

The Loot Box Trap

Learning goal

Find the real cost and pressure tactics in a fictional game offer.

Preparation

Print the pupil pages. Let pairs calculate or reason with the three cards, then justify the answer. No real household data is needed.

Teaching flow

5 min**Hook**

Read the story aloud. Ask which card facts are known and what the class needs to find out.

10 min**Model**

Think aloud through task 1: What is the cost of three boxes? Show the multiplication.

20 min**Practise**

Pupils tackle tasks 2 and 3. Ask which card fact supports each answer.

7 min**Discuss**

Discuss this likely misconception: Avoid making mystery purchases exciting; the lesson is about cost, uncertainty and control.

3 min**Exit**

Use the reflection as the exit check: Can you know which reward a mystery box will contain before buying?

Evidence of learning

No. The reward is uncertain, so the paid cost is known but the contents are not.

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Model answers

1. $3 \times €4.99 = €14.97$.
2. No. Opening the game is free; each box costs €4.99.
3. The countdown creates urgency. Pause and ask a trusted adult before any purchase.

Reflection check

Can you know which reward a mystery box will contain before buying?

Look for: No. The reward is uncertain, so the paid cost is known but the contents are not.

Watch for

Avoid making mystery purchases exciting; the lesson is about cost, uncertainty and control.

Adapt the lesson

Support: Use one box and one price card before calculating three.

Stretch: Compare four boxes with a €15 budget: €19.96 is €4.96 over.

Teach at home

Use one fictional card at a time. Let the pupil reason first, then check with the model answers.

Notes: what can the pupil already explain?

Teaching example: not personal financial advice.