Lead in - A story (Par 1 m 3) content Inspiration the lock protect u Ppl. are not either honest or dishonest from 98% of mostly honest ppl. Cause of An experiment (Par. 4nb) Disronesty Reason 2 Reason 1 CPar. 4-9) Weighing benefits Cheating is infections against cost Deep think / Fines make less ppl. to cheat? Push of An experiment Honesty (Par. 11/12) Inspiraction Reminder of morality

MATTERS

Ending

Suggestion:

PP1. should constantly

remind themselves of

honesty