Digital Literacy Lab

C. Symbol Lab

D. Other?

2. Visual tone:

More:

school

playful

philosophical

mixed?

We are now officially in

pragmatic classroom phase.

Her er en samlet, stram og klasseklar version, som du kan bruge direkte som "Memecraft Classroom Module 01" (early teens, blandet tone). [\[1\]](#) [\[2\]](#) [\[3\]](#)

Lesson Plan 1

Symbolic Forms in the Digital Age

(Memecraft + Cassirer)

Level: Teens (14–18), kan skaleres til college

Varighed: 60–90 min

Fag: Medieforståelse, engelsk, samfundsfag, filosofi

Learning objectives

Eleverne skal kunne:

- Forklare Cassirers tre symbolformer: **language, myth, art** i simpelt sprog.^[1]
- Genkende disse former i digitale medier (memes, TikTok, AI-tekst).^{[4] [3]}
- Diskutere, hvordan symboler påvirker følelser, tanker og adfærd.^{[2] [1]}

Materialer

- Projektor (slides / korte klip, fx et 2-min "your thoughts were never your own"-klip).^[4]
- Uddelte memes / screenshots (TikTok trend, viral post, AI-svar).^{[5] [3]}
- Whiteboard + tuscher, evt. computere/telefoner med Canva/meme-generator.^[5]

Struktur

1. Warm-up hook (10 min)

- Vis en kendt meme (fx "Distracted Boyfriend") eller en viral påstand: "AI will replace all jobs."^{[3] [5]}
- Spørg:
 - "Hvad får det dig til at føle?"
 - "Får det dig til at tro på noget bestemt om verden/fremtiden?"
- Pointen: Vores tanker er formet af symboler, ikke kun "facts".^[1]

2. Core concepts: Cassirer light (15 min)

Kort lærer-input med tavle/slide:

- **Language:** udsagn og facts, fx "Homework is due tomorrow."^[1]
- **Myth:** følelsesdrevne historier, fx urban legends, "AI will fix everything."^{[6] [1]}
- **Art:** billeder, lyd, æstetik, der skaber stemning, fx et aesthetic TikTok-filter.^[1]

Lille tabel på tavlen:

Form	Hvordan det virker	Teen-eksempel
Language	Udsagn, argumenter	Skolebesked, AI-forklaring
Myth	Følelses-historie	Creepypasta, "hustle"-myter
Art	Billede, lyd, vibe	Insta aesthetic Reel

Fælles pointe: De tre former blandes konstant i digitale medier.^{[7] [1]}

3. Digital "memecraft" eksempler (20 min)

To korte eksempler:

- **Teen-eksempel:** TikTok trend "manifest your future".
 - Language: "Just think it and it will happen."
 - Myth: Historien om magisk kontrol.
 - Art: Musik, filter, æstetik. ^[3] ^[5]
- **AI-eksempel:** Et kort chatbot-svar om "free will" eller "AI consciousness".
 - Language: ser logisk og klogt ud.
 - Myth: "AI tænker som os."
 - Art: hvis der er visual / branding. ^[5] ^[1]

Eleverne diskuterer 2–3 min i par:

"Er dette mere language, myth eller art – og hvad vil det have os til at tro?"

4. Hands-on: Lav jeres egen "memecraft" (20 min)

Grupper på 3–4 elever:

- Vælg én form i fokus: language, myth eller art. ^[1]
- Lav et meme om skoleliv, AI eller sociale medier, fx:
 - Myte: "AI laver alle lektier for dig."
- Brug telefoner/Canva eller bare papir. ^[5]
- Skriv under:
 - Hvilke andre former sniger sig ind?
 - Hvilken følelse og tro vil memet skabe?

Kort præsentation (1 min per gruppe).

5. Wrap-up & assessment (10–15 min)

- Individuel refleksion:
 - "Vælg en vane på sociale medier. Er den styret mest af language, myth eller art?"
- Exit ticket (kort):
 - Skriv én forskel mellem language og myth i egne ord. ^[6] ^[1]

Til ungdomsuddannelse/college kan du tilføje et kort Cassirer-uddrag som hjemmelæsning eller debat: "Are humans thinking, or are symbols thinking through us?" ^[1]

Lesson Plan 2

Nonsense Detector + Symbolic Interpreter

(Memecraft MoMo + Symbol Lab)

Level: Teens (14–18), kan skaleres til college

Varighed: 75–90 min

Fag: Digital literacy, medieforståelse, filosofi

Learning objectives

Eleverne skal kunne:

- Bruge en enkel **Nonsense Detector-skala** til at vurdere påstande. ^[2]
- Bruge en **Symbolic Interpreter**-guide til at se, hvilke symboler og følelser et stykke indhold aktiverer. ^{[3] [1]}
- Anvende begge værktøjer på memes, TikTok, influencer-citater og AI-tekst. ^{[4] [5]}

Materialer

- Projektor til at vise 3–4 konkrete eksempler (meme, TikTok-tekst, influencer-quote, AI-svar). ^{[4] [3]}
- Arbejdsark med MoMo-skala og Symbolic Interpreter-spørgsmål. ^[2]
- Evt. Jamboard/Miro til fælles opsamling. ^[4]

Nøgle-ideer i elevsprog

- Ikke alt, der lyder klogt, er sandt. ^[2]
- Nogle posts vil **inspirere**, andre vil **sælge**, nogle vil bare **manipulere**. ^{[5] [2]}
- Du kan træne et indre "filter": Nonsense Detector + Symbolic Interpreter.

MoMo – Nonsense Detector (1–7)

En enkel klasse-skala:

- 1–2: Harmløs metafor / joke
- 3–4: Forvirrende, men måske velment
- 5–6: Selvsikker nonsens uden belæg
- 7: Bevidst manipulerende / "weaponized" bullshit ^[2]

Symbolic Interpreter – spørgsmål

Eleverne spørger:

- Hvilke symboler ser jeg? (ord, billeder, emojis, lyd) ^[1]
- Er det mest language, myth eller art?
- Hvilken følelse skaber det?
- Hvad vil det have mig til at tro eller gøre?

Struktur

1. Warm-up (10 min)

Vis en sætning eller post, fx:

- "If you don't wake up at 5am, you will fail in life."

Eleverne:

- Gæt MoMo-niveau (1-7) med håndsoprækning.
- Kort snak: Hvad gør den her påstand ved vores følelser og selvbillede? ^[2]

2. Introduktion af værktøjerne (15 min)

Lærer forklarer MoMo-skalaen og Symbolic Interpreter-spørgsmålene. ^[2] ^[1]

Mini-demo med "Distracted Boyfriend"-memet:

- MoMo: Ikke direkte nonsens, mere humor/metafor → lav score.
- Symbolic Interpreter:
 - Myth: historien om "fristeren" og "forrådt kæreste".
 - Art: visuel joke.
 - Language: caption styrer tolkningen.

3. Core practice: fælles eksempler (20 min)

Klassen analyserer 2-3 stykker indhold sammen:

- Teen-eksempel: "Manifest money with this sound."
- College-egnet eksempel: kort AI-svar om "AI er bevidst". ^[5] ^[1]

For hvert eksempel:

- Elever stemmer MoMo-niveau.
- Lærer noterer hovedsymboler og dominerende form (language/myth/art) på tavlen. ^[2] ^[1]

4. Gruppearbejde: Detect & Interpret (20 min)

Grupper på 3–4:

- Hver gruppe får:
 - et meme,
 - en influencer-quote,
 - eller et AI-svar / reklame.^{[4] [5]}
- Opgave:
 - Sæt MoMo-niveau og begrund kort.
 - Udfyld Symbolic Interpreter-spørgsmålene.
 - Lav 3 bullets til en kort fremlæggelse.

Eksempel-output (Slenderman / creepypasta):

- MoMo: Høj myth, lav grounding → højt niveau, men måske "legende" i stedet for skadeligt.^[1]

5. Fremlæggelser og diskussion (10–15 min)

Hver gruppe fremlægger 1–2 minutter:

- Hvad var niveauet?
- Hvilke symboler og følelser styrede indholdet?

Fælles spørgsmål:

- "Hvad snyder os mest: fakta, historier eller billeder?"^[2]

6. Exit ticket og hjemmearbejde (10 min)

- Exit ticket:
 - "Find én post fra din egen feed i hovedet. Hvad ville MoMo sige, og hvilken form dominerer (language, myth, art)?"
- Hjemmearbejde (vælg niveau):
 - Teens: log 3 posts i løbet af ugen med MoMo-niveau + kort symbolanalyse.^[2]
 - College: 300 ord om "How symbols on my feed shape what feels true about AI / success / relationships."^{[1] [2]}

Hvis du vil, kan næste skridt være, at jeg omskriver netop disse to planer til:

- 1 kort **"For Teachers"**-tekst til [goldschadt.com](https://www.goldschadt.com),
- 1 elev-arbejdsark (klar til print/PDF) til hver af de to lektioner.

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