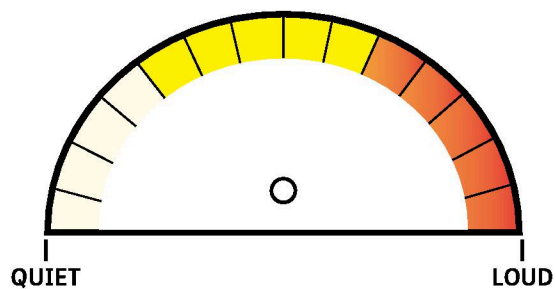


Worksheet 4.1:

When the fun gets out of hand - tackling peer pressure

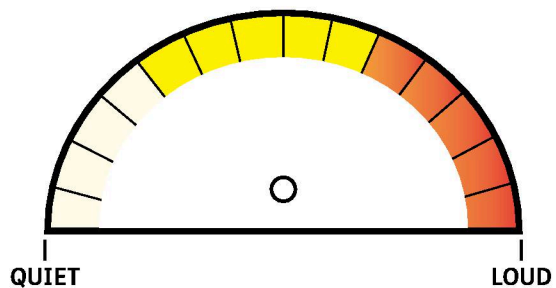
As you re-watch Just For Fun, fill in the noise-o-meters below to capture the audience's reaction at three key moments.

a. At the start of the gameshow



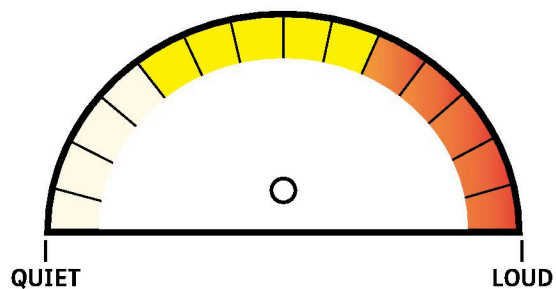
How did this reaction influence Seán? _____

b. When Seán takes and sends the first selfie



How did this reaction influence Seán? _____

c. Just before Seán shares Bronagh's picture



How did this reaction influence Seán? _____

(worksheet continued overleaf)



Worksheet 4.1:

When the fun gets out of hand – tackling peer pressure

(continued)

1. When did Seán go too far?

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2. The studio audience fades into the background when the consequences of Seán's actions become apparent. What message does this metaphor convey?

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3. What do you think will happen as a result of Seán's actions?

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4. Is there anything Seán could do to rectify the situation?

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