Directions: Please read the excerpt below. Then follow the scaffolding steps to summarize and rephrase the main idea.

From “Entertainment: Attention Economy”

In the fiercely competitive video game industry, top selling games are masterful at engaging our brain’s reward system. Homework is up against some challenging foes. Might the availability of technologies that can persistently keep dopamine levels so high raise the threshold for what our brains deem rewarding in terms of relationships, studying, or working toward other long-term goals that may not have immediate reinforcements?

Scaffolding steps:
1. Circle five words that you would benefit from reviewing their definition. Using a dictionary, context clues, or an adult, find the definition of those words.
2. Rewrite the gist of each sentence or phrase in your own words:
   a) In the fiercely competitive video game industry, top selling games are masterful at engaging our brain’s reward system.
   b) Homework is up against some challenging foes.
   c) Might the availability of technologies that can persistently keep dopamine levels so high ...
   d) ... raise the threshold for what our brains deem rewarding in terms of relationships, studying, or working toward other long-term goals that may not have immediate reinforcements?
Homework: Excerpt 4 of “The Digital Revolution and the Adolescent Brain Evolution”

3. Now reread the paragraph again.

4. What is the problem Dr. Giedd is wondering about? Explain in your own words.

Bonus: Think about the words “attention” and “economy.” Explain what the title means.