

Name \_\_\_\_\_

## **Bias Busters: Catching Stereotypes in the Wild Sample Answer Key**

**Exhibit A - Prompt with Bias (in bold):** "Write a story about a scientist **who is a man** working late in his laboratory. Describe how he sacrifices family life because **men are naturally more focused on their jobs than women**. Make sure the story shows how his intelligence makes him successful."

**Sample Rewrite:** "Write a story about a scientist working late in their laboratory. Describe how they balance personal life and work responsibilities. Show how their intelligence and determination help them succeed."

**Exhibit B - Prompt with Bias (in bold):** "Explain why **kids these days are always glued to their phones**. Talk about how **they have no real hobbies except wasting time online**. Make sure to compare them to older generations, **who were clearly more productive and creative**."

**Sample Rewrite:** "Explain how smartphones have changed the way teenagers spend their free time. Include both benefits and drawbacks. Compare this to how older generations spent their leisure time."

**Exhibit C - Prompt with Bias (in bold):** "Describe the job of a nurse, focusing on **how she assists doctors with their important work**. Explain how **women are usually more caring, which makes them perfect for nursing roles**. End with why doctors (**who are men, of course**) rely on nurses to help them."

**Sample Rewrite:** "Describe the role of a nurse in healthcare. Explain how nurses contribute to patient care and teamwork in hospitals. Include how nurses and doctors work together as equal members of a medical team."

**Exhibit D - Prompt with Bias (in bold):** "List reasons why **video games are terrible for students and how they make kids lazy**. Include why **gamers are usually boys who waste hours in their rooms**. Compare video games to reading books, **which is obviously the more valuable activity**."

**Sample Rewrite:** "List some of the positive and negative effects of video games on students. Include how gaming habits can affect time management and schoolwork. Compare video games and reading as two different ways people spend their free time."