Module 4 – Making Good Decisions - User’s Guide

Training Outline
1. Introduction, Overview and Purpose
3. Stakeholder Activity
4. Present PowerPoint slides 9-18
5. Decision Making Activity
6. Present Remaining PowerPoint Slides
7. Scenarios
8. Wrap-up

Overview
The previous modules have set the stage for the 4-H character program, the relationship with CHARACTER COUNTS!®, a brief description of character theory as well as some important definitions. Module 3 discussed the Six Pillars of Character® and provided discussion and activities for each.

Purpose
Module 4, talks about choices and how we use the pillars to make sound decisions even when some of the pillars appear to be in conflict with one another.

Training Emphasis
- What is involved in making good decisions?
- Two methods for recognizing important decisions.
  - Five Questions
  - Seven Steps to Good Decisions

Discussion Points/Activities
Make copies of the scenarios below. Divide the group into small groups of 3-4. Assign each group one or two of the following scenarios. During the discussion look for signs that they understand the material – using the language such as the pillars and what they mean or referring to how decisions are made, etc. Give the groups 5-7 minutes to discuss their scenario. At the end of the 5-7 minutes ask each group to read their scenario to the group and tell what they would do.

Scenarios
- The Jones family completes the camp registration form and turns it in late although it was completed by the deadline. They just forgot to drop it off at the office. They believe the form should be accepted after all it was completed on time.
- Stanley is enrolled in the beef project. Mom and Dad talk to some 4-H families and learn that a beef project can be profitable and they really need help paying for Stanley's college education. They determine a way to alter the nose print of their champion steer so it can be shown and sold at a larger, more profitable event.
- Samantha really wants to be selected for National 4-H Congress. She is unsure how to complete a winning report so she borrows a copy of completed application from one of her friends who attended National Congress
four years earlier. She copies the
application completely.

• The Happy Clovers Club is small – 7
members. They have only $50.00 in the
treasury so it is kept in a cardboard box
under the treasurer’s bed. The treasurer
need $20.00 for his date on Saturday night
so he “borrows” from the 4-H treasury.

Stakeholder Activity
Present the following situation:

Emily works in a clothing store in the mall. It is
time for end of season sales and there are lots
of belts that are going on sale. Emily’s best
friend Marcie loves to accessorize with belts so
Emily tells her to come by the store Monday
evening – the evening the manager is not on
duty. Marcie comes by the store and Emily
gives her several belts because “there are so
many, the manager will never notice that these
are missing.”

Ask the group to identify the stakeholders in this
situation. (store manager, Emily’s family etc)

Decision Making Activity

Bob and Larry are honor students in high school
and have always followed the rules never
causing any trouble. A week before graduation
they decide to go out and “have some fun”. They
remove a stop sign from a four-way
intersection then hide in the trees waiting to see
what happens. It’s not long before they find out.
Two cars collide in the intersection killing
everyone.

Ask the group to apply either the Recognizing
Important Decisions Five Questions (slide 19) or
the Seven Step Decision-making Process (slide
21) to this situation. Also have them think about
the stakeholders in this situation.

Now for the rest of the story – Bob and Larry
had wonderful life-long plans including attending
a top-notch University. Instead they are now
serving life sentences in a state prison.

Quiz Key: 1. T; 2. F; 3. F; 4. T

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