

Middle School Runner Up

Macy Whitaker , 6th grade

Sandy's Dot Moc Mystery

In a small, Central Florida town, lived a young, intelligent, tween girl named Sandy. She lives there with her dad, mom, brother, and sister. Her family means the world to her, since they are so close, and they support her wild ideas. Sandy loves to find ways to help people. Her dream is to become an investigative journalist when she grows up. That way, she can expose people who have cheated others, or played with their minds in a bad way.

One day, Sandy was doing her homework in the living room. Her parents were watching the news in the same room. A story came on which caught her attention. It reported that one country overseas had began trying to limit the number of kids being born. It also said that families would receive \$10,000, if they wouldn't have more than one child. This shocked Sandy, since this obviously discouraged the idea of families, but it also got her thinking. She wondered if some of the girl websites in America discouraged the idea of having a family. The reason for this is Sandy has felt strange before visiting a few girl websites. Most of the information and games on these sites were centered on girls getting jobs as adults, and girls being independent, making their own money, while nothing said about being a good mom, and the rewards of having kids.

Now Sandy had a mission. She and her mother immediately began to research the top five most popular young girl websites. She went to each site and proceeded to read all the content, and even played all the games, taking detailed notes as she went. Sandy was amazed to find information not only that encouraged independence, without any mention of family, but the games did too. The first website was named "IslandGirl.moc." The main idea was to survive on a deserted island all by yourself, the longer the better. The next website she dug into was "WebPets.moc." This was a virtual world where players created pets that lived in this world. She found you could have friend relationships, but, again, there wasn't any mention of creating a family. The third website was called "MeWorld.moc." It had the same concept as "WebPets," but it gave you a lot more points if you bought stuff, instead of making friends or sharing your stuff. Another website Sandy explored was "CoolGirlGame.moc." There she played the featured game, where the player acted like a babysitter taking care of crying babies. The game was to keep the babies quiet as more babies were dropped off at your house. Problem was, it got to be chaotic fast, full of crying babies, and at the end of the game, Sandy felt like it was trying to make a girl never want kids, especially if it was that much trouble. The last website she researched was "Wendie.moc." It mainly had career games, where you could choose your career and get more money to buy fancy things only for yourself. After looking into this last website, Sandy wanted to know who owned these sites. She found out who registered the sites, and they all seemed to be owned by the same company, MOC Inc., one based in the same country as the original news story that had started all of this. She dug further and found they were trying to limit the growth of families across the whole world.

After Sandy was done with her investigative research, she contacted local news stations and presented them with what she had found. Word got out quickly about this incredible finding, which Sandy and her mom had discovered together. The story received so much attention that TV news station in New York wanted to interview her on their morning show about it. Sandy excitedly went. The news anchors talked with her about the problem about the hidden messages being placed on little girl websites, which seemed to discourage girls from wanting to create their own families when they grow up, in addition to encouraging selfish behavior. People saw her story all over the country and wanted to help this twelve-year-old in whatever way they could. Shortly after the response from the news shows, she started a non-profit organization, the American Family Girl Association, which would help protect millions of girls all over the United States, and beyond. Sandy now monitors and consults with new and existing girl websites to prevent brainwashing. To this day, the AFGA continues to support the growth of

families, by being a voice for the young girls. Sandy is now happily married with a growing family of her own.