## **Related resources for students**

These resources can be used to reinforce or expand upon students' understanding of key concepts in the module.

**Resource:** *You Are Here* **Source:** Federal Trade Commission **Description:** Online environment in which students can explore concepts such as the impact of advertising and how to be a smarter consumer **Link:** <u>http://www.consumer.ftc.gov/sites/default/files/games/off-site/youarehere/index.html</u>

**Resource:** *Admongo.gov* **Source:** Federal Trade Commission **Description:** Online game that helps teach young people how to decode advertising. **Link:** <u>http://www.admongo.gov</u>

Resource: The Merchants of Cool

Source: Frontline

**Description:** Television program, most suitable for older children in this age group, about media efforts to market to teenagers—site also includes a panel discussion of young people reacting to the program

Link: http://www.pbs.org/wgbh/pages/frontline/shows/cool/

**Resource:** Don't Buy It-Get Media Smart!

Source: Corporation for Public Broadcasting

**Description:** Website in which students can explore topics such as advertising and other influences and learn tips for being smarter consumers

Link: <u>http://pbskids.org/dontbuyit/</u>