



The Great Hunt for Character

The Great Hunt for Character is an activity that can be adjusted in a number of ways. It could be a one day activity or it could become the theme for the entire summer Forum. The activities suggested here are simply suggestions.

Purpose:

- Do something active
- Do something challenging
- Do something fun
- Learn about the Six Pillars of CharacterSM
- Share the CHARACTER COUNTS!-Army CYS program with others on the installation

Other Resources:

Resources for a more in-depth character learning experience:

- CC!-Army CYS training manual
- 2004 Forum character curriculum
- Good Ideas book

Hunt Logistics

- Depending upon the size of the group, this may be done as an activity for one large group or for a number of smaller groups. (If you have smaller groups and each group is to return with something, for example a pillar from each location, make sure you have enough pillars at the locations for all the groups.)

NOTE: If you use smaller groups, the Hunt is likely to become more competitive. Before the Hunt begins, you may want to talk about the difference between sportsmanship and gamesmanship.

Sportsmanship - giving your all, really playing hard and always realizing that the way the game is played is central. It is honorable competition

Gamesmanship - doing whatever it takes to win

- Finding each location
 - Provide each group with a map, coordinates or directions to each designated location
 - Provide clues along the way that they have to search for

- If you have access to GPS units, this would be a terrific way to learn to use the units and find all the required locations
- Pillars - You may want to leave pillars at each location to be found by the groups. Make sure the color matches the pillar they are searching for.
 - Trustworthiness - Blue
 - Respect - Gold
 - Responsibility - Green
 - Fairness - Orange
 - Caring - Red
 - Citizenship - Purple

Hunt Suggestions: Some suggestions are purely fun, yet have an element of that pillar. Others have some educational value and others are highly educational regarding the pillars and include suggested locations. In some cases, there is an explanation "How does this apply to _____?" Help the participants understand that some people watching them do a specific activity might not make the connection with a particular pillar. They should be prepared to explain the connection.

Trustworthiness

- Go to the specified location and do the bunny hop three complete times.

How does this apply to trustworthiness? Two important aspects of trustworthiness are honesty and loyalty. If everyone commits to doing the bunny hop each participant trusts that no matter how foolish they feel because of honesty (everyone agreeing to complete the activities) and because of loyalty to the group all will participate.
- Make up a song about trustworthiness. It should include some of the key elements (blue, integrity, honesty, promise keeping or loyalty). Sing this original work to someone at the specified location.
- Go to the fire or MP station. Have the firefighters tell you in more detail about the work they do. Ask what makes it hard or maybe why they decided to be an MP or firefighter. Explain that character is important at CYS, tell them what it means to be trustworthy, present them with cards and the brochure and thank them for being trustworthy in their jobs.

Respect

- Share with someone at a designated location 5 popular songs that include the word respect. Be prepared to sing a part of one of the songs.
- Write and present a poem to someone at the designated location. When the poem is complete, the first line of each verse should begin with one of the letters in respect.

R-----

E-----

S-----

P-----

E-----

C-----

T-----

- Go to the PX or some other place on post that has lots of people and catch at least five people showing respect to someone or something else. When you find someone, present them with a character card and the CCI-Army CYS brochure. Tell them that character is important at CYS.

Responsibility

- Play tug of war.
How does this apply to responsibility? The pillar of responsibility involves doing your duty (being a part of a team), being accountable (being responsible for your actions); pursuing excellence (giving 100% to the team); and exercising self-control (being self-disciplined and knowing right from wrong). Even though tug of war is a game of strength and strategy pitting one side against another, it still remains the responsibility of every player to take care of not only their teammates but also every player on the opposing side.
- Make responsibility hats for the kids. (Instructions can be found at the end of this handout.) Explain to them that when they wear their hat at the CYS or at home, they should be especially responsible.
- Visit the Child Development Center and talk to the children about what it means to be responsible. Talk about the color green that is associated with responsibility and help them complete a task that shows their responsibility (straightening the play area, wiping tables, etc.)

Fairness

- Make sure all ideas are considered and everyone participates to create an original dance and perform it for someone at the designated area.
- **Name 7 things...** - The group sits in a circle. One person is in the middle and sits in the middle of the circle. The person in the middle closes his eyes. The group passes a ball around the circle until the person in the middle says

stop. Whoever has the ball at that point is *it*. The person in the middle names a letter of the alphabet. The person who is *it* has the time it takes to pass the ball around the circle one time to name 7 items that begin with the letter named. If *it* cannot accomplish the task, he trades place with the person in the middle of the circle.

How does this apply to fairness? The discussions and activities in the character curriculum on fairness show many ways to determine if something is fair. One way young people tend to determine fairness is if they have had a "turn" or the opportunity to participate like everyone else. If "it" did not close his eyes it would be possible to allow only his friends to fully participate in the game or on the other hand, deliberately keep someone from participating. So by closing his eyes "it" is impartial. Another test of fairness in this activity is that a standard for accomplishing the task is pre-set - the time it takes to pass the ball around the circle one time. Participants might add other fairness standards to this activity.

- Go to the ball field, soccer field or gym and catch a true incident of fairness. Present all those involved with the character card.

Caring

- Prepare a 60 second commercial on caring and share it with someone at the designated area.
- Have a free car wash for the staff at CYS or some other location - just because you care about them.
- Go to a hospital, clinic, nursing home or retirement home and deliver "we're thinking of you cards", offer to write a letter for someone or read to them.

Citizenship

- Play the challenge game "Island" - You need a large area to conduct this activity - a field is good. The group is divided equally into two groups. Each group is given a number of pads (cardboard squares, carpet squares, etc.). Make sure they are given fewer pads than the number of members they have in their group. The object is to move the group across a radiation zone by stepping on the pads provided. To accomplish the task the entire team must successfully reach the safe zone. The pads must always be in contact with a person (they can't be laid down and left without someone touching them in some way). They can not be scooted, slide etc.

How does this apply to Citizenship? A community is made up of people who have difference opportunities and live in different situations. Some of these individuals have needs that are met by the community (medical assistance, transportation needs, public housing, etc.) others are in a position to help and support members of their community. In this activity consider the groups as communities and members of each group

as citizens of the community. This is a very simplified way of showing how members of communities can help and support each other.

- Find out about the history of the Installation's name. Make a poster for CYS so others will know too.
- Meet with one or more of the senior spouses and tell them about CCI-CYS. Give them a brochure and offer to help with a service project of their choice.
- Contact the unit on post that encourages people to vote. Ask them if there is a way you can help encourage people to register to vote.

Responsibility Hats

Materials: - 2-inch clear tape, newspaper or tissue paper in the character colors of blue, yellow, green orange, red and purple, miscellaneous art supplies (markers, yarn, glitter, pipe cleaners, or character stickers)

Place the middle of two or more large, square sheets of newspaper or colored tissue paper on the top of a child's head. Gather the paper around the top of the child's head to form the crown of the hat, permanently forming the hat crown by taping around the child's head.

Curl up the edges of the paper to form the brim of the hat. Have the children decorate their hats with different art supplies.

Be sure to talk about the colors or paper the colors of decorations and which pillar of character they represent.

What other activities can you think of that would add to the Great Hunt for Character?

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