



Module 3 – Six Pillars of CharacterSM - User's Guide

Training Outline

1. Introduction, Overview and Purpose
2. Present PowerPoint stopping after each Pillar (slide listed is the last slide for each pillar) to complete the corresponding activity.
 - Trustworthiness Slide 16
 - Respect Slide 23
 - Responsibility Slide 35
 - Fairness Slide 44
 - Caring Slide 53
 - Citizenship Slide 64
3. Wrap-up

Overview

In the previous modules we have talked about the history of character, some character education theory and definitions for character, ethics and values.

Purpose

This module begins to put character into action using the Six Pillars of CharacterSM describing each pillar and the important attributes of the pillars. The next module, Module 4, talks about choices and how we use the pillars to make sound decisions.

Training Emphasis

- Each pillar is associated with a color. While this may sound insignificant it is particularly helpful to use with younger children.
- Each pillar should stand alone on its own merit.
- Each pillar has specific attributes. It is important to understand those attributes as they are associated with the pillar.

Activities and/or Discussion Points

It normally takes about two hours to discuss the pillars and follow-up with an activity for each. If time does not permit select one or two activities that will help to further explain the pillars you find most difficult. The Citizenship activity (commercials) is really a wrap-up activity that helps you know if the participants understand the pillars.

The activities provide a good way for participants to understand the pillars however simply doing activities does not always teach the real life applications. Discussions about life situations – maybe some individuals in the group have experiences they are willing to share – makes character real.

Quiz Key: 1. N; 2. E; 3. Y; 4. F; 5. N; 6. E