

TRITON

Trick 17 Delivery Manual

STUTTGART



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Table of Abbreviations and Acronyms

Abbreviation	Meaning
EFUS	European Forum for Urban Security https://efus.eu/
DEFUS	Deutsch-Europäisches Forum für Urbane Sicherheit e.V. https://www.defus.de/nano.cms/defus-activity-reports
IcARUS	Innovative Approaches to Urban Security https://www.icarus-innovation.eu/ , https://www.stuttgart.de/leben/sicherheit/kriminalpraevention/projekt-icarus.php
IO	Inside Out e.V. https://www.io-3.de/

1. Executive Summary

IcARUS Project

2022 EFUS started a 4-year project funded under the European Union H2020 programme, in which six Cities-representatives of six countries took part: City of Stuttgart (DE), City of Riga (LV), City of Rotterdam (NL), City of Nice (FR), City of Lisbon (PT), City of Turin (IT). IcARUS main objective was to rethink and adapt existing tools and methods to help local security actors anticipate and better respond to security challenges through a constant process of defining, ideating, prototyping, testing, evaluating and adapting by local authorities (Design thinking¹).

City of Stuttgart

City of Stuttgart chose as its focus **preventing radicalisation leading to violent extremism**, using a comprehensive local strategy to tackle radicalisation engaging multiple local stakeholders, agencies and representatives of local communities. After doing the research and networking stages the City of Stuttgart handed the project over to Inside Out e.V. (IO). This organisation, based in Stuttgart, develops programs for political education and prevention of extremism, radicalization, and group-focused enmity.

Trick17

Inside Out e.V. elaborated a ready-to-use Tool (**Trick17**), that aims to increase awareness and critical thinking among young people to support resilience against radicalization. It is designed to nurture their interest in democratic values and inspire them to play a more active role in the city's social activities. Trick17 uses a language of magic for unravelling the secrets of extremists organisations. It teaches young people to question appearances, think critically, question extremist and radicalization methods and examine information from different angles to become discerning individuals who are less likely to fall for deceptive or manipulative narratives.

This Manual

The present document serves as a comprehensive manual to Trick17, explaining in detail its purpose and functioning, all of its components and how it should be implemented and maintained. Hence, this manual is the complete guide to Trick17, and should be **used as a reference** during its execution.

This manual is intended for those who will be demonstrating, implementing and monitoring the Trick17 Tool in the City of Stuttgart, as well as in the other Cities, providing guidance through the various phases of the project.

¹ <https://www.icarus-innovation.eu/wp-content/uploads/2021/05/Factsheet-1.pdf>

2. Objectives, beneficiaries, approach

2.1. Background

Processes of radicalisation are a significant danger to urban security and social cohesion. Regardless of whether people are radicalised by others or on their own, they pose a potential threat to their cities.

Despite the fact that according to the official police statistics, Stuttgart consistently ranked as one of the safest large cities in Germany, it must not be taken for granted. The events of the past years in Stuttgart revealed the massive perils caused by radicalisation processes. However, addressing radicalisation at the local level is difficult because of the widespread networks of possible offenders: riots violence against police, vandalism; turkish-Kurdish conflicts; autonomous left-wing extremist groups, taking part in demonstrations against war in Ukraine; right-wing extremists, “Reichsbürger”, “self-governors” and extremist conspiracy ideologies; “Querdenker” initiatives and movement.

Based on qualitative data from the organisations that work with young people, City of Stuttgart, in the framework of the IcARUS Project, led by EFUS, sets a challenge to develop a tool that will help to prevent possible radicalization processes within the groups of the young people.

2.2. Problem statement and solutions

In what ways might we... increase young people’s resilience in the face of radicalization?²

Young people who have a feeling of powerlessness or lack of recognition, who believe they have limited future prospects or feel unable to participate in democratic society, are often particularly susceptible to recruitment by extremist groups. These groups can offer them a sense of belonging, participation and meaningfulness, but only within the extremist, isolated group, not in an open, democratic society.

Trick17 works by making young people aware of such false promises and the potential implications of following them. With Trick17, we want to make all the above visible and turn to the power of magic in order to achieve it. Magic tricks often involve misdirection and illusions, challenging the audience’s perception of reality. Also, Magic is a universal art form that transcends cultural and linguistic boundaries. By unravelling the secrets behind magic tricks, the magician teaches young people to question appearances, think critically, question extremist and radicalization methods and examine information from different angles. This gives them the “vaccine effect” and empowers them to become discerning individuals who are less likely to fall for deceptive or manipulative narratives.

Additional problem statements

²Problem statement elaborated by Caroline Davey, Andrew Wotton and Dagmar Heinrich from University of Salford together with the City of Stuttgart during the research phase of IcARUS Project, <https://www.salford.ac.uk/>

- **In what ways might we...** increase the local resources for youth work and radicalization prevention in Stuttgart?
- **In what ways might we...** evaluate the effects/impact of the tool while working with young people?

2.3. Target group(s)

- Young people between 13 and 21 years old;
- Different representatives of communal prevention, willing to use the Tool in their everyday work.

2.4. Approach

Cross-phenomena approach:³

- The Tool is oriented on the cross-phenomenal approach, and explores the themes of democracy, identity, rights, justice, diversity, and personal values, presenting narratives that resonate with the experiences of young people. The addressing to the cross-phenomena of radicalisation helps to build the content of the workshop that encourages young people in every city to reflect on their own beliefs and perspectives, fostering a sense of self-awareness and critical thinking.
- By radicalisation, we mean a process in which people move towards violent, extremist behaviour⁴. Research shows that such processes often follow a political ideology and are fostered by factors such as social-economic exclusion, personal traumas and social pressures. Our preventative work is against such extremism. It is not important to us which ideology radicalisation follows. It can be a far-right extremist, a religiously motivated or a left-wing extremist form. What is important is that we create opportunities for young people to build resilience, so that they can identify and reject those values which seek to take away these democratic principles.⁵

Preventive approach:

- The aim of primary prevention is therefore to remove the opportunities for these groups to exploit our young people, by making young people resilient to these

³<https://www.bpb.de/themen/infodienst/505225/phaenomenuebergreifende-radikalisierungs-praevention/>

⁴Whilst not every form of radicalisation is anti-democratic, for example, in an authoritarian system, "radical democrats" are often labelled as extremists, our understanding of radicalisation is based on those who wish to take away our democratic systems and values.

⁵ The term definition for the paper was formulated with the help of Heiko Berner and Markus Pausch from the University of Salzburg, <https://www.plus.ac.at>, and Natalie James from the University of York, <https://pure.york.ac.uk>. More about the term "radicalisation", used in IcARUS Project can be found on the Project page <https://www.icarus-innovation.eu/>.

short-term temptations through critical thinking skill development. Doing so encourages their participation in society through legitimate, safe and constructive ways. It also promotes social cohesion within a pluralistic society.

Attraction and interaction approach (Gamification⁶):

- Tool is oriented towards young people's natural interests. The use of interactive tricks creates an entertaining and enjoyable environment that captures their attention and curiosity.
- The Tool serves as a “promotion” Tool for democracy to the young people. Through representing current events, examples of democratic movements on the Internet-page the tool connects young people to the practical application of democracy values in their daily lives, engaging them to the future willing to collaborate with the local social organisations.
- As far as the main goal is to attract and hold the attention of the young people to teach them an important and valuable lesson, the Tool also includes the interactive varieties of the learning part, depending on the reaction and behaviour of the audience.

Flexibility approach:

- The end-users' group is young people of Stuttgart from 13 to 21 years old that cannot be described as solid, taking gender, origin, age, religious and other individual experiences into consideration. The addressing to the cross-phenomena helps to provide the universal impact on the young people, encouraging them to and critical thinking.
- It will be possible to adapt the number of modules inside of Trick17 and their connection to the group and to the group reactions.

Gender Approach:

- The Tool includes themes such as identity, gender roles and stereotypes, encouraging critical reflection and discussion on these topics, visible in the script below.
- The Tool uses inclusive language⁷ during the discussion part, ensuring that all young people, regardless of their gender identity, feel seen, heard, and respected. During the explanation the magician will also point out the fact that extremists' organisations use a lot of gender norms and stereotypes in their engagement processes, giving young people the possibility to develop resilience in the context of radicalization in accordance with gender roles and stereotypes (thematic of the I Part of the Script).
- During the potential contacts between social workers and young people a safe atmosphere will be created and preserved, ensuring that all participants feel comfortable sharing their thoughts and experiences. These spaces are free from gender-based discrimination, harassment, or biases, fostering an inclusive and supportive environment for open discussions.

⁶ Type of approach used on everyday basis in the work of IO <https://www.io-3.de/>

⁷ Chapter 3.2.3. Word level

Inclusive Approach:

- Equality is not about sameness – it is about providing the opportunity and resource for everyone to overcome different challenges to participation in social, economic, and political life. This was the base principle for the Trick17 elaboration.
- During the discussion part and post-demonstration the Tool pays attention to engaging young people’s opinions: asking them to evidence or validate their views can help unpack claims / narratives: ‘why do you think that?’ ‘how did you come to that conclusion?’
- Trick17 is based on the principle of being open. If we don’t deal with arising issues within the performance, we ensure we respond to them in the online platforms, providing individual solutions to every situation.

3. The Tool

Trick17 is an innovative art-based tool, built upon the mobile approach combined with the gamification approach, which helps to develop critical thinking among the young people and increase their resilience to radicalism.

Trick17 is a new, alternative way of working in the field of social work. It combines social and technological (social net) approaches. It has a universal form that can be implemented in different approaches for social work: from mobile work in the street to classic school work. Art- and gaming approaches also make this Tool unique in terms of the communicating possibilities - the language of magic is understood by everyone.

Trick17 uses a language of magic for unravelling the secrets of extremists organisations. Engaging young people first and then revealing the truth behind magic tricks, **Trick17** teaches young people to question appearances, think critically, question extremist and radicalization methods and examine information from different angles. This gives them the “vaccine effect” and empowers them through resilience building, to become discerning individuals who are less likely to fall for deceptive or manipulative narratives.

Trick17 can be used by different social organisations, mobile social work as well as schools, professional schools and colleges.

3.1. Tool Structure

This part represents the script of the whole Tool, all the three main Stages, from the preparation to the end communication. The Demonstration Stage as the main Stage of the Tool is more described more precisely in the next chapter of the brochure.

Trick17

I. Preparation Stage



BaseThe Team prepares internally for the Tool demonstrations, which includes organisation, Instagram preparation, Tool Components preparation and role definition.

II. Demonstration Stage



Fictive preparation

The Magician is completely prepared for the Demonstration and engages the audience, while the Team is putting the last elements of the venue.



Elements

This part starts simultaneously with the fictive preparation ending.

Elements order:
Part I – Attraction
Part II – Inclusion
Part III – „Indoctrination“



Discussion

The most important part of the Tool, the magician gets into direct contact with the public, reveals the background of the Tool and talks about democratic values, radicalism danger and human rights.



Engaging (QR-codes, rewards)

Magician and Team give the participants Cards with QR-Codes and sweets.



Additional trick

Little trick as additional part of the show plays the anchor role to keep the audience during the discussion.



III. After Communication Stage

Team, Magician, social workers go into the open dialogue, including talking about the other options for young people in the City (also online)

3.1.1. Preparation Stage (I)⁸. About 3 months.

Before the Tool Demonstration the Team has already gone through the following steps:

- **Analyse of the audience necessities and the situation in the City of the Tool implementation**

In the initial phase of implementing the Cross-Phenomenal Approach tool in Stuttgart, a comprehensive analysis of the audience necessities and the specific social landscape of the city is imperative. Social workers, acting as crucial liaisons between the intervention and the community, should be actively consulted by the City to gain insights into the target audience's demographics, knowledge levels, and potential biases. Understanding the community's specific challenges and concerns related to radicalization will aid in tailoring the Demonstration Stage to address the city's distinct needs.

While Trick17 is designed to be a universal tool, its adaptability allows for a nuanced focus that can be adjusted according to local requirements. The guidance provided in the tool's manual⁹ allows social workers to customise the modules based on their understanding of the city's dynamics. Additionally, this flexibility ensures that social workers from other cities can choose modules that align with the unique characteristics of their respective communities, promoting a more widespread and adaptable use of the Tool.

- **Determination of the stakeholders, who will be participating in the Tool implementation on the different levels**

The success of Trick17 hinges also on the active involvement of stakeholders at various levels. The City orchestrates the participation of stakeholders in diverse capacities, ensuring a holistic implementation of the tool.

Direct On-Spot Participation:

in 3.1.



ANALYZE QUESTIONNAIRE

1 HAVE YOU DEALT WITH THE ISSUES OF RADICALISATION WITH YOUNG PEOPLE IN YOUR CITY?

2 DETERMINE THE MAIN PROBLEMS IN THIS FIELD IN YOUR CITY

3 DETERMINE THE MAIN GROUPS THAT NEED SUPPORT BY RESILIENCE IN THE FACE OF RADICALISM IN YOUR CITY?

4 HOW CAN YOU INCORPORATE YOUR EXPERIENCE IN THE TOOL PREPARATION STAGE?

STAKEHOLDER QUESTIONNAIRE

1 HOW I SEE THE ROLE OF MY ORGANISATION IN THE TOOL IMPLEMENTATION? PEOPLE IN YOUR CITY?

WHO FROM MY ORGANISATION CAN BE A CONTACT PERSON?

Local stakeholders, including community leaders, educators, and representatives from relevant organisations, are encouraged to participate directly during the demonstration of the tool. Their on-spot involvement allows them to witness its impact on the target audience.

Calendar Information Providers:

Stakeholders also contribute by providing information for the Tool's calendar of activities for the young people in the City. This involves coordinating with local entities to identify key dates, events, or gatherings that align with the workshop's objectives.

Social Media Support:

The engagement of stakeholders extends to supporting the tool through social media channels. Collaborative efforts with local channels, community organisations, and educational institutions amplify the tool's reach.

It is imperative that the workshop's objectives and benefits are communicated clearly to all stakeholders. This ensures a shared understanding of the program's purpose and the positive outcomes it aims to achieve.

Through the active participation of stakeholders at different levels, the City aims to create a synergistic environment that maximises the impact of the Tool, fostering resilience against radicalism among the youth in the City.

- **Determination of the Team members, who will be using the Tool (constant or changing)**

The whole working group requires 3-5 people (magician, *magician assistant/stooge (optional)*, coordinator, technician/driver).

The focal point of the workshop is the charismatic "**magician**" who serves as the main character and guide throughout the program. This key individual is not merely a performer, but an integral part of the educational process, utilising the art of magic to convey important messages and engage participants effectively. For this role any social worker can be chosen, who has **experience in performing, theatre-pedagogical work or active mobile work**, because the City of Stuttgart took care of preparing the Elements, that can be easily repeated by anyone, so that no **special training or education in the performance field** is needed¹⁰.

Optionally, a **magician assistant or stooge** may be included to enhance the overall experience, providing support to the magician and participating in specific interactions with the audience that can be perceived as too disturbing

The choice of the magician and (possible) the choice of the assistant shall be based on the fact that he (or they) must be able to hold the discussion part, which might need special

¹⁰ IO on behalf of EFUS and DEFUS can provide needed training sessions for the performance and part of the Tool

expertise in social work (especially in extremism).¹¹ More information about the discussion part can be found further in this document.

A **coordinator** plays a main role in organising and managing the logistics of the Demonstration, ensuring a seamless flow of activities and effective communication among the team members.

Additionally, a **technician/driver** is/are important for the technical aspects of the workshop, handling equipment setup, sound systems, and any necessary transportation.

HUMAN RESOURCES QUESTIONNAIRE

1 WHO WOULD TAKE THE MAGICIAN ROLE? WHICH EXPERIENCE WILL HELP THIS PERSON?

2 WHO WOULD TAKE THE COORDINATOR ROLE? WHICH EXPERIENCE WILL HELP THIS PERSON?

3 WHO WOULD TAKE THE ASSISTANT ROLE? WHICH EXPERIENCE WILL HELP THIS PERSON?

4 DO WE NEED A STOOGES FOR OUR VERSION OF THE TOOL? WHY?

¹¹ IO on behalf of EFUS and DEFUS can provide needed training sessions for the discussion part of the Tool

- **Determination of the spots, that are of interest for the young people in the City of the Tool implementation**

SPOT QUESTIONNAIRE

WHICH PLACES IN YOUR CITY ARE OF INTEREST FOR THE YOUNG PEOPLE?

1

FROM YOUR OWN EXPERIENCE, WHICH PLACES WOULD YOU CHOOSE FOR TRICK17 IN YOUR CITY?

2

ARE ALL THIS PLACES EASY REACHABLE? FOR WICH PLACES WE COULD NEED A PERMISSION FROM THE CITY?

3

DO THESE SPOTS HAVE ANY SPECIFIC THAT NEED TO BE TAKEN INTO CONSIDERATION DURING THE PREPARATION?

4

To ensure the engagement and receptiveness of the young audience, it becomes crucial to identify and select spots within the City that resonate with their interests and daily activities. Local social workers, particularly those with experience in mobile social work, play a pivotal role in this stage of the process. Leveraging their familiarity with the community, these social workers can pinpoint locations that are popular among young people. The selection process involves a thoughtful consideration of various factors. The chosen outdoor locations should not only be appealing to the target demographic but also provide a safe environment for learning and interactive activities. Social workers must assess factors such as weather conditions, ensuring that the selected spots offer shelter or appropriate arrangements in case of bad weather.

- **Preparation of the Instagram page for the local social media activity**

The example design and the recommendations of the social media activities are provided by the City of Stuttgart. Recommendations for social media activities include content strategies and posting schedules.¹².

In the contemporary landscape of youth engagement, the establishment of an effective online presence is integral to the success of any program. Recognizing this, the City of Stuttgart takes a proactive approach by preparing an

Instagram page.

Please, pay attention to the fact that local requirements of the publications (according to the Data safety protocols) can be different in different countries, for example, in Stuttgart it is obligatory to duplicate the Instagram posts on the local platform called MASTODON. Also, in most European countries it is prohibited to use TikTok, because this media channel doesn't support the EU regulations of the Data safety protocol.

¹² Here Appendix 4

By integrating social media into the overall approach, the City of Stuttgart aims to extend the reach of the Tool beyond physical workshop locations and to involve young people into the dialogue with the City.

- **Preparation of the “Magic wagon”**

The "Magic Wagon" is a special set of equipment that carries the necessary elements for the magical workshop to the chosen spot within the City. This preparation involves ensuring that all required materials, props, and technological devices are organised and functional, ready to captivate and educate the young audience. The methodical guide serves as a comprehensive reference¹³, providing a detailed list of the components essential for the “Magic wagon”.

Once the "Magic Wagon" is prepared, it is transported to the chosen spot, where the team enters the public preoperational stage.



3.1.2. Demonstration Stage (II). Variable, one Demonstration takes about 40 min.

The Tool is based on principle of the “Magic wagon”, it is an interactive mobile art-tool that will be held in four different parts of the city (run from once a week in one location, then change location):

- A school yard
- A train station
- A trade centre
- A central park.

The Demonstration Stage starts with the **Fictive Preparation**, that serves the goals of: attracting and contacting the audience, first involvement of the young people and the very

¹³ Here Appendix 2

important moment of the learning part of the Tool – installation of the rules on the blackboard and a dividing band.

After the Fictive Preparation Part follows the main **Element Part**, which contains the number of several logically combined tricks, the main goal of which could be determined as learning engagement of the audience and effective influence on them in terms of the resilience in the face of radicalism.

After the Element Part comes the most important part of the Toll – **Discussion**. The main goals of this part can be determined as taking away the tension in the auditory, discuss the main idea of the Demonstration, talk about the basic democratic values that were broken in front of the auditory, understand the methods of work of the radicalisation groups, talk about the right behavioural models in the situations like this in real life, teach the young people to respect each other.

After the Discussion comes a short **Engaging** part, that includes the distribution of “magic cards” with the QR-code, that leads to the Instagram page and distribution of sweets.

After the Engaging the Magician shows the promised **additional Trick**, to close up the Tool in a good mood for everyone.

The full description of this part can be found in the next chapter.



3.1.3. After Tool communication stage (III)

The After Tool communication can be divided in two main crucial parts:

- **Immediate communication at the spot**

This form of communication happens immediately after the Tool. The Team, the Magician, and the social workers that are present at the Demonstration are suggested to go into the open discussion with the young people that have interest in communicating. Please note that the social workers could need a specific training, including the basic information about radicalization, extremism groups and their methods.¹⁴

¹⁴ 2023-2024 In the City of Stuttgart were two preparational meetings held, for the Team and for the stakeholders.

Showing empathy in this moment is a key-factor to engage the young people of the City in the City life, showing them the opportunities of social programs of the City. While the Team can talk about the ideas of the Tool and their everyday work in the field, the social workers from different organisations can invite young people to participate in their activities.

- **Online media communication during the Demonstrations**

This form of communication happens during the whole time of the Demonstration of the Tool. Young people of the City can find information about the next demonstration and to take part in them again or give advice for their friends to see the show. Another important type of communications becomes a calendar of activities of the City, given by the City stakeholders.

Personal communication also plays a very important role – the Team answers the comments, gives advice to the young people and puts them in contact with the social organisations and the social workers of the City.

The visual part as well as the engagement part of the Instagram page itself should not be discarded: young people are encouraged to post their own pictures on their pages, take selfies with the magician and the team, comment and repost the stories and the pictures.

3.2. Demonstration Stage

3.2.1. Action level¹⁵

Fictive preparation (5 min)

This part of the show serves the goals of the Tool and should not be mixed with the real preparation of the Tool, that was described before. In this pre-Workshop part the team starts working with the public and accumulates the interest before the action takes place.

The magician and the Team start the open preparation to the show: they mount the curtains, test the microphone, they get the requisite box ready (previously prepared it will take about 5-7 min). While doing all this, the magician already starts to interact with the young people, that are slowly coming to the spot:

- Hey, guys, could you maybe come and help?
- Do you like magic? I will show you something special today.

This initial engagement creates a sense of participation and curiosity among the audience.

The team is helping the magician and also interacts with the public:

- We are preparing the show (attraction)
- Well, you ll see yourself, let yourself be surprised! (interaction)

¹⁵ The complete list of the Elements with description you can find in Appendix 2.

- You can stay here, in front of the curtain (involvement)

This part is needed to respond the following goals of the workshop:

- **Attraction of the young people.** This serves on the one hand as an advertisement of what will follow, on the other hand we try to get the most part of the auditory to the beginning of the interactive workshop.
- **First-stage interaction level** of the young people with the social workers. This fosters an environment of open dialogue where participants feel comfortable sharing their thoughts and asking questions.
- **First-stage involvement** in the hidden level of the interactive workshop - radicalism prevention. This part serves as an involvement in the following workshop, on the one hand preparing the auditory for the listening to magician, on the other – during the reversal analysis of the workshop the young people would be able to understand that that could be the first stage of the involvement in any group action.

In the ending of the fictive preparation phase the magician already starts the show (*Element 1*), while the team is still finishing the venue design:

- the team members pull the bands, that are serving as surrounding and dividing barriers;
- the team members bring the blackboard with the written rules of the allowed behaviour during the show.

The rules, written on the blackboard are:

- the magician is always right
- the right group subordinates the left group

Elements (Tricks) (15 min)

Meanwhile, as already mentioned, the Element line has already started. The magician starts with **Part I – Attraction** - the combination of the Elements 1 and 2 (*Description of the Elements can be found the Tool Element Description in the end of this chapter*), the money-element usually has a high impact of attractivity and works fast and well, especially on the young auditory. This part is a step one in the working process with the audience and is devoted to the main idea of **manipulating one person** from the public, making the others interested, yet not included in the process. The main learning moment of this part is the **gender aspect** problematic, that could be seen in the active usage of gender roles during the Elements. The magician also prepares the audience to the idea that **their thoughts is something he has a power on**.

The **Part II – Inclusion (Dialogue)** involves the whole audience in the process, young people become not only observers, but also transforming into the participants of the demonstration. The questions, the magician asks, are already **addressed to many people**. The main learning moment of this part is **the foreigner (racism) aspect** problematic, that could be seen in the Element 3. This part also starts the **dividing of the public into the left and right groups**, where the audience finds itself unexpectedly arrogant to one of the

competing groups without their consent. The rules (that were never presented to the audience) are now coming into the game. Magician gives the audience **the idea of the connecting and influencing power** he suddenly has on these groups, which also includes his complete **power on the result** of any actions these groups would like to take.

Part III – „Indoctrination“ proves this power to the audience (Element 5) and inclines **the public to question** both the situation they suddenly found themselves in and their rights and possibilities in the **atmosphere of the dominance** provided by the Magician. The Element 6 makes a **big statement** in the whole Tool, not only leaving the public **irritated, but also betrayed in their expectations and trust** to their representative and magician. That is the **emotional effect** that should be achieved in the end of the Demonstration to make the Discussion part productive and involving.

The Script.

This text has a demonstrative character and can be modified according to the individual needs of the City. The Key-points: the Elements order, the plot logic, and the text key-words - **should stay in order to hold the concept of the Tool** (see the following part about the street version!). Key-words are underlined (the magician can however alleviate them according to the public reactions). **The plot key-words are also bold (can not be omitted in any version)**

Part I – Attraction

Element 1.

Magician: Dear Ladies and Gentlemen, I would like to start with a present for you. You definitely like presents, don't you?

Public: yes

Magician: And what can be better as a present than some good money, right?

Public: YES

Magician shows three big envelopes with the numbers 1, 2 and 3.

Magician: ok, who would like to win? You? Maybe you, young lady? Lets allow young lady to have some fun in life, right? Here I have three envelopes with money prizes, so you can choose one, and I promise, the money from that one is yours! But! Before you choose, I must tell you smth. As you can see, I have three envelopes here, one, two and three, and most people choose the envelope number three. And when I tell them this, they change their mind for the number one envelope. So, which one would you choose?

Girl: /answers/

Magician: (depending on the answer) oh, so you want to be like everyone young lady? Well, sure, women are not very courageous // oh, so you want to be different, well, careful, women usually don't have much luck.

Girl: /answers/

Magician: alright, well-well-well, let's see, what have you chosen here...

Magician reveals the chosen envelope content – it is a 5 EUR note.

Magician: WOOOW, APPLAUSE for the girl. But let's also see what was in the other envelopes.

Magician reveals the other envelope content – it is 50 EUR each.

Public: reacts

Magician goes for the Element 2.

Magician: Well, I told you, usually women make the wrong choice. Let's try on smb. male, give me your 5 EUR, I promise, I will return the money to you.

Magician takes the note and asks the male participant to blow on it - it magically transforms into the 50 EUR note.

Magician: OHO, you see, that's what I told you! Now this young lady has 50 Eur thanks to this young gentleman!!! But we should be sure in the experiment, right? Please, you, young lady, try to make the note even bigger! Maybe we have 100 EUR!

Magician takes the note and asks the female participant to blow on it - it magically transforms into the 5 Euro note back.

Magician: /looks upset and tricky at the same time/ well, I am sorry, this is your 5 EUR, we better have stopped before...

Girl: takes the money

Part II – Inclusion (Dialogue)

Magician: but I must tell you a secret now, in reality this young lady had no chance... I can know what you are all thinking about, I can read all your thoughts. You DON'T BELIEVE me? Oh, ok, ok! I'll show you smth else.

Magician goes for the Element 3

Magician asks a participant with an iPhone to come from the group of the participants, he preferably chooses a participant who doesn't look german.

Magician: so, will you help me to show the trick? You understand, right? I mean we will be naming the numbers, do you understand them good?

Participant: reacts

Magician: Well, cool then, I was not sure, but if you say so. So please, unlock your phone for me and go to the calculator. So! It is opened, now we can start calculating, please, tell me your birthday, you understand, UNDERSTAND? Ok!

Magician puts the birthday into the calculator.

Magician:

- ok, now you, yes, you, in the headscarf, how old is your grandmother?
- And now you, yes, young man, how much would you like to make for your job in a year? How much???. Nooooo, not enough for Germany, haha, let's put a million EUR ok?
- **And you there, in the glasses, how many years does Stuttgart (your city) exist? You look like a clever one.** You don't know?? Ok let's put 300 years.
- And you, please tell me how many foreigners are in your class? Of course you don't know, he, ok let's put 3.
- And you, what is your favourite number? We will multiply the number we have on that.
- And sb tell me a number of cities in Germany?

Magician puts all the numbers into the calculator to get a very big number. Then he asks to read it out loud to the owner of the phone (TRY TO DO IT RIGHT, ok?). After the participant does it, the magician asks the assistant to bring him the prepared paper. After the revealing the auditory can see that it is exactly the same number!

Magician: Now you see!! I know everything you will tell me, even your secret wishes. It is so easy for me to read you. And you know WHY?? Because I have **already CONNECTED you all, you are now in my HANDS. Let me PROVE this to you.**

I need somebody **from the LEFT group and sb from the RIGHT group.** You and you, ok, well the LEFT group are the winners of course, so you will be in a leading position for this trick. **And you from the RIGHT you have to follow the LEFT representative, ok?**

Please, both come here, **I'll show you, that the RIGHT representative will FEEL everything is done to the LEFT one and will be able to show it.**

Magician goes for the Element 4

Magician puts two people on the chair with closed eyes, then he touches one, and the other can show how much time he/she was touched and where. That repeats 2-3 times.

Public: amused

Magician: Now you see!! I told you, so now you can see yourself, **that I programmed the RIGHT group to follow the LEFT. Look at the RULES. Everything is written there. But I must tell you smth else. In reality I don't even care WHAT you THINK and WHAT you DO. Because I predict the RESULT. It doesn't matter what you will be doing, I assure you, I ALREADY decided for you.**

Part III – „Indoctrination“

Magician: Let me prove this to you. **I'll take one candidate of the leader LEFT group and against him two from the RIGHT, that'll be fair, right?** Of course it is, haha. So, you, group LEFT, choose your candidate. And you, group RIGHT, choose your two candidates. **Choose carefully, we will have a REAL FIGHT, so better sb strong and clever ok? Who can react fast to what I say and take decisions, sb from Stuttgart maybe, who knows the laws here. Who won't be scared. Think good, who you trust from the group.**

Public: slightly disturbed.

Magician goes for the Element 5.

Magician takes three people, puts letters on them A, B, C. **A goes to the representative of the LEFT group with a comment, that he/she is definitely an A, because he/she is from the group LEFT.** Then he gives these three people paper, scissors and a stone.

Magician: Ok, you sure you can win, yes?

OK, you get the stone, haha, fits you sure. /You are the strong one, you want revenge/. You get the paper, you the scissors. GOOD? All right. So now you can exchange the items, A, how you want.

Participants: take any decision.

Magician: Well, thought so, well now you B and C, you can try to decide and change smth, too.

Participants: take any decision.

Magician: Okay, but I told you, all your actions don't mean anything to me, haha. I know the result of your little game.

Magician takes the paper from the hand of the participant and shows what was written inside. The result is completely predicted. **A named as winner of the game no matter what with the explanation that he is from the LEFT group and pointing to the rules, that the magician is always right.**

Public: amused and slightly disturbed.

Magician goes for the Element 6.

Magician sends the two representatives of the RIGHT group away and leaves the "winner" near him.

Magician: Ok, so, you are the winner. Now the last challenge before you get your prize. I have a paper here for you with a word written on it. **Remember, you are the group representative, they chose you. If you share this word with the public, with your people, then everyone from your LEFT group gets a prize, if you won't tell them the word, you'll be the only one, who gets the prize. What are you saying?** /talks the person into saying the word, it is very unlikely that sb can stand the pressure of not saying the word out loud and taking the prize only for themselves in front of everyone/.

Magician takes the paper with the word and shows it to the person, who reads the word out loud.

Magician: WOW, so you want to play double??? Omg, as far as I CHOSE you, you are already corrupted! He says the wrong word! READ!

Magician shows the paper to the audience, and they all see the completely different word.

Magician: What would you say?! Why did you lie to your group??

Participant: /shocked and reads the word again, it is the same that he said the first time./ I am not lying, it is written here!

Magician shows the paper to the audience, and they all see the completely different word again.

Magician: No comments, well the prize is yours then, you decided not to share with your group. /Gives candy/.

Public: reacting chaotically.

Magician: OK, Ladies and gentlemen, thank you for your attention! Now I'll explain you what we have been doing here, BUT! I ASSURE you, everyone who stays till the VERY end will also get a prize from us and an ADDITIONAL TRICK!

Discussion (5 min)

General recommendations.

Be personal.

Use “I-sentences” or “you-sentences”, avoid abstract constructions.

Talk to people.

Ask questions, involve the audience into the discussion.

Keep it real.

Refer to the moments of the Demonstration - allow the public to build the mental connections.

Stay active.

Avoid passive constructions, conjunctive, don't theorise much.

Be simple.

Use short sentences, avoid too complicated terminology.

Stay friendly.

Don't lecture, keep the engaging and accepting tone.

How to use this table?

Trick17 is based on a creative and interactive art approach, and the main goal of the Tool is to increase young people's resilience in the face of radicalization. That means, that one the one hand, the explanation of lessons learned in the end of the demonstration shall not turn into the “learned by heart” lecture, combining with the atmosphere of the Tool itself. On the

other - it must be serious and contain all the important information about radicalism and serve as a “vaccine” for the young people.

Taking these two aspects into consideration, the chosen form of the supporting material for a discussion becomes the table with the main elements, major lines, that provides all the needed material for the discussion leaving the space for interactivity:

- Parts are devoted to the main themes to be covered in the discussion.
- The questions **should not all be asked out loud** to the public. They serve as help for the Magician, some questions could be asked rhetorically and answered by the Magician himself.
- Key-points include the main ideas and points do pay public’s attention to, main lessons
- Creative ideas column gives examples of the style and possible coverage of the key-points. Every Magician can adapt his speech style according to the needs of the public in front of him.

Remember, that the whole discussion **takes not more than 5 minutes** if the demonstration takes place in the street! You can take more time if you use Trick17 in a controlled situation (school, social organisation etc.), when the public will definitely have to stay to the end.

Part	Supporting questions	Key-points	Creative ideas (style examples)
Beginning	<ul style="list-style-type: none"> - Do you remember how the show began? - When do you think it began? - Did we present and explain the rules? - Why were you attracted? 	<p>Show began already during the preparation.</p> <p>No rules were explained.</p> <p>Magic is attractive, you wanted to have fun</p>	<p><i>What does my show have to do with democracy? I do tricks to amuse you. I deceive you and you have fun. You want me to deceive you.</i></p> <p><i>But I have to prepare these tricks in secret. I definitely don't want you to ask how I do it. I explain it with - magic! And it is known to be inexplicable. Under no circumstances do I want you to look more closely, to scrutinise.</i></p>
Part I Gender Manipulation and	<ul style="list-style-type: none"> - Do you think it was appropriate how I talked to a girl? How did it feel? 	<p>The trick was not gender appropriate; the female part was excluded from taking decisions.</p>	<p><i>I break taboos in order to find followers.</i></p> <p><i>I always come out of the game as the winner. You were so</i></p>

<p>discrimination</p>	<ul style="list-style-type: none"> - Why didn't you say anything? - Do you think she had a chance to win? - What was my main message here about your thoughts? 	<p>Public divided in male and female. Difficult to say smth in the atmosphere of fun. I made you feel I can control your thoughts.</p>	<p><i>close to 50 euros. But you won't get it. I'll make sure you only have 5 euros and my pity. Maximum. If at all.</i></p>
<p>Part II Foreigners "Connection"</p>	<ul style="list-style-type: none"> - What was the trick with numbers about? - Do you think it was appropriate how I talked to a foreigner (someone who looks like a foreigner)? - How were the questions to the auditory? - What was my main message here about the result of the game? 	<p>The trick was not foreigner appropriate, offensive behaviour. Public was divided according to the background. I made it clear I directly influence the result of your actions. Not friendly anymore.</p>	<p><i>I distract you. I make jokes at the expense of others, I pick up on the prejudices that are flying around freely. And nobody pays attention because they want the show to go on, new tricks to come</i></p>
<p>Part III Rechts and links "Divide and conquer"</p>	<ul style="list-style-type: none"> - How did you feel when you understood you belong to the left group? And to the right? Was it fair? Could you choose the group? - How did you feel about the other group? - Were you believing in your representative? - How did you feel in the end, when the representative of the left group didn't allow you to get the prizes? - How did the representative feel? 	<p>No choice was given, the dividing was random. One group is presented as leaders, the other as losers. Role of the representative is fictive. The role of the representative is the most painful - on the one hand I made you a winner, on the other I immediately set you up.</p>	<p><i>I am in possession of a higher truth, because I can do more than the average.</i> <i>I am looking for those who do not scrutinise, but believe in me.</i> <i>If I'm not 100% sure that my manipulation will work, I don't even start. Even if it looks like chance and fairness to you! No!! won't even start if I don't win in the end.</i></p>

<p>Radical organisations</p>	<ul style="list-style-type: none"> - How do you think radical organisations work? - Do you know the main principles? - How were these principles realised in the show today? 	<p>Never starts with smth unpleasant, it is always fun and friendship.</p> <p>Radical groups use the same methods – dividing you with the stereotypes like male and female, German and foreigner, right or left.</p> <p>Radical groups also use manipulation and tricks, but in reality, they dominate you.</p> <p>Everything always ends bad for any participant. The higher you get in the group, the more you lose in the end.</p>	<p><i>This is exactly how other people work.</i></p> <p><i>I promise you entertainment. The others promise even better things: Power, wealth, paradise</i></p> <p><i>And these people work with the same tricks as I do. They distract your attention. They manipulate you. The mechanisms are not transparent. The tricks of subtle manipulation are also devised in secret.</i></p> <p><i>One day, a man in the street approaches you, uses tricks to get you to stop and has your complete attention.</i></p> <p><i>And you think. It's unbelievable! It's true! I have seen it. Even if my friends tell me that the man is a liar, I'd rather break up with my friends than break my illusion.</i></p>
<p>Resilience</p>	<ul style="list-style-type: none"> - What can we do against such an influence? - How shall you behave next time? 	<p>Ask questions.</p> <p>Listen to your feelings.</p> <p>Talk to your friends.</p> <p>Stand up for yours and others' rights.</p> <p>Go away, don't allow anyone to make you a part of it.</p>	<p><i>The only thing that helps is to ask questions. Look closely and don't believe everything. These are all tricks. And they are only innocent if we ALL enjoy it and nothing is expected from us!</i></p>

Engaging (1 min)

During this short part the Team goes into the public, revealing themselves and giving sweets and magic cards with a QR-code¹⁶.

Additional trick (1,5 min)

Magician: OK, Ladies and gentlemen, thank you very much for this productive discussion! Today we learned important lessons about society and its democratic values. Now, as promised, I'll show you an additional trick!

- Everyone, please, think about any German city!
- And now think about any profession that starts with the last letter of the city you thought about!
- And now think about any flower that starts with the last letter of the profession you thought about!
- And now think about any fruit that starts with the last letter of the flower you thought about.

I bet I KNOW now the last word most of you have in their mind.

Magician takes the paper with a very big number that was used in Element 3.
You remember this number? Yes? It is the answer you have in mind – LOOK!

Magician rotates the paper upside down and everyone can see that this number forms the word ERDBEERE – MOST of the people in public will get this result.

THANK YOU AGAIN AND GOODBYE!

3.2.2. Behavioural level

The main aims of the behavioural level of the Tool are: keep the dynamic of the plot and provide the changing in the character of the magician figure.

The dynamic of the plot can be supported on the behavioural level by not holding the pauses between the tricks or filling them in, active work with the audience (inviting, reacting, answering the questions or comments as well as ignoring them), moving in front of the audience.

Advice: don't transform the Tool into the show with detached tricks, always try to build the promising atmosphere and provide the escalation.

At the beginning the magician represents him or herself as a mysterious figure, a bit distant, charming and polite. The magician always stays fictively respectful, but sarcastic. During the plot the behaviour of the magician slightly changes - he or she allows him or herself to choose more provoking intonations, come closer to the participants and touch them (only when needed for the trick though), be less polite and much more dominant. The change is also supported by word level.

¹⁶ Appendix 4

In the end - during discussion - the behaviour and the body language of the magician returns to the polite and respectful.

3.2.3. Word level

Keep the language plain and simple. The script on itself can seem easy-written, but in the end it produces the effect we are aiming for. Remember, that the perspective of the social workers, who can read the script and know the plot twists is very different from the perspective of the audience, mostly of the young people, who have no idea what is going to happen. The main advice would be to stick to the script, to use the easy language and not go into the direction of overcomplication seeking to provide more information.

During the demonstration, the word choice must be going into the direction of more and more simplifying and (maybe) slang. The image of the magician in the beginning - polite and charming (see the behavioural level), so during the demonstration, as far as the behavioural level includes more and more provocative behaviour, this should be slightly supported on the language level as well. As far as the **discussion** starts, the choice of the words and intonations must drastically change to **serious, professional and respectful, remaining nevertheless simple.**

3.2.4. Script versions recommendation

Street version recommendations

During the street demonstrations social workers should be mindful of two key modifications to the script.

Firstly, the demonstration must be concise, as the attention span of young people on the street typically does not exceed 15 minutes. This requires omitting certain details of the script based on the audience present. For example, if your audience is mostly foreigners, there is no need to go into details into the foreign-themed questions. In most cases, your auditory will be already sensitive enough to get the hints much faster.

On the other hand, the demonstration must avoid the concentration of the provoking elements of the script (which is allowed at schools, social organisations and any other types of the demonstrations that are held in the controlled surroundings, not in the street) as this could lead to the unwanted effect of young people leaving the demonstration before the discussion.

Let's take the first part of the script as an example:

Part I – Attraction

Element 1.

Magician: Dear Ladies and Gentlemen, I would like to start with a present for you. You definitely like presents, don't you?

Public: yes

Magician: And what can be better as a present than some good money, right?

Public: YES

Magician shows three big envelopes with the numbers 1, 2 and 3.

Magician: ok, who would like to win? You? Maybe you, young lady? Lets allow young lady to have some fun in life, right? Here I have three envelopes with money prizes, so you can choose one, and I promise, the money from that one is yours! But! Before you choose, I must tell you smth. As you can see, I have three envelopes here, one, two and three, and most people choose the envelope number three. And when I tell them this, they change their mind for the number one envelope. So, which one would you choose?

Girl: /answers/

Magician: (depending on the answer) oh, so you want to be like everyone young lady? Well, sure, women are not very courageous // oh, so you want to be different, well, careful, women usually don't have much luck.

Girl: /answers/

Magician: alright, well-well-well, let's see, what have you chosen here...

Magician reveals the chosen envelope content – it is a 5 EUR note.

Magician: WOOOW, APPLAUSE for the girl. But let's also see what was in the other envelopes.

Magician reveals the other envelope content – it is 50 EUR each.

Public: reacts

Magician goes for the Element 2.

Magician: Well, I told you, usually women make the wrong choice. Let's try on smb. male. Lets try on somebody else (chooses male) give me your 5 EUR, I promise, I will return the money to you.

Magician takes the note and asks the male participant to blow on it - it magically transforms into the 50 EUR note.

Magician: OHO, you see, that's what I told you! Now this young lady has 50 Eur thanks to this young gentleman!!! But we should be sure in the experiment, right? Please, you, young lady, try to make the note even bigger! Maybe we have 100 EUR!

Magician takes the note and asks the female participant to blow on it - it magically transforms into the 5 Euro note back.

Magician: /looks upset and tricky at the same time/ well, I am sorry, this is your 5 EUR, we better have stopped before...

Girl: takes the money

Here we have reduced the quantity of misgender comments, leaving two of them from the whole quantity and also transforming one comment into the action act (choosing a male participant, not saying it out loud).

The other parts can be changed accordingly, **leaving the bold key-words** that form the needed plot, and reducing the number of provoking elements according to the audience in front of you, for example:

Part II – Inclusion (Dialogue)

Magician: ~~but I must tell you a secret now, in reality this young lady had no chance...~~ I can know what you are all thinking about, **I can read all your thoughts.** You DON'T BELIEVE me? Oh, ok, ok! I'll show you smth else.

Magician goes for the Element 3

Magician asks a participant with an iPhone to come from the group of the participants, he preferably chooses a participant **who doesn't look german.**

Magician: so, will you help me to show the trick? **You understand, right? I mean we will be naming the numbers, do you understand them good?**

Participant: reacts

Magician: ~~Well, cool then, I was not sure, but if you say so.~~ So please, unlock your phone for me and go to the calculator. So! It is opened, now we can start calculating, please, tell me your birthday, you understand, UNDERSTAND? Ok!

Magician puts the birthday into the calculator.

Magician:

- ~~ok, now you, yes, you, in the headscarf, how old is your grandmother?~~
- And now you, yes, **young man**, how much would you like to make for your job in a year? How much??? Nooooo, not enough for Germany, haha, let's put a million EUR ok?
- **And you there, in the glasses, how many years does Stuttgart (your city) exist? You look like a clever one.** You don't know?? Ok let's put 300 years.
- ~~And you, please tell me how many foreigners are in your class? Of course you don't know, he, ok let's put 3.~~
- And you, what is your favourite number? We will multiply the number we have on that.
- ~~And sb tell me a number of cities in Germany?~~

Magician puts all the numbers into the calculator to get a very big number. Then he asks to read it out loud to the owner of the phone (~~TRY TO DO IT RIGHT, ok?~~). After the participant does it, the magician asks the assistant to bring him the prepared paper. After the revealing the auditory can see that it is exactly the same number!

Magician: Now you see!! ~~I know everything you will tell me, even your secret wishes.~~ It is so easy for me to read you. And you know WHY?? Because I have **already CONNECTED you all, you are now in my HANDS.** ~~Let me PROVE this to you.~~

I need somebody **from the LEFT group and sb from the RIGHT group.** ~~You and you, ok, well the LEFT group are the winners of course, so you will be in a leading position for this trick.~~ **And you from the RIGHT you have to follow the LEFT representative, ok?**

Please, both come here, **I'll show you, that the RIGHT representative will FEEL everything is done to the LEFT one and will be able to show it.**

Magician goes for the Element 4

Magician puts two people on the chair (or they can just stay in front) with closed eyes, then he touches one, and the other can show how much time he/she was touched and where. That repeats 2-3 times.

Public: amused

Magician: Now you see!! I told you, so now you can see yourself, ~~that I programmed the RIGHT group to follow the LEFT.~~ **Look at the RULES. Everything is written there. But I must tell you smth else. In reality I don't even care WHAT you THINK and WHAT you DO. Because I predict the RESULT. It doesn't matter what you will be doing. I assure you, I ALREADY decided for you.**

Part III – „Indoctrination“

Magician: Let me prove this to you. **I'll take one candidate of the leader LEFT group and against him two from the RIGHT, that'll be fair, right?** Of course it is, haha. ~~So, you, group LEFT, choose your candidate. And you, group RIGHT, choose your two candidates. Choose carefully, we will have a REAL FIGHT, so better sb strong and clever ok? Who can react fast to what I say and take decisions, sb from Stuttgart maybe, who knows the laws here. Who won't be scared. Think good, who you trust from the group.~~

Public: slightly disturbed.

Magician goes for the Element 5.

Magician takes three people, puts letters on them A, B, C. **A goes to the representative of the LEFT group with a comment, that he/she is definitely an A, because he/she is from the group LEFT.** Then he gives these three people paper, scissors and a stone.

Magician: Ok, you sure you can win, yes?

OK, you get the stone, haha, ~~fits you sure. /You are the strong one, you want revenge/.~~ You get the paper, you the scissors. GOOD? All right. So now you can exchange the items, A, how you want.

Participants: take any decision.

Magician: Well, thought so, well now you B and C, you can try to decide and change smth, too.

Participants: take any decision.

Magician: Okay, but I told you, all your actions don't mean anything to me, haha. I know the result of your little game.

Magician takes the paper from the hand of the participant and shows what was written inside. The result is completely predicted. **A named as winner of the game no matter what with the explanation that he is from the LEFT group and pointing to the rules, that the magician is always right.**

Public: amused and slightly disturbed.

Magician goes for the Element 6.

Magician sends the two representatives of the RIGHT group away and leaves the "winner" near him.

Magician: Ok, so, you are the winner. Now the last challenge before you get your prize. I have a paper here for you with a word written on it. Remember, you are the group representative, they chose you. If you share this word with the public, with your people, then everyone from your LEFT group gets a prize, if you won't tell them the word, you'll be the only one, who gets the prize. What are you saying? /talks the person into saying the word, it is very unlikely that sb can stand the pressure of not saying the word out loud and taking the prize only for themselves in front of everyone!.

Magician takes the paper with the word and shows it to the person, who reads the word out loud.

Magician: WOW, so you want to play double??? Omg, as far as I CHOSE you, you are already corrupted! He says the wrong word! READ!

Magician shows the paper to the audience, and they all see the completely different word.

Magician: What would you say?! Why did you lie to your group??

Participant: /shocked and reads the word again, it is the same that he said the first time./ I am not lying, it is written here!

Magician shows the paper to the audience, and they all see the completely different word again.

Magician: No comments, well the prize is yours then, you decided not to share with your group. /Gives candy/.

Public: reacting chaotically.

Magician: OK, Ladies and gentlemen, thank you for your attention! **Now I'll explain you what we have been doing here. BUT! I ASSURE you, everyone who stays till the VERY end will also get a prize from us and an ADDITIONAL TRICK!**

Just a reminder: these changes have the recommendation character and can be variable according to the needs of your organisation and the audience.

Trick options recommendations

The tricks can be added or changed in order to provide the variety of the demonstrations, the list of the optional tricks you can find in the Appendix 3, but be aware of keeping the main plot of the Tool.

The only trick from the main list of tricks that can cause difficulties for a “magician” is a trick with converting money (Element 2). In this case feel free to omit it or change, it is a good addition to the gender-thematic, but it is also covered enough with Element 1.

3.3. List of the Components¹⁷

This part provides the overview of the Tool components needed for the implementing of the Tool. The Checklists of the Tool components with instructions can be found in Appendix 1. The role of all the Components is cleared in the next chapters.

¹⁷ The full list of Components with the description, details, costs and explanations can be found in Appendix 2

LIST OF THE COMPONENTS

COMMUNICATION MATERIALS

- **BRANDING** - PROVIDED BY CITY OF STUTT GART
- **WEBPAGE OF THE PROJECT** - PROVIDED BY CITY OF STUTT GART
- **BROCHURE/MANUAL** - PROVIDED BY CITY OF STUTT GART
- **VIDEO (DOCUMENTARY)** – PROVIDED BY CITY OF STUTT GART, EACH CITY IS ASKED TO ADD MORE MATERIALS.

MAGIC WAGON

- **SCRIPT** - PROVIDED BY CITY OF STUTT GART
- **INSTRUCTIONS FOR THE TRICK ELEMENTS** - PROVIDED BY CITY OF STUTT GART
- **CURTAIN ON THE FRAME** - LOCAL RESOURCES
- **“MAGIC” EQUIPMENT** - LOCAL RESOURCES
- **TECHNICAL EQUIPMENT** - LOCAL RESOURCES
- **BILLBOARD (OVER THE CURTAIN)** - OPTIONAL
- **ENERGY SOURCE** – LOCAL RESOURCES

MARKETING MATERIALS

- **INTERNET – INSTAGRAM PAGE** – EXAMPLE AND MAIN CONTENTS PROVIDED BY CITY OF STUTT GART
- **QR-CODE STICKER** - EXAMPLE PROVIDED BY CITY OF STUTT GART

HUMAN RESOURCES

MAIN:

- **COORDINATOR** – LOCAL RESOURCES
- **MAGICIAN (SOCIAL WORKER)** - LOCAL RESOURCES
- **ASSISTANT** - LOCAL RESOURCES

OPTIONAL:

- **MAGICIAN ASSISTANT (STOOGES)** - LOCAL RESOURCES
- **DRIVER** - LOCAL RESOURCES

PERMISSIONS

- **STAFF WHO HAVE UNDERGONE ‘BACKGROUND CHECK’** - LOCAL RESOURCES
- **PERMISSIONS TO SHOW THE TOOL IN PUBLIC PLACES** - LOCAL RESOURCES

4. Conclusions

Trick17 is a ready-to-use innovative art-based tool, built upon the mobile approach combined with the gamification approach, which helps to develop critical thinking among the young people and increase their resilience to radicalism. Stuttgart Tool uses a language of magic for unravelling the secrets of extremists organisations, teaches young people to question appearances, think critically, question extremist and radicalization methods and examine information from different angles. This gives them the “vaccine effect” and empowers them through resilience building, to become discerning individuals who are less likely to fall for deceptive or manipulative narratives.

Trick17 holds as primary beneficiaries young people aged 13 to 21 in Stuttgart. Recognizing that no single approach can fully address the complex issue of radicalization, the Stuttgart Tool is designed to complement existing efforts by LEA¹⁸, schools, social organisations and law enforcements. All these organisations also gain from the Tool as it fosters a safer, more inclusive, and critically aware youth population, resilient to radicalization and extremism.

Trick17 - unlike traditional methods that rely heavily on policing and surveillance - employs a preventive, educational approach. It focuses on engaging youth in interactions and discussions, and provides safe space for opinions. The design and implementation of the Tool are based on empirical data and studies on youth behaviour and manipulation tactics of radical groups. This ensures that the interventions are evidence-based and effective in real-world scenarios. Success is measured through participant feedback, engagement levels, and the number of young people accessing follow-up resources online. The impact is also assessed by tracking changes in attitudes and behaviours related to radicalization and democratic participation.

Trick17 is carefully designed to maintain a focused yet broad approach. It addresses multiple themes such as democracy, identity, rights. This cross-phenomenal strategy ensures that the tool remains relevant and comprehensive, touching on various aspects of radicalization without being overly narrow in its scope. Stuttgart Tool is designed to be inclusive of all minorities, addressing themes like identity, gender roles, and stereotypes. This inclusivity helps all participants feel seen, heard, and respected.

Trick17 has as its core component the youth discussion and reflection. After the interactive sessions, participants engage in open dialogues where they can share their thoughts and experiences. This not only reinforces the lessons learned but also promotes a culture of open communication and critical discourse. It actively promotes everyday democracy by embedding democratic values within its interactive demonstration. By challenging participants to question manipulation and stand against discrimination, the tool cultivates a mindset that values fairness, equality, and active citizenship.

¹⁸ A Consultative Committee of Cities and law enforcement agencies (LEA's) supports the implementation of the project.



Trick17 seamlessly combines social and technical elements. Social workers, experts in radicalization prevention, and youth engagement specialists conduct the demonstrations, while the technical aspects include digital engagement through an Instagram page and online resources. This combination ensures a holistic approach to preventing radicalization.

Trick17 employs a snowball effect by encouraging participants to spread the lessons learned to their peers, family, and community. This peer-to-peer influence enhances the tool's reach and impact, as young people become advocates for critical thinking and resilience against radicalization. Emotional sustainability is achieved through the workshop's interactive and reflective nature, which deeply engages participants and fosters long-lasting understanding and personal growth. By addressing emotions and cognitive processes, the tool ensures that its impact endures, helping participants remain vigilant and resilient over time.

In summary, Trick17 is a powerful and innovative ready-to-use that promotes everyday democracy, complements broader anti-radicalization efforts, fosters resilience against radicalism and develops critical thinking between young people.



Appendix

Appendix 1. Checklist of the Components

A. Human resources checklist (Questionnaire can be found in the Chapter “Preparation stage”)

Main:

- Coordinator
- Magician (social worker)
- Assistant/Technician

Optional:

- Magician assistant (stooge)
- Driver

B. Magic Wagon checklist

- Script – **provided by City of Stuttgart (Can be found in the Chapter X)**
- Instruction (Pdf and Video) - **provided by City of Stuttgart (Appendix 3)**

-
- Car - optional
 - “Magic” equipment - **Appendix 2**
 - Technical equipment - **Appendix 2**
 - Billboard (over the curtain) - optional

C. Marketing materials checklist (Appendix 4)

- Internet – Instagram Page – **examples provided by City of Stuttgart**
- QR-code cards– **example provided by City of Stuttgart**

D. Permissions checklist

- Staff who have undergone 'background check'
- Permissions to show the Tool in public places (Rathaus of the City)

E. Communication materials checklist

- Branding- **provided by City of Stuttgart**
- Brochure/Manual - **provided by City of Stuttgart**
- Webpage of the Project - **provided by City of Stuttgart (Appendix 5)**
- Video (documentary) - **provided by City of Stuttgart on the Webpage of the Project, contribution will be greeted**

Appendix 2. Tool Elements Description

Main elements

TRICK 17	
MUST HAVE	
FÜR DIE OPTIMALE VORFÜHRUNG	
AUFBAU	
BÜHNENWAND/Vorhang	1x
TISCH	1x
REQUISITENBOX/KOFFER	1x
TAFEL	1x
FLATTERBAND	1x
REQUISITEN	
KÜNSTLICHE DAUMENSPTIZE	1x
HOCHKANTE RIEFUMSCHLÄGE	8x
5€ SCHEIN	5x
50€ SCHEIN	5x
DIN A4 BLATT	5x
SCHERE GROß	1x
STEIN GROB	1x
A-B-C STICKER GROß	1x
TECHNIK (OPTIONAL)	
HEADSET-MIKROFON	1x
AKKU SENDER & EMPFÄNGER	1x
AKKU LAUTSPRECHERANLAGE	1x
VORBEREITUNG	
KLEBESTIFT	1x
EDDING/FILZSTIFT	1x
DRUCKER	1x
PDF DRUCKVORLAGEN	1x
KARTEN MIT QR-CODE	50x
SÜBIGKEITEN BOX	1x

Part I – Attraction

Element 1. Jackpot:

Effect: An audience member is asked to take part in a competition and choose one of the four envelopes on stage. To his luck, he chooses the envelope with the €5 note inside. Unfortunately for him, the other envelopes containing the €200 banknotes that he did not win are opened.

Difficulty: 4/5 Effort: 4/5 Materials: 8 Envelopes, banknotes, glue, scissors, 4x 5 EUR banknote, 4x 50 EUR Banknote

Element 2. Money note transformation:

Effect: A magician borrows a €20 or €50 note from the audience and transforms it into a €5 note in front of them. (Can also be done the other way round).

Difficulty: 4/5 Effort: 4/5 Materials: Plastic finger, 5 EUR banknote, 50 EUR Banknote

Part II – Inclusion (Dialogue)

Element 3. Thoughts of the masses: (Numbers chaos)

Effect: The magician asks random people for a number. The numbers are added together, in the end we get a huge number. The magician shows a prepared paper with the exact number to the audience.

Difficulty: 1/5 Effort: 1/5 Materials: Paper

Element 4. Telepathic connection:

Effect: Two voluntary spectators are asked to come forward. A connection is established between the two. Spectator A is touched by the magician, at the same time spectator B also feels this touch.

Difficulty: 3/5 Effort: 1/5 Materials: No materials

Part III – „Indoctrination“

Element 5. Rock-paper-scissors prophecy:

Effect: Three spectators are asked to come forward. One spectator receives a stone, one spectator a pair of scissors and another spectator a crumpled-up piece of paper. Then 2-3 rounds of rock-paper-scissors are played. The result of the game is written down in the crumpled paper that the spectators have had in their hands the whole time.

Difficulty: 3/5 Effort: 4/5 Materials: Stone, scissors, crumpled paper, permanent marker, stickers A, B, C.

Element 6. Word change:

Effect: A volunteer is asked to come to the front. A word is written on an A4 sheet of paper, which they are asked to read out loud. However, if the sheet is turned towards the audience, the entire audience will read a completely different word written on the sheet.

Difficulty: 1/5 Effort: 2/5 Materials: A4 sheet of paper

Part IV – After the Program

Element 7. Thoughts of the masses -2.(Strawberry juice)

Each spectator thinks of a word. The magician then asks them to think of a new word that begins with the letter that the previous word ended with. This is repeated over two rounds. At the end, almost every spectator thinks of the same word. The magician shows the paper with the number from the previous element. After turning the paper round, you can see that this is also the word that everyone has thought of.

Difficulty: 2/5 Effort: 2/5 Materials: None

Optional elements

TRICK 17

Materialien für die optionale Elemente

VORBEREITUNG

DICKE DIN A4 BLÄTTER	4x
DICKE EDDING	4x
ALLGEMEINBILDUNG KOMPAKT	1x
VISITENKARTE BLANKO	1x

I. **Optional Elements Level 1 (these Elements can be included together with the main Elements of the Part I and II)**

a) Pin-hacker: (After Element 2)

Effect: The magician finds out the pin code from the spectator. He takes the mobile phone from the spectator and types the code into the lock screen in front of everyone, and the mobile phone unlocks.

Difficulty: 2/5 Effort: 1/5 Materials: Spectator's mobile phone

b) Pin-cheater: (Before Element 3)

Effect: The magician finds out the spectator's pin code. He takes the visit card with the code from the spectator and tries to guess the code on the paper

Difficulty: 4/5 Effort: 2/5 Materials: Visit cards, pencil

c) "Election" Reveal (After or instead of Element 3)

Effect: The magician has an audience member describe their choice of something (the city, the candidate, the party, etc.). A DIN A4 piece of paper is folded up in an envelope on stage. Exactly this choice is written on the piece of paper.

Difficulty: 4/5 Effort: 4/5 Materials: Envelope, DIN A4 piece of paper, pen, knife

II. Optional Elements Level 2 (these Elements can be included according to the potential adaptations of the Tool in other cities)

d) Art-specialist:

Effect: Three or four people are asked to come to the front. Each of these people is given a DIN A4 box on which they have to draw something. At the end, the boxes are shuffled and the magician knows exactly which of the spectators has sketched which of the drawings.

Difficulty: 3/5 Effort: 3/5 Materials: DINA4 cardboard boxes, 4 permanent markers

e) Duden encyclopaedia:

Effect: The magician knows the entire Duden by heart. He hands the Duden to the audience, the spectators open any page and the magician can reproduce exactly what is written on the page.

Difficulty: 4/5 Effort: 5/5 Materials: Duden

All the Elements are also explained in Video-format, that will be provided for any organisation, which will be leading further demonstrations!

Main elements

Element 1

Jackpot

Effect: An audience member is asked to take part in a competition and choose one of the four envelopes on stage. To his luck, he chooses the envelope with the €5 note inside. Unfortunately for him, the other envelopes containing the €50 or €200 banknotes that he did not win are opened.

Trick secret: The secret here is the envelopes, two envelopes are stuck together upside down. To the spectator, it looks like a single envelope, although there are actually always two. One with the opening for the €5 note and the other with the opening for the €50 or €200 note.

Preparation: One envelope is placed with its back on the floor and the opening is opened. Another envelope is turned 180 degrees and the back is glued to the belly of the envelope underneath so that the opening of the lower envelope can be closed and opened. This is repeated with the other envelopes. The €50 or €200 notes are placed in the front envelopes (with their backs glued to the belly of the other envelope) and the €5 notes in the back envelopes. The numbers 1 to 4 are written on each envelope.

Demonstration: One person from the audience is asked to take part in the competition. The person is asked to choose one of the envelopes. The envelopes are numbered from 1-4 and he or she is asked to choose a number to select their envelope and therefore their prize. Assuming they choose envelope 3, envelope 3 is opened, in this case secretly the back envelope, and the person has won €5, which he or she can be happy about for the time being. The other envelopes are then opened to show what the person has not won. In this case, the front envelopes with the €50 or €200 notes are shown.

Element 2.

Money conversion

Effect: The magician turns a €5 note into a €50 note and then turns the €50 note back into a €5 note.

Trick secret: The secret here lies in the fake thumb tip. The small folded €50 note is waiting in this tip. The €5 note is also folded small and secretly swapped with the €50 note.

Preparation: The waiting €50 note is folded like this: You hold the note in both hands, with the main side facing away from you towards the front. Then fold from left to right towards the front, then from top to bottom, then left to right again and from top to bottom again. Place this small piece in the tip of your thumb.

Demonstration: (tip of the thumb on the right thumb). Take your own €5 note or one from the audience and show it to the audience with both hands, with the main side facing forwards. Fold it from left to right towards the front. Then from top to bottom. Then push the tip of your thumb out of your thumb into your left hand so that you can pull out the €50 note with your right thumb. Hide it behind the €5 note. Then fold the €5 note further from left to right and finally from top to bottom. Here, the €5 note should be almost as big as the €50 note. Then turn both notes once so that this time the small folded €50 note is at the front and the small folded €5 note is at the back. Now carefully unfold the €50 note, this time backwards. After the €50 note has been

unfolded twice, secretly push the €5 note into the tip of your thumb, put it back on and continue unfolding the €50 note to the end.

Element 3

Chaos of numbers

Effect: The magician asks another spectator to take out their mobile phone and multiply various numbers together - be it the date of birth, a PIN or freely chosen numbers. Although nobody seems to be impressed at first, this changes when the magician writes the result on a whiteboard or blackboard. (This can be combined with the strawberry trick, where the random number was predicted on a sheet. When the sheet is turned over, 'strawberry' is written on it).

Trick secret: The secret here lies in the calculator of an iPhone. Because the iPhone has a little programmable trick. If you hold your mobile phone horizontally, type in the number 3213380213 and then enter + 0 x (0, you can multiply different numbers together. As soon as you press =, the number 3213380213 appears. This number was previously printed out and is shown to the audience for the first wow effect. The sheet is then turned over so that the numbers become the word 'strawberry' for the second wow effect.

Preparation: Please download the provided document and print it on an A4 sheet of paper. Ask the spectator to go to the calculator on their iPhone. Briefly ask them to turn their mobile phone upside down. Quickly enter the following digits: 32133802123 + 0 x (0, and it's ready to go.

Demonstration: Ask a member of the audience to come to the front and ask them to open the calculator app and then hand over the mobile phone. Make the arrangements described. Ask a member of the audience what day they were born on, just the day of the month, and press the X (multiplying) sign on the calculator. Now ask him or her again, this time for a month and press the X again. Ask another viewer their age and press X again. Ask someone else for their year of birth and press X again. Ask another person to tell you the time and type in the four digits as well. This time, press = instead of X. The number 32133802123 will then appear, which you can ask a spectator to read out digit by digit. Then take out the sheet on which this number was previously predicted.

Element 4

Personal connections

Effect: Two voluntary spectators are asked to come forward. A connection is established between the two. Spectator A is touched by the magician, at the same time spectator B also feels this touch.

Secret of the trick: The person who supposedly feels the touch is only secretly touched twice at the beginning, while their eyes are checked, and the rest is just rhetoric.

Preparation: None

Demonstration: Ask two people from the audience to come to the front and stand next to each other facing the audience. Ask person A to close their eyes and concentrate on what they feel. Then turn to person B and ask them to look straight ahead. Then turn back to person A and wipe their eyes to check that they really can't see anything. At the exact moment when you simulate a wiping gesture over the eyes, secretly tap the person twice on the shoulder and immediately turn back to person B. Touch person B on the arm and ask person A if they have felt a touch. He will of course answer yes, because the person was touched by you a few seconds ago. Then pause, tap person B twice on the shoulder and ask person A how many times he or she felt the touch. He or she will answer twice. At the end, tap person B on the back of the shoulder and say: 'Just to check again, can you show with your hand exactly where you

were touched?’ And person A will comply with this request. At the end, ask person A to open their eyes and make it clear that he or she was never touched and that you were standing with person B from the beginning.

Element 5

Scissors Rock Paper

Effect: Three spectators are asked to come forward. One spectator receives a rock, another spectator a pair of scissors and another spectator a crumpled up piece of paper. Then 2-3 rounds of rock-paper-scissors are played. The results of the rounds have been predicted very impressively by you.

Trick secret: The secret here lies in the order in which the players choose which item at the start of the game. Then people can swap their items back and forth, but even if they think they have a free choice, they never will because everything is predicted. Sounds complicated, but the rest is child's play.

Preparation: The following is written on the first A4 sheet of paper and then folded: ‘B beats A’. On the second sheet, write the following and then fold it: ‘C beats B’ and ‘A beats C’. On the third sheet, the following is written fairly centrally and slightly smaller and then crumpled up so that you can't see any writing on it: ‘B beats C’, ‘A beats B’, ‘C beats A’. The two folded pieces of paper, the crumpled piece of paper, a pair of scissors and a stone are then kept ready for the demonstration.

Demonstration: Three people from the audience are asked to come forward and stand on the marker facing the audience. Person A is given the rock, person B the scissors and person C the crumpled sheet of paper (the order in which they are assigned is important). Then one person is asked to decide who should swap their object. This person can choose the other two players, but can also choose themselves. Example: Person A is asked to choose and decides that person B and person C should swap. This means that person B would now have the paper and person C the scissors. The first prediction is then opened, which says: person B (paper) beats person A (stone), and the audience applauds. In the second round, this time two people are given the opportunity to decide once. The second prediction is then opened, and the second round is also predicted correctly. In the third round, all three people can even decide once. Finally, the spectator with the crumpled paper in their hand is asked to open it once. The result of the third round is predicted in the crumpled paper.

Element 6

Font transformation

Effect: A volunteer is asked to come to the front. A word is written on an A4 sheet of paper, which they are asked to read out loud. However, if the sheet is turned towards the audience, the entire audience will read a completely different word written on the sheet.

Trick secret: The trick here is based on an optical illusion, also known as a hybrid illusion. If a person looks at the sheet at close range (approx. 50 cm), they will read a completely different word than people who are about one metre further away.

Preparation: Please download the attached document 1 and print it on an A4 sheet of paper.

Demonstration: A volunteer spectator is asked to come forward. He or she should read the word on the sheet out loud from close up. The performer first looks confused and then turns the sheet towards the audience to ask if they are reading the same word. Of course, this will not be the case.

Element 7

Strawberry

Effect: Each spectator thinks of a word. The magician then asks them to think of a new word that begins with the letter that the previous word ended with. This is repeated over two rounds. At the end, almost every spectator thinks of the same word.

Trick secret: The secret here lies in the wording and the possibilities. You are asked for a city, a profession, a flower and a fruit. But the key point is the profession. Most professions end in 'R' or 'T'. And the first thing people think of with a flower that begins with 'R' or 'T' is rose or tulip.

Preparation: -

Demonstration: Ask the audience to think of a city, just to think, but not to say. Then ask the audience to take the last letter of the city and think of a profession that begins with that letter. Then ask them to take the last letter of the profession again and think of a flower that begins with that letter. Finally, they should take the last letter again and think of a fruit that begins with this letter. Statistically, over 90% of people will think of strawberries. You turn over the sheet from element 3 and get even more applause.

Optional elements

a) Codehacker

Effect: The magician finds out the spectator's mobile phone pin code. He takes the spectator's mobile phone and types the code into the lock screen in front of everyone, and the mobile phone unlocks.

Trick secret: The secret here lies in the calculator of an iPhone. The iPhone has a little programmable trick. After adding numbers together, clicking on the result and pressing 0 and = at the end, the last digit entered (pin code) appears on the screen.

Preparation: -

Demonstration: Ask a member of the audience to come to the front and open the calculator app and then hand over the mobile phone. Ask a member of the audience what day they were born on, just the day of the month, and press the + (add) sign on the calculator. Now ask him or her again, this time for a month and press the + again. Ask another viewer their age and press + again. Ask another person for their year of birth and press + again. Ask another person to tell you the time and type in the four digits and press +. Finally, ask a spectator to enter their PIN number and press =. You take the mobile phone again and show the audience the number that has appeared. Then turn the mobile phone towards you and press 0 and =. At the same time, you remember the pin code that appears and switch off the mobile phone. You then give it back to the spectator.

b) Codepicker

Effect: The magician finds out the spectator's mobile phone pin code. He takes the spectator's mobile phone and types the code into the lock screen in front of everyone, and the mobile phone unlocks.

Trick secret: The secret here is the business card. The spectator writes the pin code on the business card, folds it and you can see the pin code through a clever gap.

Preparation: Use a business card with a light-coloured or white surface or cut one out of cardboard. Then fold the business card upright and then horizontally. Press your thumb into the next crease to stretch the paper slightly and make it easier to handle later. Now use a pen to draw a plus sign along the lines. The area with the stretch should always be at the bottom left. The PIN code will later be entered by the spectator at the bottom right. The other fields are labelled to fill the space, such as name, mobile phone colour and age.

Demonstration: Ask a spectator to come forward and take the pre-folded business card out of their pocket. Take a pen and draw a plus sign along the lines. Ask the spectator for their name and write it in the top left-hand corner. Now ask the spectator what colour their mobile phone is and write it in the box at the top right. At the bottom left, write the word PIN with a small arrow pointing to the right. (Important: In this box, there should be a bend that you have stretched with your thumb). Then ask the spectator to secretly and clearly write their mobile phone PIN code in the blank space so that nobody can see it. When he has finished, he should fold the piece of paper twice and hand it back. After the spectator has done this, you take the folded piece of paper and show him that you cannot see through it and that it is impossible for you to find out the PIN code. But right at this moment, you stick your thumb into the pre-stretched gap and secretly look inside so that the spectator can't see it. All it takes is a few milliseconds.

d) Art-specialist

Effect: Three or four people are asked to come forward. Each of these people is given an A4 piece of cardboard on which they are asked to draw something. At the end, the boxes are shuffled and the magician knows exactly which of the spectators drew which of the drawings.

Trick secret: After the magician gets the mixed boxes back, he knows exactly who drew which one. The corners of the boxes are marked and he knows in which order he gave which box to which person.

Preparation: Use the scissors to slightly round off the corners of almost all the boxes. The first box remains as it is. The second box has only one corner rounded. The third box has two corners and the fourth box has three corners. As the three to four people are standing in a row at the front, the magician gives the first box to the first person without marking it, the second box to the second person and so on. In this way, the people can draw anything they like on it or mix up the boxes afterwards as they wish, because the magician will always know which box to assign to which person.

Demonstration: Ask three or four people to come to the front and stand in a row. Give the first person the first box, the second person the second box, the third person the third box and the fourth person the fourth box. Then hand out Eddings to each person and ask the audience to make a drawing of their choice on the box. Give the people enough time while you entertain the other guests with spontaneous and funny situational jokes. After everyone has finished, ask the first person to pass the boxes around. Your job is to shuffle the boxes. After the boxes have been shuffled, pick them up and start the first drawing. Look at the markings and try to match the drawing to a person. Be creative, spontaneous and funny. Continue until you have no more boxes in your hand.

e) Duden

Effect: The magician can memorise the entire Duden. He hands the Duden to the audience, the spectators turn to any page and the magician can tell them exactly what the page is about.

Trick secret: The magician has memorised the table of contents and can say a little something about each topic.

Preparation: The magician must take time to memorise the table of contents and flick through the chapters to familiarise himself with the topics.

Demonstration: Hand the book to the audience, ask an audience member to turn to a page. After asking which page has been opened, they say what the chapter is about and get the first reactions. Then they repeat in a few sentences what exactly the chapter is about. For the other viewers, it seems as if they are repeating exactly what is written on the page. They then point out that it could just be a coincidence and ask another person to give them the book to repeat the whole thing.

Appendix 4. Instagram page recommendations, content plan and examples

All the designs **will be provided in the corresponding format** during the Tool handing over.

I. Magic Cards

This idea combines the simplicity of form (classic Taro recognizable form and design contributes to the atmosphere of the Tool) and full functionality.

The next City can take the design of the City of Stuttgart and change only the QR-code element, which leads to the Instagram page.



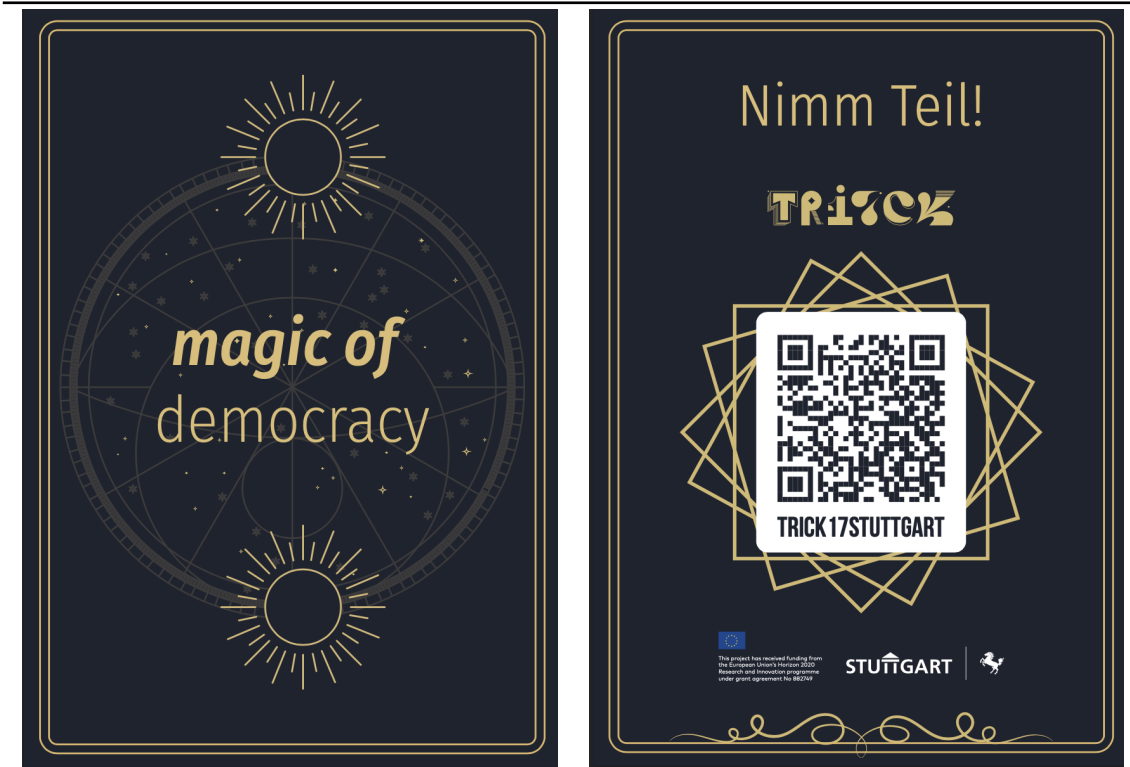


Figure 1 - Magic cards design example (LOBA)

II. Content recommendations

General recommendations

A) By creating the Instagram page for the Tool please check the following settings and rules recommendations:

- The page should be made minimum 2 weeks before the first demonstration otherwise Instagram will not index your page properly.
- Name of the page (account name) should be coherent with the name of the Instagram page of the City Stuttgart
- Type of the page – Creator (Community or Education)
- Use Taplink to attach the information about the data security, official papers, team contacts usw
- Remember, that only 3 lines of the description will be normally seen in the account (depends on the length of the description)
- Adapt the colour and visual of the QR-Code, because it is randomized by Instagram
- Put the minimum age of the auditory (16)
- Follow the pages of the City and the organisations of the City, don't forget, that Instagram will not index your pages without some followers
- Put the hashtags of different types:

- of the City

- of the project
 - of the demonstration place
 - magic hashtags
 - democracy hashtags
 - description hashtags
 - unique hashtags
 - popular hashtags
- Put no more than 30 hashtags per post and don't use the hashtags that will get you into unofficial ban by Instagram:
 - tags, that contain words Instagram, Facebook etc (any other social network) or their forms (for example, #instapic, #instatop)
 - tags that are used too much such as #likeforlike, #followforlike etc
 - tags such as #radicalism, #extremism etc, Instagram robot cannot understand the context of the usage, your account will be officially banned!
 - tags of any brands, your account will be blocked or restricted.
 - Never put any data in the comments, even if you are asked, write a private message for the person and tell them you wrote them, robot will calculate you as a spam
- B) Take care of the organic content. City of Stuttgart provides examples of the posts that can be done, the examples of the stories and the content schedule. It doesn't mean however, that each new page of Trick17 should be the exact copy of the previous one. Each City is encouraged to be creative and update and change the material according to their needs. The main advice would be to stay in the concept and design of the Tool, as far as it helps to create a cohesive page that attracts young people.
- C) Don't put images with the long texts, it is understood as unprofessional and outdated by the young audience, the main picture should contain one short sentence or a question, the explanation text should be not very long and divided in the Instagram carousel.
- D) Be active yourself, put likes under the posts of the other people or organisations, tag them, follow, write comments in popular publics, but keep the actual border rules by Instagram – not more than 120 likes per hour, not following more than 10 pages per hour. It can seem too much but can unfortunately cause unpredicted problems.
- E) Don't forget that you don't have time for slow Instagram development. To achieve the goal of attracting young people, try to keep the rhythm of posting at least one post and one story per day. There are of course days when you can post more. Take care of the appropriate time of the posting, if there is only one post or story planned it should appear after 16.00, posting only in the early

morning will cause the artificially lower attendance of the page from the young people's side.

F) Always remember the main rules of the content and data selection and protection:

- All the pictures used should be signed (name of the author, agency or city). You can use free pictures from the internet without signing if it was officially allowed on the website, that you downloaded them from (always check exact instructions of usage)
- Never use pictures of any trademarks in a negative context, it will be considered as casting a shadow on the brand
- Never post pictures of the minors without the official consent of their parents, you can repost the pictures that young people decided themselves to upload and ask them to tag you
- Don't keep any information you got from the young people, it can be officially not preserved in any way, all the data that you use should be collected by Instagram itself
- Delete all the comments with the personal information on your page (with the exception of the Instagram nickname)
- Be careful with the pictures that contain not pleasant content, better avoid them even for the illustrations, the robot can describe your visual content as offensive

G) Be present. The administration of the page also requires well-timed reactions. On the one hand, you should answer the questions, write reactions to the comments, and comment yourself. On the other – be aware of any form of hate speech or any form of radical commenting that should be deleted as soon as possible. Breaking the rules, accounts should be not only blocked, but also reported to Instagram. Take screenshots of your actions to provide proof in case needed.

Specific recommendations

- A) Try to keep the balance between the useful and not useful context. On the one hand, Trick17 is an official project, devoted to the problem of radicalism and resilience to it. On the other – the innovation aspect of the tool should base not only on the usage of the modern platform, but on the genuine adaptation of the content to the needs of the young audience.
- B) Allow the critic and the different opinions as far as they are not turning into hate speech or cause any harm. The goal of the page is not only the positive branding, but also provoking the dialogue.
- C) Take screenshots of the statistics for the evaluation once per week from the beginning of the demonstrations till one month after the demonstration period ends. Remember, that people can find your content long after the official termination of the project.

III. Content plan (example)

As an example for the **content plan for 4 weeks (in two weeks before 9, first 7, second 3, third 3 posts, fourth 3 posts)** was taken the situation of **4 demos per month**. The schedule and ideas can be adapted according to the individual plan of the City. For example, if the demonstrations are planned during 4 months, the corresponding timing between the posts can become bigger, the quantity of the calendar posts increase, and you can add any quantity of photos and videos from the demonstrations. The content plan has a recommendation character and must not be executed in strict correspondence.

List of the posts

1. Post about the demonstration schedule and places
2. Post about radicalism
3. Post about your organisation
4. Post about your Team
5. Post about Trick17
6. Post about your magician
7. Post about your City
8. 7 posts with questions (you can find here the full list)
9. 8 posts about interesting free events for teenagers in your city (information from the stakeholders of your City)
10. (Optional) posts about the German law base regarding extremism, democracy values, equality

List of the stories and reels

Must have

- stories about the preparation for the demos (beginning 2 weeks before the start, 1 story every 1-2 days)
- interviews with team/posts about team transformed into posts
- photos and videos from the demonstrations (beginning from the first demonstration min. 1 story every 1-2 days - max. depends on your activity level or content)
- stories with questions (you can find here the full list)

Ideas

- interview with the magician
- interviews with participants
- funny or interesting moments from work

Stories and posts with questions

Stories

Group A (Every 3rd day)

1. Motherhood is not for everyone, do girls need to prepare from a young age?
2. Male professions are not for girls?
3. Well, I called you names, so what?
4. Freedom of speech or problems at school?
5. Boys don't cry?
6. Do people with disabilities belong at home?
7. Do girls often make wrong decisions?
8. To intervene or remain silent when smb is bullying smb?
9. The state is limiting us!
10. My parents don't understand me?
11. Are they taking away our future jobs?

Group B (1-2 on the same day after any of the demonstrations)

12. I would like to try to work in a team that does this!
13. I would come to something like this again
14. I told my friends about the magician
15. I want more events like this!
16. This was more interesting than the lessons about society
17. My opinion is important! I can influence something too!
18. I am interested in events in Stuttgart, but I don't know where to find out about them

Posts (2 per week)

1. When you grow up, you'll understand! Politics is not for children?
2. If I'm having fun, then everyone is having fun!
3. Girls have nothing to do in politics?
4. We don't want to be friends with a foreigner?
5. Should migrants get special treatment at school?
6. What can I do, I'm just a teenager?
7. Lectures or magic?



Design examples (post, highlights, stories):

WILL FOLLOW FROM LOBA





