

Lights, Camera, Media Literacy!

QUIZ SHOW

Characters' Story Chart

ANSWER KEY

| CHARACTER | INCITING INCIDENT | OBSTACLES | CHANGE IN CHARACTER |
|-------------------|--|--|---|
| Richard Goodwin | He reads in a newspaper that a grand jury inquiry's proceedings about television game shows are sealed from public view. | 1) To get his bosses to agree to send him to NYC 2) To get someone to give him more information about the inquiry within a week. 3) To get those who made the decision to rig the game show to be found guilty at the open hearings | He becomes disillusioned with the justice system. |
| Herb Stempel | The producer tells him he must purposely lose on "Twenty-One." | 1) To get the producer to change the question he must answer incorrectly. 2) To get the network to give him his own TV show 3) To get the grand jury to do something about the game show being rigged. | He does not feel satisfaction when Charles Van Doren's guilt is known. Instead, he feels badly for him. |
| Charles Van Doren | He is offered a chance to be on "Twenty-One." | 1) He wrestles with the ethics of being given t he answers in exchange for fame and fortune. 2) He must dodge being found out by Goodwin's investigation. 3) He must decide how to handle his involvement in the scandal when it becomes public. | He admits his wrongdoing and gives up fame, fortune, and his teaching position at Columbia University. |