

NEWS HEADLINE

B I N G O

Instructions:

This activity/organizer is designed to help learners analyze how news/information (headlines) are designed to trigger an extreme emotional response.

1. Working in pairs, use the daily headlines available [from Newseum.org](http://Newseum.org), to play a game of BINGO in which you identify potential emotional triggers in the news.
2. When you find a headline on the Newseum site that matches a trigger on the BINGO board, highlight or cover the trigger text on the board below. Then write part/all of the headline the space left on the square, so you can share it when the game is over.
3. Once you've created a "bingo" ask your teacher what to do next.

Attribution:

This resource was created by Jennifer LaGarde and Darren Hudgins.

NEWS HEADLINE

BINGO

COVER A SQUARE IF YOU SPOT A HEADLINE THAT...

1	Makes you feel angry.	Contains sensational language.	Makes you think negative things about other people.	Contains words in ALL CAPS.	Makes you feel anxious or nervous.
2	Confirms something you already believe.	Makes you feel suspicious of other people and their motives.	Makes you feel weak.	Makes you feel afraid.	Makes you feel shocked or surprised.
3	Makes you feel superior to others.	Makes you feel helpless.	 FREE SPACE	Contains clickbait words or phrases.	Makes you feel tired.
4	Makes you feel confused or unsure.	Makes you feel sad.	Makes you think negative things about yourself.	Makes you feel hopeless.	Makes you feel as though science cannot be trusted.
5	Makes you feel conspiratorial.	Makes you feel as though the others cannot be trusted.	Makes you feel happy.	Contains exclamation points!	Makes you feel alone.