



Name: \_\_\_\_\_

Class: \_\_\_\_\_ Date: \_\_\_\_\_

## Last Piece Syndrome

*An activity of "Tee and Boba".*

Read the comics "Tee and Boba" (page 28, *What's Up* April 2024). They were trying to be gracious about who should take the last peanut. In the end, everyone was happy, even the ant! Like Tee and Boba, let's have some fun with the "Last Piece Syndrome".

1. Fill in the blanks with suitable words to complete a lighthearted poem.

### To Take or Not to Take?

In the quiet corner of \_\_\_\_\_ (a location),

Lies the last \_\_\_\_\_ (item)

Who will claim it? Who will let go?

All eyes lock on the \_\_\_\_\_ (same item, rephrased differently)

Nobody \_\_\_\_\_ (response of the viewers)

"Take it!" whispers \_\_\_\_\_ (1<sup>st</sup> name)

"\_\_\_\_\_." (reason for taking item)

"No way!" \_\_\_\_\_ (2<sup>nd</sup> name) hangs back,

"\_\_\_\_\_." (reason for not taking item)

"Should I?" wonders \_\_\_\_\_ (3<sup>rd</sup> name) feeling

\_\_\_\_\_ (description of emotion)

"I shouldn't." decides \_\_\_\_\_ (4<sup>th</sup> name) feeling

\_\_\_\_\_ (description of emotion)

Then \_\_\_\_\_ (5<sup>th</sup> name), with a wise old nod,

Proposes a \_\_\_\_\_ (adjective) solution.

"Why not

\_\_\_\_\_? (solution)

Then it will be fair and square!"

And so they do, with sighs of relief.

Now, whenever they see a \_\_\_\_\_ (item),

They laugh, recalling the lesson learned:

\_\_\_\_\_ (lesson)

2. Rate (circle) how likely you would feel compelled to take the last piece/ item in the following scenarios using a scale from 0 (*least likely*) to 5 (*most likely*). Think about what influences your decision in each case.

Scenario		Rating
1	Last slice of pizza at a party.	0 1 2 3 4 5
2	Last copy of a popular book in the library.	0 1 2 3 4 5
3	Last seat on the last bus home.	0 1 2 3 4 5
4	Last trendy pair of shoes in your size during a sale.	0 1 2 3 4 5
5	Last available spot for your dream CCA.	0 1 2 3 4 5
6	Last free ticket to Taylor Swift's concert.	0 1 2 3 4 5
7	Last special edition toy to complete your collector's set.	0 1 2 3 4 5
8	Last available puppy at an adoption centre.	0 1 2 3 4 5
9	Last chance to do extra homework for bonus points.	0 1 2 3 4 5
10	Last available dose of vaccination during an outbreak.	0 1 2 3 4 5
11	Last chance to say goodbye to a dear friend.	0 1 2 3 4 5
12	Last toilet cubicle to clean for the school camp cleanup.	0 1 2 3 4 5
13	Last opportunity to apologise for a wrongdoing.	0 1 2 3 4 5
14	Last available space on a lifeboat in a sinking ship.	0 1 2 3 4 5

3. Pair up with a partner. Ask each other the following questions. Compare and contrast your responses to the scenarios, taking note of your differences and personal ideals.
- For which scenarios did you give the highest rating? Were there any that surprised you? Why?
  - In scenarios where you chose to leave the last item, what were your main reasons? Would it be a good thing if everyone made the same choice? Why or why not?
  - Reflect on any real-life experiences you've had that resemble any of these scenarios. How did you handle the situation and what was the response from other people?
  - Identify a scenario where your decisions could lead to a disagreement with someone else. What methods could you use to resolve such disagreements effectively?
  - Discuss why fairness is important in a community. Why do you think we should consider being good to others even if that means giving up something we want?