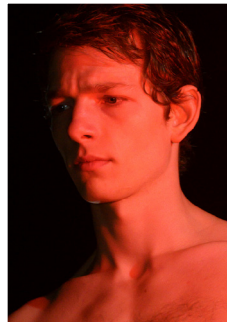


WHAT YOU SEE AND WHAT YOU GET

Panic, an Amazon Original series available May 28 on Prime Video, introduces a cast of graduating high school seniors competing to win a pot of money and freedom from the limited opportunities in their small town. It's a dangerous game played for keeps. Based on what you know about people, what kind of character would you bet on winning?



BISHOP



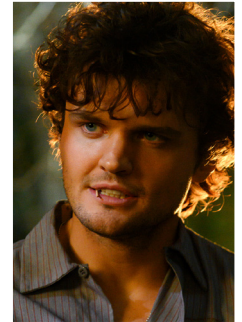
DODGE



HEATHER



NATALIE



RAY

PART 1. In *Panic*, Heather, Bishop, and Natalie are optimistic as they graduate from high school. Heather and Bishop are heading for college. Natalie is determined to win the Panic competition and use the money to find fame in Hollywood.

Select one of the following scenarios featured in *Panic*:

- Losing a job when a business fails
- Conflict with a parent or guardian
- Being picked on by someone

Think about how peoples' traits affect what happens to them, both in fiction and in life. Work in small groups to invent characters who interact in one of these scenarios. Use the list of common traits below for inspiration. What are the characters like? How does self-worth influence them? Discuss what is believable about their mix of traits and how they react in your scenario, based on real people and real life.

adventurous	friendly	patient	shy
ambition	greedy	persistent	sincere
confident	jealous	persuasive	stubborn
cooperative	kind	pessimistic	tolerant
disrespectful	loyal	playful	unforgiving
dominating	mean	self-centered	vengeful

PART 2. Working independently, expand upon your characters and the scenario, using this list of questions:

1. What matters most to each character?
2. What does each character value in others?
3. What is their biggest fear?
4. What do they like least about themselves?
5. What is their greatest strength?
6. What do they like most about themselves?
7. What does each character want most of all in life?
8. What obstacles exist for them?

Now develop a narrative. Start with a telling detail. What happens first? Then narrate a choice your main character makes and indicate where the choice might lead. Include dialogue in your narrative.

THERE'S JUST ONE RULE HIGH SCHOOL SENIORS NEED TO FOLLOW TO SURVIVE THE ANNUAL GAME: DON'T PANIC. CAN THEY DO IT? FIND OUT IN PANIC, AVAILABLE MAY 28 ON AMAZON PRIME VIDEO.

*Panic contains some material that many parents would find unsuitable for children under 14 years of age. Parents are strongly urged to exercise greater care in monitoring this program and are cautioned against letting children under the age of 14 watch unattended. This program may contain one or more of the following: intensely suggestive dialogue (D), strong coarse language (L), intense sexual situations (S), or intense violence (V).