

	<b>Goal</b>	<b>Problem</b>	<b>Solution</b>
<b>Chapter 1 Lottery</b>			Lottery (Equity) Raffle (inducement)
	Charter school (Efficiency)	Number of students trying to help	
<b>Chapter 2 Unequal Childhoods</b>		Reports and Studies (Symbols) – represented data Used symbols, numbers and causes to represent problems	Power (rights)
<b>Chapter 3 Baby College</b>	Change parents vision (Security) –page 107		Baby College (symbol) - T. Berry Brazelton (Power) - Beginning of Promise Academy (inducement)
<b>Chapter 4 Contamination</b>	Wyandanch (Liberty)		
<b>Chapter 5 Battle Modes</b>	KIPP (Efficiency) Wal-Mart (Efficiency) Mr. Ukoidemabia (Efficiency)	Scores (Numbers)	Terri Grey (Symbol) Druckenmiller (Efficiency, Security, Symbol of Corp World)
<b>Chapter 6 Bad Apples</b>		“Bad Apples” (Symbol) Grey (Decisions)	Pindar (Symbol)
<b>Chapter 7 Last Chance</b>		“Bad Apples” (Symbols)	Sheriff (Symbol)
<b>Chapter 8 The Conveyor Belt</b>	“The Conveyor Belt” (Efficiency, Equity)		
<b>Chapter 9 Escape Velocity</b>	McKesey (Liberty) Conveyor Belt (Efficiency) Sparzak (Efficiency)		Sparzak (Inducement)
<b>Chapter 10 Graduation</b>		Graduation (Symbol)	
<b>Chapter 11 What would it take</b>		The Two Victors (Symbol)	