◇Shocking Statistics

How many students admit to cheating on an exam?

61%

How many students said they had lied to their parents?

83%

How many high school students in the United States are threatened or injured with a weapon each year?

One in twelve

What will YOU get during this seminar if you ask a question or make a comment?

Chocolate

How many school incidents are never reported?

9 out of 10

In New Haven, CT, what percent of 6th, 8th, and 10th grade students had seen someone shot at in the preceding year.

39%

In Miami, FL, what percentage of high school students witnessed community violence?

90%

44% had been a victim of a violent crime.

How many students carried a gun to school during the 1997-98 school year?

Nearly one million

An American child is shot every how many minutes?

Every 92 minutes

In Richmond, VA, what percentage of children in one neighborhood heard gunfire near home?

88%

25% saw someone killed.

Back2BasicPlay

Character Education through Creative Recreation

Instilling Core Values through Cooperative Play

Providing Building Blocks for Tomorrow

Our Mission

To use creative recreation to help instill core values such as kindness, respect, integrity, self-control, and responsibility.

We share the belief that recreation is truly more than fun and games.

CECR

◊Today's Focus

1. **Issues Concerning Today's Youth**
2. **Character Education Explained**
3. **Character Education Programs**
4. **The Benefits of Play**
5. **The Game Generator/PlayMaker**
6. **Incorporating Character Education into your program**

◊What are kids like today?

◊ Disrespect

◊ Harmful Behavior

◊ Negative Attitude

◊ Little or no Integrity

"Core ethical values transcend cultural, religious and socio-economic differences."

"The Aspen Declaration" Character Counts

◊Disrespect

Disrespect

- **Growing disrespect for parents, teachers and other legitimate authority figures**

- **Inappropriate language**

- **Declining personal responsibility and civic responsibility**

  **("The Decline and Fall of American Civilization."
  Lickona, Thomas Ph.D.)**

- **Intolerance (Tolerance?)**

◇Harmful Behavior

Behavior

Bullying

More than 50% of children report bullying either in middle or secondary schools (Guernsey)

Every school day more than 150,000 students stay home because they, "are sick of violence and afraid of being stabbed, shot, or beaten." (Get information. com)

All communities, urban, suburban, and rural, have seen an increase in teen violence over the past five years.

--87% said shootings are motivated by a desire to "get back at those who have hurt them."

--86% said, "other kids picking on them, making fun of them or bullying them" causes teenagers to turn to lethal violence in the schools. (Get information.com)

Violence

68% say they hit someone because they were angry in the past year (46% did so at least twice), and nearly half (47%) said they could get a gun if they wanted (for males: 60% say they could get a gun). University of Illinois

Drugs

Almost six of ten high school students say they have used illegal drugs, not counting alcohol. (Lickona, Thomas. "Combating Violence" 2)

◊Negative Attitude

Attitude

- **Poor conflict resolution skills**
  - Gotta learn to work it out

- **Poor work ethic**
  - Homework - Housework

- **Lack of empathy (sympathy??)**
  - Can we wear others shoes?

- **Kids expect too many things to be done for them, without having to work for it.**

It's all about me!

Google it!

◊Little or No Integrity

Integrity

Many children:

Don't know right from wrong

- Ethical illiteracy is growing along with the tendency to engage in destructive behavior without recognizing it's wrong (Lickona, Thomas Ph.D.).
- Center for the 4th and 5th "R's"

Take little or no responsibility for actions

Lack pride in their work or accomplishments

Demonstrate increased dishonesty (lying, cheating, and stealing)
(Lickona, Thomas Ph.D.)

- In a survey of teachers, more than half reported perceiving a decline in student morality since they began teaching. (Education World)

- A survey of 3,243 high school and college students found 33% had stolen merchandise from a store within the past year. (Survey Finds) – Campgrounds are worse!

"Play is the answer to how anything new comes about."

Jean Piaget

Character **E**ducation
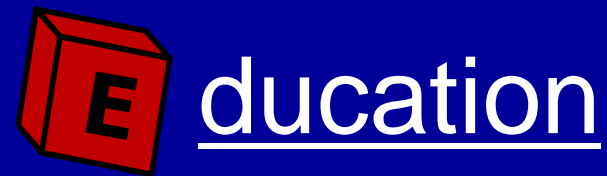
Is a movement sweeping the nation which puts the pieces back together.

Character Education provides the foundation for the building blocks of core values such as:

- positive behavior
- positive attitude
- respect
- integrity
- kindness
- self-control
- leadership

- Holistic approach is needed
  …starting with…

Behavior

Respect

Integrity

Attitude

Three important aspects to instilling Character Education

1. **Teach it**
   – Modeling, positive reinforcements & teachable moments

2. **Make sure children understand it**
   – Expectations need to be clear
   – Children need to be comfortable with the tools provided

3. **Provide opportunities for children to practice**
   – Buddy System/Intergenerational Programming
   – Posters/Flyers/Speakers
   – Personal Engagement Tools

Children often learn best by doing

Recreation programs offer a natural environment for providing opportunities to instill Character Education

Creative **R**ecreation

Feature

- Providing an opportunity to play

Benefit

- Physical Development
- Cognitive Development
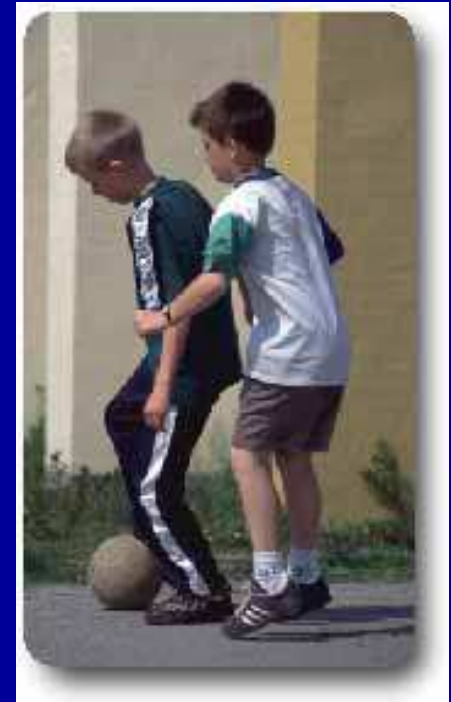- Social Development

Benefit of the Benefit

- Helping to produce healthier, happier children of character who are contributing members of society

Physical Development

Benefits of play:

- Helps posture, balance and muscle tone

- Helps develop eye movements

- Helps develop the ability to co-ordinate and use both sides of their body

- Helps concentration and ability to focus on tasks - Understanding Child Development through Play

- Physical activity is one of the main preventions of obesity "Obese"

Cognitive Development

Play is absolutely vital to children's brain development

Benefits:

- **Play helps develop:**

  - the social behaviors needed to interact with others
  - emotional strength needed to work through adversity
  - cognitive skills needed to overcome problems

    "Linkages Between Outdoor Play and Healthy Brain Development" Brown, Sutterby, Thornton

- **Play prepares the brain for cognitive performance in areas such as language, art, math, and science.**

  "Outdoor Play for All Children…"
  Brown, Sutterby, Thornton

Benefits and Skills from Problem-Solving Experiences

creative thinking

brain storming

testing

hypothesizing

persistence

predicting

experimenting

curiosity

planning

basic math concepts

Problem-Solving Experiences

putting together/ taking apart

discovery

understanding of cause and effect

adaptability

creativity

patience

understanding of how things work

working toward a goal

flexibility

Social Development

Kids work together for a common goal...which is fun....in the process of having fun, they learn

Benefits:

- Acquires confidence
- Provides an arena for problem solving
  (Clements,5)
- Provides an arena for conflict resolution skills
- Improves communication skills
- Develops leadership skills

Couch + potato = ☹

When we were kids…how did we play?

Childhood: A Changing Phenomenon

◊ What is it like for kids today?

- Today's children are captivated by Electronic Media, Television, Computers, Nintendo, Play Station. "Understanding Child Development through Play" – (# of hours?)

- 60% of school aged children have access to a home computer. Smart Phones!

- Children are inside playing computer games or texting or watching TV.

- About one in four children do not play on any sports teams, either at school or through community programs.

- Recess and PE classes are getting substituted by extra curricular activities.

◊*The Effects of the Change of Play*

Fewer than one in four children get 20 minutes of vigorous activity every day.

- **Children are not getting the balance of stimulation necessary for their overall development** "Understanding Child Development through Play"

- **Health issues**
    - Obesity
    - Cardiac risk factors
    - Increased average blood pressure
    - Increased heart rate and cardiac output
    - Cancer – there is direct link between obesity and cancer.
    - Diabetes

- **Children are missing out on an opportunity to learn and practice core values**

Do kids today know how to play…how to create…do we rely too much on technology? Have they become passive participants in their own lives?

There needs to be a balance!

◊The Theory of Generating Games

- The theory of generating games has been around for decades. The benefits are widespread, but it's never been put into a user-friendly package

  – The New Games Foundation….70's
  – Project Adventure…. 80's
  – Disney …. 90's
  – In the 00's…
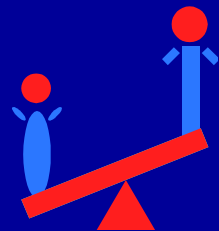
...we have... Back2BasicPlay

◇ Used as an effective tool to help instill character education in:

    ◇ park & recreation programs

    ◇ school systems

    ◇ after school programs

    ◇ youth centers

    ◇ Daycares

    ◇ camps

◇ Allows for child-centered cooperative play

◇ Provides an arena for children to practice behavior that is based on core values to reinforce the positive results

◇ Used for leadership skills

Basic Game Concepts
SMALL CHANGE SOCCER

- GET YOUR GEAR   EQUIPMENT   →   3 PENNIES
- SET THE SCENE   ENVIRONMENT →   BOUNDED FIELD
- GET IN POSITION   STRUCTURE   →   OPPOSING SIDES
- SET YOUR MISSION OBJECTIVE   →   SCORING
- GET SET GO   ACTION   →   PUSHING/SLIDING
- SET YOUR ROLES   ROLES   →   GOALIES
- GET YOUR GROOVE RITUAL   →   KICKOFF

Playing…to generate a new game is easy…as easy as…

Making chocolate chip cookies

Mixing and matching can be exciting…you never know what you will Generate

Basic Game Concepts
SMALL ? SOCCER

- GET YOUR GEAR   EQUIPMENT   →   ?
- SET THE SCENE   ENVIRONMENT →   BOUNDED FIELD
- GET IN POSITION   STRUCTURE   →   OPPOSING SIDES
- SET YOUR MISSION OBJECTIVE   →   SCORING
- GET SET GO   ACTION   →   PUSHING/SLIDING
- SET YOUR ROLES   ROLES   →   GOALIES
- GET YOUR GROOVE RITUAL   →   KICKOFF

Create-a-Game Grid (Adapted from More New Games, Doubleday & Comp.)

EQUIPMENT	ENVIRONMENT	STRUCTURE	OBJECTIVE	ACTION	ROLES	RITUAL
Flying Disc	Airplane	Bounded Area	Capture	Sitting	Free Someone	Rolling
Rubber Chickens	Car	Human Chain	Throwing	Carrying	It/Not It	Toss Some Gear
Gator Skin	Woods/Forest	Opposing Lines	Score Goals	PushAway	Everyone On Their Own	Roll Dice
Bataca	Beach	Circle	Achieve	Eyes Closed	All/Some are Blindfolded	Counting
Bouncy Ball	Water	Square	Guessing	Crawling	Be Scary	Singing
Dice	Factory	Safety Zone	Tagging	Pulling	Goalie	Bowing
Playchutes	Outer Space	Combat Zone	Responding	Running	Imposter	Dancing
Hula Hoops	On Stage	Form a Pile	Racing	Wink	Form At Least Two Teams	Food
Poly Spots	Gym	Free Form	Keep Adding	Jump	All/Some are Partners	Shake Hands
Scooters	Field	Back to Back	Eliminating	Signal	Form a Group	Spin in a Circle

Create-a-Game Grid (Adapted from More New Games, Doubleday & Comp.)

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Hula Hoops	On Stage	Form a Pile	Racing	Wink	Form At Least Two Teams	Food
Poly Spots	Gym	Free Form	Keep Adding	Jump	All/Some are Partners	Shake Hands
Scooters	Field	Back to Back	Eliminating	Signal	Form a Group	Spin in a Circle

2…7…3…9…5…7…9

	Get Your Gear	Set The Scene	Get In Position	Set Your Mission	Get Set, Go!	Set Your Roles	Get Your Groove
1	Flying Disc	Airplane	Bounded Area	Capture	Sitting	Free Someone	Rolling
2	Rubber Chickens	Car	**Wild!**	Throwing	Carrying	It/Not It	Toss Some Gear
3	Gator Skin	Woods/ Forest	Opposing Lines	Score Goals	Push Away	Everyone On Their Own	Roll Dice
4	Foam Noodles	Beach	Circle	Achieve	**Wild!**	Some Are Blindfolded	Counting
5	Bouncy Ball	Water	Square	Guessing	Crawling	Be Scary	Singing
6	Dice	Factory	Safety Zone	Tagging	Pulling	Goalie	**Wild!**
7	Playchutes	**Wild!**	Combat Zone	Responding	Running	Imposter	Dancing
8	Hoops	On Stage	Form a Pile	Racing	Wink	Form at Least 2 Teams	Food
9	Poly Spots	Gym	Free Form	**Wild!**	Jump	All/Some Are Partners	Shake Hands
10	Scooters	Field	Back to Back	Eliminating	Signal	Form a Group	Spin in a Circle
11	Foam Balls	Deep Hole	One Leg	Balancing	Jumpin' Jacks	**Wild!**	Find Something
12	**Wild!**	Outer Space	Human Chain	Keep Adding	Eyes Closed	Ultimate Ruler	Bow Down

HOW TO PLAY:

Pick a random 7 digit set of number between 1 and 12 (or use a 12 sided dice) – marking one item per column with a DRY ERASE marker.

You may repeat a number as often as you like and you may put them in any order.

Let's see what play components we would have to mix if we selected: 2, 6, 1, 12, 7, 2 and 10:

Get Your Gear	2	Rubber Chicken (equipment you will use)
Set The Scene	6	Factory (environment you pretend you are in)
Get In Position	1	Bounded Area (structure some/all players get in to)
Set Your Mission	12	Keep adding (game's objective)
Get Set Go	7	Running (action occurring)
Set Your Roles	2	It/Not It (some/all have a certain responsibility)
Get Your Groove	10	Spin in a Circle (something done before, during and/or after)

If you select a WILD, then select whatever component you wish in that column - or feel free to think of your own word – after all – this is a game.

Start playing by first – grabbing your Gear – then Set the Scene – then add in one more component at a time.

The name of this really cool game is: _____

PlayMaker™

BACK 2 BASIC PLAY

It's time to get Back 2 Basic Play!

www.Back2BasicPlay.org

	Get Your Gear	Set The Scene	Get In Position	Set Your Mission	Get Set, Go!	Set Your Roles	Get Your Groove
1							
2			Wild!				
3							
4					Wild!		
5							
6							Wild!
7		Wild!					
8							
9				Wild!			
10							
11						Wild!	
12	Wild!						

HOW TO PLAY:

Start BRAINSTORMING and fill in your own play components.

Get Your Gear   Grab the Equipment you will use.
Set The Scene   Pretend what the Environment is and how this will influence the game.
Get In Position   Get in a line, circle...or some other type of Structural position.
Set Your Mission   What will your primary Objective of the game be?
Get Set Go   What Action is occurring throughout the game?
Set Your Roles   Some or all players may have a certain Responsibility.
Get Your Groove   Something like a Ritual done before, during and/or after.

Fill in all of the open squares – randomly select a 12 digit number – and remember – if you select a WILD – pick anything you like from that column.

Start playing by first – grabbing your Gear – then Set the Scene – then add in one more component at a time.

The name of this really cool game is: _____

playMaker™

BACK 2 BASIC PLAY

It's time to get **Back 2 Basic Play***!*

*PlayMaker games grid is adapted from More New Games, Doubleday & Company; 1981-OOP

How do you lead a game?

- DDADA
  - Describe
  - Demonstrate
  - Ask Questions
  - Do It
  - Adapt

  Teachable moments!!!

  PX4 – Public Praise…Private Penalty

A pat on the back is only a few vertebrae removed from a kick in the pants, but is miles ahead in results.

Ella Wheeler Wilcox

Creative Recreation opportunities help instill Character Education in our youth.

This is important because:

"How can we expect a harvest of thought who have not had a seedtime of character?"

Henry David Thoreau

"You cannot dream yourself into a character; you must hammer and forge yourself one."

James A. Froude

◊Summary

1. Children today face many issues

2. Character Education is a movement trying to instill core values into the youth of today

3. Character Education Programs

4. The Benefits of Play

5. The Game Generator/PlayMaker

6. How do you incorporate character education into your programs? Into your Community?

Where does it start?

IN ELEMENTARY S

THROUGH THESE
DOORS
PASS THE GREATEST
CHILDREN IN THE
WORLD

◊Reflect on Your Program's Character Education

- Where in your programming does character education already exist? Where can we integrate character education?

- How can we give our young people visual concrete examples of what it means to be a person of character?

- Are we providing opportunities for our youth to experience practicing good character through service opportunities, peer tutoring, cooperative learning, etc.?

- Do we utilize those "teachable moments" when we can integrate the language of character into our instruction or apply the principles of character to real life situations?

- What aspects of our programs are supportive of the practice of good character?

- Does our behavior code/discipline policy reflect and encourage the desired character traits?

- Is our behavior code reinforced consistently – day by day, class by class, and student by student?

- Do we positively reinforce good character or just take it for granted?

- How can we involve others in the process of education for character and modeling good character?

- How can we effectively tie character education into a community service component?

Adapted from: Wake County Public School System's thought provoking questions.

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Resources Continued

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It is truly time to get...

Back2BasicPlay

Character Education through Creative Recreation

WWW.BACK2BASICPLAY.ORG

Your *free* resource...

info@back2basicplay.org

The Power of Creative and Cooperative Play

Helps to produce healthier, happier children of character who are contributing members of society.

CECR