

# Monica

Don't Tell

Family Discussion Guide

EYFP

These are some sample questions for Episode 7. Use the ones that seem helpful or interesting. You may have your own questions as well.



## Vocabulary Alert!

**Opioids** (say “oh-pee-oids”) and **opiates** (say “oh-pee-ates”) are powerful pain medicines. Opiates come from the poppy plant while opioids are synthetic (made in labs by people). Opioids and opiates can be highly addictive and even lead to death if they are misused. They should only be used under strict supervision from a doctor. Never take any medications without a prescription and never take someone else’s medications. You can learn more about opioids and opiates at [go.ncsu.edu/youtube.opioids](http://go.ncsu.edu/youtube.opioids) and how addiction affects the brain at [go.ncsu.edu/youtube.addiction](http://go.ncsu.edu/youtube.addiction).

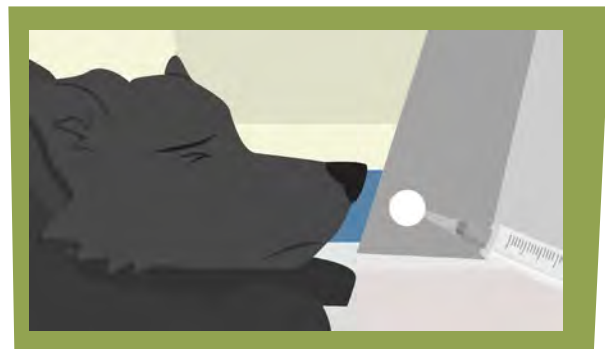
## Opening

*This episode picks up where Episode 6 left off. As you watch this episode, think about what would be the most important moment. Be ready to share your thoughts about the most important moment.*

*(Optional: Write down the timestamp to make it easier to share.)*

Talk it Over

*What happened to Max?*



*How does Monica’s and Layla’s relationship change during Scene 2? Explain.*

*Why do you think Monica took the pills from Layla?*

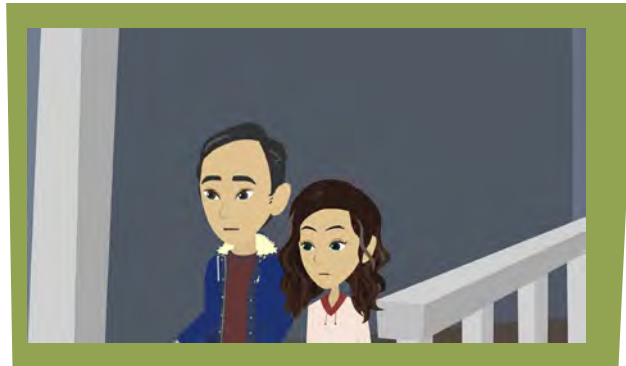
*In Scene 3, Monica asks her father to promise that he won’t get mad. Later, when Monica’s father says, “I will try not—no. I promise not to get mad,” she doesn’t respond. He then says, “I promise to listen to you.” Why do you think Monica finally talks to him after he says that he will listen instead of when he makes the promise she had asked him to make?*

# Continued

## Closing Questions

*Monica gives the pills to her father. Does Monica's action break Layla's trust, protect Layla, or something else? Explain.*

*How important is trust in your relationships? Explain.*



## Family Fun!

Healthy relationships are built on trust. But how can you build trust?

One way that you can practice trust and teamwork by playing a game. Each partner will need ten pennies to begin. You will also need to have a timer, like on a cell phone, and extra pennies for keeping score.

To play the game, players have to decide whether to give one of their pennies to their partner or to keep it. To "give," place a penny in your fist. To "keep," make a fist with an empty hand. You cannot communicate with your partner or watch what they do, and they cannot watch what you do or communicate with you. Set a timer for 15 seconds. When the timer goes off, you and your partner open your hands at the same time to reveal your choices.

If both partners choose to "keep," they each score 0 points. If both partners decide to "give," they get a penny bonus, for a total of 2 points each (the penny their partner gave them plus the bonus penny). If one partner decides to "give" and the other decides to "keep," the "keeper" gets 3 points (the penny their partner gave them AND both of the bonus pennies). Play continues for 10 rounds.

What do you notice about playing this game? What do you wonder? How can you use this game to think about trust in your family?