

# Swamp Party and Character Education Building

**Angela's Performance covers these National Arts Objectives in Character Education Building: Objectives:**

- To encourage and reinforce positive behaviors
- To have students see respect as a valued trait
- To demonstrate respect (valuing other people)
- To strengthen students understanding of the virtues of caring and kindness (compassion)
- The learner will demonstrate the ability to analysis by examining a variety of behaviors through the stories and experience vicariously the rewards and consequences of those behaviors

## **Procedures/Activities:**

After listening to stories have students define what is integrity and responsibility. Discuss right and wrong choices and consequences of each character:

1. Feliciana (inability to listen, sit still, and the antics that get her into trouble)
2. Mr. Al E. Gator Would Mr. Al E. Gator make a good student? Why or Why not?)
3. Michaul (decision to sell crawfish)
4. Witchy Watchy (Her impingement of Michaul's crawfish)

Allow students to decide appropriate consequences for reach of the characters. Students must decide one positive way to handle the problem.

Arrange students in pairs and have them become one of the characters and reconstruct different ways to handle their problems that help the characters demonstrate respect to others. Their role playing should indicate the following:

- What happened? State the negative behavior.
- What was the consequence(s) of this behavior?
- Describe one way to positively handle the problem.

**Assessment:**

Evaluate student participation in discussions and assess quality of understanding through assignments.