The Campaign Code: Viral Kindness

(Year 9 - Ages 14-15)

Lesson 8 of 9

nome:	_ Class:
Mission Briefing: You are a Creative Director for Product: Life. Your Mission: Design a campaigr drop their fears and start "The Conversation."	or a top ad agency. Your Client: The Future. You n asset that convinces a specific audience to
Part 1: The Strategy (Targeting) 1. Choose your Target Audience (The Guild):	
• [] Gen Z (Your peers - Value: Future & Jus	stice)
• [] The Skeptics (Facts-First - Value: Logic	& Proof)
• [] The Guardians (Parents - Value: Safety	/ & Family)
• [] The Sports Fans (Value: Teamwork & Ph	hysicality)
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2. Choose your Channel:

- [] Social Media Tile (Instagram/Snapchat)
- [] Video Storyboard (TikTok/Reel)
- [] Poster/Billboard (Bus stop/School hall)
- [] Gaming Overlay (Twitch/Stream)



Part 2: The Content (The Ingredients)		
3. The "Hook" (Headline): Write a headline that stops the scroll. It must be punchy (max 7 words). Idea: "Don't leave your family guessing." / "Be a Hero in your sleep."		
4. The "Proof" (Key Fact): Select one stat from the Toolkit to back up your claim.		
My Fact:		
5. The "Call to Action" (Instruction): What exactly do you want them to DO?		
My CTA:		





Part 3: The Prototype (Design)

Task: Sketch your asset below.

- Visuals: What image will you use? (Symbols, People, Text).
- Layout: Where does the eye go first?





Part 4: The Pitch (Justification) Reflection: Explain why you chose this design for this audience. "I chose to target [Audience]	ام
using [Strategy] because"	<u>⊃⊡</u>]
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Extension: The Hashtag	
Create a unique Hashtag for your campaign. #	



