

The Day-After Rule

Facilitator note: The engine is the undo window - designing a cooling-off gap into commitments so that a pressured or impulsive yes can be reversed without a confrontation, and so that confirming still means something after the window closes. Hold both edges in discussion, because the story holds both: the tenth-grader's undo is protected precisely because she never confirmed, and the embroidery-kit girl is refused because she did - the window is not "never commit," it is "commit after a night," and Chapter 6 is the chapter to spend time on if the class thinks the rule is just an escape hatch. The persuasion dynamics are worth naming aloud: the senior is not a villain (she laughs at herself and respects the rule), which keeps the story's claim where it belongs - the problem is the forty-second moment with a crowd, not bad people. Shainy's history (the fountain pen) explains the rule's design goal exactly: a kid should not have to win an argument to fix a mistake the noise made for her. The drawer coda generalizes the engine to anything written in heat.

Teacher answer key

Activity 1: 1. A ninth-grader traded her grandmother's bas mitzvah pearls for a trendy bag under crowd pressure in forty seconds; it stood because "a trade is a trade," and she cried in the bathroom. 2. Trades are written on cards, items go home with their original owners, and the trade becomes final only when both girls confirm the next morning. 3. She says she can't face telling the senior; Shainy: you don't have to win an argument, you just don't confirm - the trade never finished. 4. Because the girl confirmed in the morning; the window protects until you say the word, and after the word people must be able to rely on your trades.

Activity 2: 1. Guess (they go home with their original owners). 2. Fact. 3. Guess. 4. Fact.

Activity 3: Sample answers - 1. Because a reversible maybe costs nothing, girls dared trades they'd never complete on the spot; trying became free. 2. Rules should carry the awkwardness so people don't have to; better the rule takes the friction than one girl takes the loss. 3. Because a rule that only helps one side is a favor system; if confirming meant nothing, no trade could be relied on.

Activity 4: 1. (a) Whether the keychain trade was confirmed - if it wasn't, it simply never finishes; (b) either she confirms in the morning (calm, truly wanting it) or she doesn't confirm and the card is torn with no confrontation. 2. No - she confirmed; the window protects you until you say the word, and after the word the other girl must be able to rely on the trade. 3. A rule is better when the moment is loud and the parties unequal (crowds, older girls); a confrontation is still needed when someone is being harmed and the rule doesn't cover it.

Activity 5: 1. TRADE. 2. CONFIRM. 3. WINDOW. 4. FINAL.

Activity 6: 1-b, 2-a, 3-c, 4-d.



Activity 7: TRADE row 1 columns 1-5; SWAP row 2 columns 1-4; CARD row 3 columns 1-4; CONFIRM row 4 columns 1-7; RULE row 5 columns 1-4; WINDOW row 6 columns 1-6; FINAL row 7 columns 1-5; UNDO row 8 columns 1-4

Activity 8: Open response; look for a concrete "forty seconds" cost and a plausible window placement.