

Study Guide for First Graders: Media Masters Rock - Who's Getting the Candy?

Overview: This study guide is designed to help first graders understand and apply the idea of "Who's Getting the Candy?" from the *Media Masters Rock* video. The lesson teaches kids to think critically about the motivations behind online posts and to recognize the impact of truth and lies on the internet.

Learning Objectives:

1. Understand that "candy" on social media means rewards like money, fame, or popularity.
2. Learn to ask, "Who's getting the candy?" to figure out why someone made a post.
3. Recognize how truth makes the internet better and lies make it worse.

Step 1: Video Recap (5 minutes)

Ask the class:

1. What do Media Masters always do first? (Answer: They think before they act!)
2. What does "candy" mean on social media? (Answer: Rewards like money, fame, or popularity.)
3. Why do Media Masters ask, "Who's getting the candy?" (Answer: To figure out the reason behind a post.)

Discuss examples from the video:

- Sharing a funny cat picture brings candy like popularity to you and money to the creator.
- Posting something helpful brings candy, too, but it's good candy because it helps others!

Step 2: Interactive Activity - Candy Detectives (10 minutes)

Materials: Pictures or printed cards with different post examples, like:

- A picture of a smiling dog.
- A video ad for a new toy.

- A news headline saying something surprising.
1. Show one example at a time.
 2. Ask the class: "Who's getting the candy?"
 - Is it the person who posted it?
 - Is it someone trying to make money?
 - Is it someone trying to get famous?

Explain: Every post has a WHY, and finding the candy helps us understand it.

Step 3: Group Discussion - Good Candy vs. Bad Candy (10 minutes)

Ask the class:

- What's good candy? (Answer: Candy that helps others, like sharing useful tips or funny, kind posts.)
- What's bad candy? (Answer: Candy that hurts others, like posting something mean to feel powerful.)

Write examples on the board and ask the class to vote with thumbs up (good candy) or thumbs down (bad candy).

Step 4: Creative Expression - Design Your Candy Jar (15 minutes)

Activity:

1. Give each student a blank picture of a jar.
2. Ask them to draw or write examples of good candy they can share online (e.g., helping others, being kind).
3. Have them add one example of candy they would avoid (e.g., being mean or spreading lies).

Prompt: Encourage them to label their drawings with phrases like "Help a friend" or "Be kind."

Step 5: Role-Playing - Media Master Moments (10 minutes)

Scenario 1: A post says, "You'll never guess what happened! Click here!"

- Who's getting the candy?
- What questions can you ask before clicking?

Scenario 2: Your friend shares a picture of their new puppy.

- Who's getting the candy?
- Is this good candy?

Let students act out their responses. Praise their Media Master thinking!

Wrap-Up (5 minutes)

Review Key Points:

1. What does it mean to ask, "Who's getting the candy?" (Answer: To figure out the WHY behind a post.)
2. What happens when we share truth online? (Answer: It makes the internet better!)
3. How can we be Media Masters? (Answer: By asking questions, thinking first, and caring about the truth.)

End with a Cheer: "Media Masters rock! We ask, 'Who's getting the candy?' and make the internet better!"

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