



January 2008

Character Council Educator Quality of the Month Availability

Availability:

Making my own schedule and priorities secondary to the wishes of those I serve.

I will:

- put others ahead of myself
- find a way to help, not a way to hide
- be ready when I'm called
- be glad for the chance to serve
- check with the right person before I make commitments

When a sports team works together to achieve a win, they accomplish something that they could not do alone. Each member of the team is available to the team effort. This month, look for ways to be available to the many teams you are on such as family teams, work teams, or school teams.

☺ **Movie Credits** Pick a recent movie that would be popular for the age group of your classroom. Ask the class who made the movie. You will most likely get back names of actors. For younger students, you may want to start with the next question. Besides the actors, ask them who else works on a movie. You get answers like director, producer, music, costumes, etc. Ask students to recall how long it takes for the credits to roll at the end of the movie. If you have the ability to show a video/DVD then show just the credits to reinforce just how many people it takes to make the movie. You may want to freeze frame on some of the more unusual roles. Point out that everyone needed to be available to do their job for the movie to be a success. Not all of them can be the stars. Compare making a movie to running a school. Have the students create a list of credits for the school, identifying all of the people and groups it takes to run a school. Be sure to go outside of the school, to include parents, business partners, sports affiliations, district personnel, board members – even state board of education.



☺ **tubing** This exercise requires cardboard tubing such as wrapping paper or paper towel rolls. If there isn't time to get enough for one for each student, then they can each make one out of a sheet of construction paper. The paper can just be rolled and held on both ends or taped into place. Divide the students into two teams and line them up, shoulder to shoulder, into 2 lines. Based on the number of students and size of your space you may need to adjust the number of teams. You will need a marble or small ball for each team that are identical. The object of the game is let the marble roll through the tubes from one end of the line to the other. The first team to get their marble to the end, without dropping it, wins. A dropped marble needs to be started over at the beginning. To make it more complicated, you can do this in a hallway or gym. When each team member finishes passing the marble to the next person, they have to run to the end of the line and be ready to catch it again. This takes more skill with smaller teams and short tubes as you have to slow down the marble so that each student has time to get to the end of the line. When the game is over, discuss the teamwork and cooperation required to accomplish the goal.

☺ **Arm Wrestling** Pair up your students and set them up to do arm wrestling. The game is scored as follows: each person gets a point when their partner's hand touches the desk. Each pair will combine their scores for competing against the other teams. Give the instructions quickly and do not give them too much time to think about the scoring. Give them 2 minutes to wrestle and start the clock. In most cases, the students will think of this game in terms of the standard competitive arm wrestling and will resist their partner. If they think about the scoring, it makes more sense to not resist and let your arms go back and forth and allow both partners to score as many points as possible. Each group varies and sometimes they will catch on quickly and some groups will have to be told about it. When it is over, discuss the mindset of competition that set them up to resist their partner. A competition attitude is a selfish attitude.



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