

The Day-After Rule

Eight activities

Activity 1: Remember the story

1. What happened at last year's swap, and why did the trade stand?
2. Explain the day-after rule: what happens between the swap and the confirmation?
3. What does the tenth-grader do in the coat room, and what does Shainy tell her?
4. Why does Shainy refuse the embroidery-kit girl's un-confirm?

Activity 2: Fact or guess

1. Under the rule, traded items go home with their new owners that night. Fact / Guess
2. The senior in Chapter 5 accepts the undo and tells Shainy to run the rule again. Fact / Guess
3. Shainy lets the embroidery-kit girl un-confirm at lunch. Fact / Guess
4. The librarian adopts a version of the rule for the book swap. Fact / Guess

Activity 3: Think and write

1. "A maybe is easy to say yes to." Why did the cards make the swap LOUDER instead of quieter?
2. Shainy says the rule should "feel bad instead of the girl." What does she mean?
3. Why does the rule need to hold in both directions (Chapter 6) to stay a rule?

Activity 4: Apply it - Matty's sticker book

1. Matty runs her bunk's end-of-summer sticker-and-treasure swap under a confirm-by-morning rule. A younger camper, crying at bedtime, says she only traded her flashlight keychain because the whole bunk was chanting. (a) What does Matty check first, and (b) what are the two possible outcomes by morning?
2. Another camper confirmed at breakfast and wants out at lunch because a better trade appeared. What does Matty say, using the story's two directions?
3. "The rule does the talking." When is a rule better than a confrontation, and when is a confrontation still needed?

Activity 5: Scrambled words (from the story)

1. DERTA
2. MORFICN

3. WIDNOW

4. LANIF

Activity 6: Word work

Match each word to its meaning from the story.

1. unconfirmed a. the gap that lets a hot decision cool
2. undo window b. not yet made final by both sides
3. maybe c. something a person can take back before it counts
4. rely on d. to build plans on someone's word holding

Activity 7: Word search

Find the eight words hidden in the grid. All words run left to right.

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T R A D E V W B F Y
S W A P L M N O R S
C A R D A I Q Z X J
C O N F I R M H U P
R U L E R S T C D E
W I N D O W K V W B
F I N A L P L M N O
U N D O D E A I Q Z
X J K V W B F Y G H
U P L M N O R S T C

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The eight words: TRADE, SWAP, CARD, CONFIRM, RULE, WINDOW, FINAL, UNDO.

Activity 8: Your turn - your drawer

The drawer rule: nothing leaves the drawer the day it's written. Name one kind of decision or message in your life that would improve under a day-after rule. Write five lines: what it is, what the "forty seconds" version costs, and where your confirmation window would sit.