

Who chooses your next click?

A discussion about attention, digital design, and making a deliberate choice. Use the imaginary scenario below; students do not need to share personal information.

The scenario

Alex opens a video app to learn a skateboard trick. When the video ends, another starts automatically. An alert pops up. A while later, Alex realises they never tried the trick.

0-3 minutes | Read and notice

Read the scenario together. Ask: what did Alex mean to do? What happened instead?

3-8 minutes | Discuss the design

In pairs, identify what invited another click. What is helpful about autoplay or alerts? When might those features make it harder to stop?

8-15 minutes | Redesign the moment

Sketch or describe one change that would give Alex more choice. For example, let the next video wait until Alex chooses it. Explain why your idea helps.

15-20 minutes | Reflect

Invite volunteers to share their design. Finish with: what is one question a person could ask before opening an app? Students can pass.

Adapt it: Grades 4-6 can draw their ideas. Grades 7-9 can compare trade-offs in their designs. Avoid collecting account names, screen-time totals, or family rules.

Background: American Academy of Pediatrics, "How to Make a Family Media Plan" (autoplay and notifications).
Original Screenleaders classroom activity. Click this note for the source; no affiliation or endorsement.