

# ★ **TEACHER ANSWER KEY – LESSON #3 (WHO’S GETTING THE CANDY?)**

## **Grades 7–8**

### **2. Motivation Decoder**

1. Prank video for views → **POPULARITY** or **FAME** (either acceptable; sometimes **money** if monetized)
2. Controller drift tutorial → **HELPFUL GOOD CANDY**
3. Creator promoting merch → **MONEY**
4. Kid posts rumor to seem “in the know” → **POPULARITY**
5. Student shares inspiring quote → **HELPFUL GOOD CANDY**

### **3. Motivation Choices**

**“You WON’T Believe What Happened...”**

✓ **Popularity** (or **money** depending on context — clickbait)

**Sharing artwork to inspire others**

✓ **Helpful Good Candy**

**Flash sale announcement**

✓ **Money**

### **4. Candy Trap Explanation**

Acceptable ideas:

- People use emotional posts to manipulate viewers
- Clickbait tricks people into giving attention
- Drama increases popularity and followers

- “Candy” motivates creators to exaggerate or mislead
- Money/fame incentives encourage shocking or fake content

## 5. Rewrite the Post (Examples)

**“This video CHANGED MY LIFE! Watch till the end!!”**

→ “Here’s something interesting I learned — check it out if you want.”

**“Everyone is talking about this person — don’t miss out!”**

→ “Before we believe this, let’s check what actually happened.”

## 6. Candy Detector Badge

✓ Creative — no right/wrong answer.

## 7–8 (Call & Response, Commitments)

✓ All acceptable — no single correct answers.

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