

The Youth Outreach Services Committee of the League of Women Voters Alameda has created a free, fun, and informative online game, VerifyIt! (https://verifyit.buzz) for young, new, and future voters to promote civic engagement and voting.

The game facilitates the learning of civics, voting, and news literacy. It can be played individually or with others, as well as by classroom teachers to stimulate students' interest in these important areas.

The Verifylt! team is composed almost entirely of volunteers. We invite you to join us!

There are many ways you can help – no matter your time constraints or level of experience or skill. You can do project-specific work or help on a continuing basis. All are welcome!

RESEARCH & EDITING

- Research and write voting questions for a state of your choice we have 12 states covered and need 50! (we provide lots of help)
- Keep state voting questions up to date follow legislation that changes voting rules
- Research and Write Civics questions
- Edit questions written by others

PROMOTION

- Promote VerifyIt! with local schools & school districts. May include speaking with District
 officials, principals, teachers, counselors, librarians, the Board, etc.
- Promote VerifyIt! by speaking with students, student clubs and organizations
- Promote VerifyIt! with community colleges and universities; make contacts with administration and student groups working on civics engagement & voting.
- Promote Verifylt! with the media seek opportunities with print, radio, tv, blogs, etc.
- Help with social media design, post, connect with other groups on social media

RECRUITMENT

- Recruit students for a new Youth Advisory Council, including Verifylt! advice
- Recruit/supervise students for LWVA intern program social media, web design, coding, making YouTube videos, Verifylt! promotion, research projects, etc.

DESIGN & FUNDING

- Help with funding research and write grants
- Help design the next phase of Verifylt! a "pub trivia" version. Research pub trivia games.
 Work with volunteers (UX designer) to set up focus groups of students to test out what format might get them engaged.
- Create YouTube videos to promote VerifyIt! and to show teachers how to use the game in their classrooms, and other ideas.

Contact the team!

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