

WYOMING CHARACTER



that's what we're made of

For character counts activities



"Knowledge is power. Knowledge plus character is super power."

~Houston police Officer

Character Counts Responsibility

June 2011

RESPONSIBILITY

Life is full of choices.....

Which path will you take?

Responsibility requires you to recognize that what you do — and what you don't do — matters. Responsibility is directly connected to good work habits; are others depending on you to show up on time, be prepared and ready to do your work, stick to the job until it is done. Often times we wait for others to tell us what needs to be done, but can we take initiative and do things without being told? Think about the following examples and what your actions would be:

- ◆ You're walking down the side walk and there is a muddy piece of paper laying on the ground. Do you pick it up? Or keep walking
- ◆ Record books are due in two weeks and yours is not completed. Do you wait until your parents or leaders ask you to work on them? Or do you ask if you can work on them.
- ◆ You arrive home early one day and your animals have not been fed. Do you wait until a parent gets home to feed them? Or do you go get them fed?
- ◆ Your crocheting project is not completed yet for the year and you have some free time. Do you work on the project or wait until your leader or parents tells you to work on it?

Responsibility Activity

Time needed:

15-20 minutes

Supplies Needed:

- ⇒ Several pieces of poster board or carpet squares cut into different sizes. Each board needs to be big enough for two people to stand on it.
- ⇒ Masking tape
- ⇒ Radio or boom box.

Instructions:

You are going to play a game called "I'll Save You." Several different rescue boats have been placed around the room. We are going to play music, when the music stops, you must immediately get into a rescue boat- the more crowded the better. Pull as many people onto the boat as you possibly can. The object is get everyone pulled out of the water and onto the boat in 3 seconds. Please place safely. Should you fail to save everyone trying to get onto your boat, the entire group at that boat will drown and you have to sit out of the game. If you ignore saving someone near you, the whole group will drown. Make sure everyone understands the rules and will make a commitment to try and rescue their friends. Each time the music stops and starts again, a rescue boat is taken away as it sank. Here are some discussion questions at the conclusion of the activity:

1. Were you able to save everyone that you attempted to save?
2. What happened when you couldn't get everyone onto your rescue boat? How did that affect the whole group on that boat?
3. Did it get harder as boats left and how is that related to life in general? Did you want to quit?

Like this activity? Find more like it in the "Good Ideas Book" at your local Extension Office