



Module 3 – Six Pillars of CharacterSM - Handout

Trustworthiness

Trustworthiness embodies four ethical principles:

- Integrity
- Honesty
- Promise-keeping
- Loyalty

Remember When? Activity

Have the group think about a particular time in their lives (age, grade in school, etc). Ask them each to share some specific event that occurred to them during that that time period where they were trustworthy and one time when they were untrustworthy.

Discussion:

1. Do you remember how each event made you feel?
2. Do you think young people today experience the same struggles in making good decisions?
3. Do you think they have the same feelings we experience when they are trustworthy or untrustworthy?

Respect

Respect embodies:

- Following the Golden Rule
- Being tolerant and acceptable of differences
- Being nonviolent
- Being courteous

Labels Activity

Have labels made prior to the training. (Label template included at end of handout) Put a label on each person, in a spot where they cannot see

it. This could be a headband or on their forehead so others can read it. Ask members to walk around and talk with as many others as possible, but to respond to the labels, not the people. Assign a topic for members to discuss while mingling (e.g. Where to go on vacation, best actor and actress, projects they plan to take next year.) After not more than 5 minutes, stop the group and discuss the following:

Discussion:

1. How was this experience for you?
2. What does this activity tell you about labeling people?
3. What happened to you – the person – when others responded to just the label? How did you feel?
4. What insights does this give us for working with groups?

Responsibility

Responsibility embodies:

- Duty
- Accountability
- Pursuit of Excellence
- Exercise Self-Control

Make a Machine Activity

Divide the large group into smaller groups of six. Explain that machines are made up of many moving parts. Each group is to make a machine of their choosing with each member becoming a moving part, complete with sound. Examples of machines are a lawn mower, vacuum cleaner or record player.

Discussion:

1. How did your functioning machine relate to responsibility?
2. Does the size of the machine part have anything to do with the machine working?
3. What would happen if one part of the machine decided not to work?

Fairness

Fairness embodies:

- Playing by the rules
- Taking turns and sharing
- Being open-minded; listening to others
- Don't taking advantage of others
- Don't blaming others carelessly

Candy Bar Activity

Using the six theories for determining fairness have the group determine the fair method of giving only one candy bar to one person in a large group.

Key:

1. Merit (The one who deserves it the most based on some preset criteria like attending every meeting or never being late from breaks)
2. Need (Based on preset criteria the one who has the greatest need. Possible the one whose stomach growls the loudest)
3. Might (The one who wins an arm wrestling contest or some other way to determine might.)
4. Equality (The candy bar might be cut into equal shares so everyone gets a sliver.)
5. Seniority (The person who is the oldest, been with the organization the longest, etc.)
6. Effort (The one who drove the farthest to get to the meeting. The one who got up earliest.)

Caring

Caring embodies:

- Kindness
- Compassion
- Gratitude
- Forgiveness
- Help others in need

Candy Grams Activity

Supplies: Index cards with CANDY GRAM written on one side with a hole punched in one corner and a ribbon or yarn attached; candy that can be attached to the card by the ribbon or yarn.

Throughout the training encourage people to present others (in person or anonymously) a candy gram with a message of appreciation written on it.

Citizenship

Citizenship embodies:

- Doing your share to make your school and community better
- Cooperating
- Staying informed
- Being a good neighbor
- Obeying laws and rules
- Respecting authority
- Protecting the environment

Commercials Activity

Divide the participants into 6 groups and assign each group a pillar. Their task is to develop and present a commercial - no longer than 1 minute – that promotes or describes the pillar. Each group should use at least 2 major points relating to their pillar.

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COMEDIAN
Laugh at my idea

OVER EMOTIONAL
Comfort me

Speak softly to me

EXPERT
Seek by advise
Talk

Listen to me and
Get me to talk

Don't let me say
Anything – you

IMPORTANT
Defer to me

Tell me I'm Okay

Back away as you talk

STUPID
Treat me like I am
Dummy

Ask me about
Myself

Walk away in the middle
Of my talking

LONER
Ignore my ideas

Yell at me

Look into my
Eyes as I talk

OUTSIDER
Treat me with distrust

Put me down

Help me

HELPLESS
Give me positive
Support

Ignore me

Pity me

LOSER
Pity me

Look at my shoes as you talk
to me

Support me