Action, Character and Moral Formation for Catholic School



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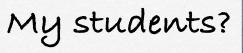
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My students?



can we impact the character of our students?





can we impact the character of our students?

ethics

is about relationships

ethics

• Being the kind of person other people would choose as a study partner, friend, business partner, lab partner, team mate, companion, confidant, even a life partner.

Ethicists talk

About actions

What people should do

About people

 What people should be like

moral

There are things you ought to do and ought not to do.

moral

There is a kind of person it is desirable to be and desirable not to be.

Values

Firmly held dispositions or traits.

Values

What is important to you, what you value.

Core Values

the most important values

Common Values

values a group shares

Common Values

- We may not agree on all values but that doesn't mean we cannot agree on any values
- Human minimums: values no human society can hope to succeed without

Would you oppose?

- Responsibility
- Respect
- Self control
- Integrity
- Effort

Character

- The sum of my virtues and my vices.
- Who I am today as a result of everything I have become and overcome in my life so far, plus what I become and overcome today.
- The kind of human being that I am.
- Who I am.

Basic Habits

- Show up
- On time
- Start promptly
- Follow directions
- Finish tasks
- Get along with teachers
- Get along with peers
- Good hygiene



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CHARACTER FORMATION



VALUES

- 1. Role Models
- 2. Legends
- 3. Stories
- 4. Reinforcement

SKILLS

- 1. Coping
- 2. Cooperation

THOUGHT

- 1. Problem Solving
- 2. Real: Undistorted
- 3. Reflection
- 4. Frameworks

Values

Role Models



- Parents
- Other adults
- Peers
- 4 Mass media

Legends and Heroes



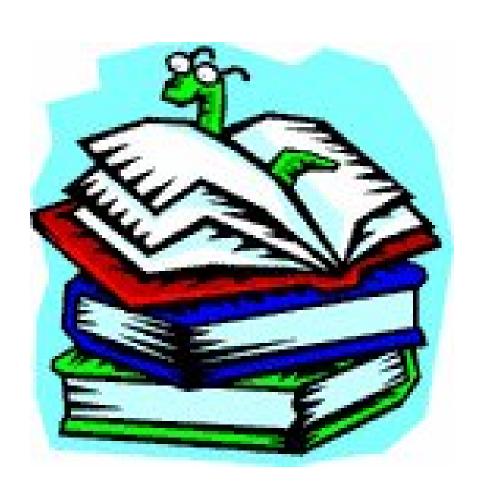
- Media, entertainment, sports
- People you know and can learn from
- Unknown effects

Reinforcement



 People value what they desire to get and avoid getting

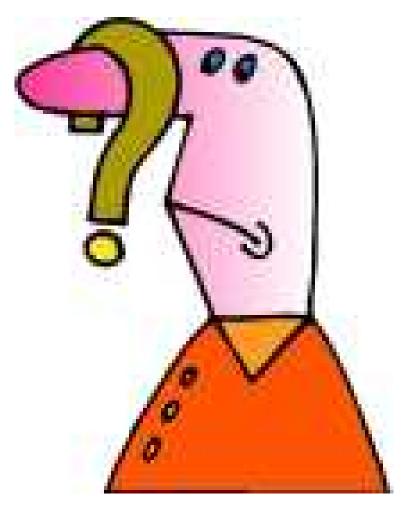
Narrative: Stories



- Family stories
- Bedtime stories
- Novels, poems, plays, biography
- TV, films, videogames
- Peer stories

Thoughts

Problem Solving



- Identify problem
- Define
- Brainstorm solutions
- Choose solution
- § Implement
- Check solution

Reflection



- Learning from experience
- Levels of reflection from surface to deep
- Ability to acquire wisdom

Frameworks



 Ability to use formal ethics frameworks when I genuinely don't know what to do

A Simple Framework

If I do/don't do this:

- 1. What kind of person do I become?
- 2. Will I do more good or harm?
- 3. Will I treat others with dignity and respect?
- 4. Will I be fair and just?
- 5. Will the community, as a whole, be better off?

Thinking straight



 Avoiding cognitive distortions like all or nothing thinking, mollification or entitlement.

Skills

Coping



- Anger control
- Emotional management
- Impulse restraint

Cooperation



- Social skills
- Language routines
- Skills to get along
- Success skills



By being available and credible;

- we have to be willing to talk to kids
- when they want to talk,
- about what they want to talk about.

How can I communicate effectively?

Don't eyeball: maintain a triangle when you want to talk.



How can I communicate effectively?

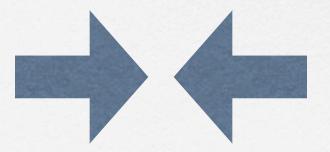
Ask questions that can't be answered with

- yes,
- no,
- nothing or
- I don't know.



Use the right proxemics to show

- interest
- without over doing it.



How can I communicate effectively?

Listen, share from your experience,

- summarize but avoid advice unless it is asked for;
- don't trivialize or try to top your kid's stories.
- And remember you can't walk up hill six miles uphill both ways [and your kids already

How can I communicate effectively?

Remember you have patience and wisdom on your side:

use them.

The Bottom Line

You are always the adult,

- you are in control.
- Save the directive mode for when you really need it.

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Anger Tool One

Don't go there.

Anger Tool Two

Move, stretch or breathe.

Anger Tool Three

- 1. Keep your teeth together, and
- 2. Stretch your fingers to the ground

or

palms flat, fingers stretch

Anger Tool Four

- 1. Backward count
- 2. Breathe deeply
- 3. Puzzle solve
- 4. Visualize

Anger Tools

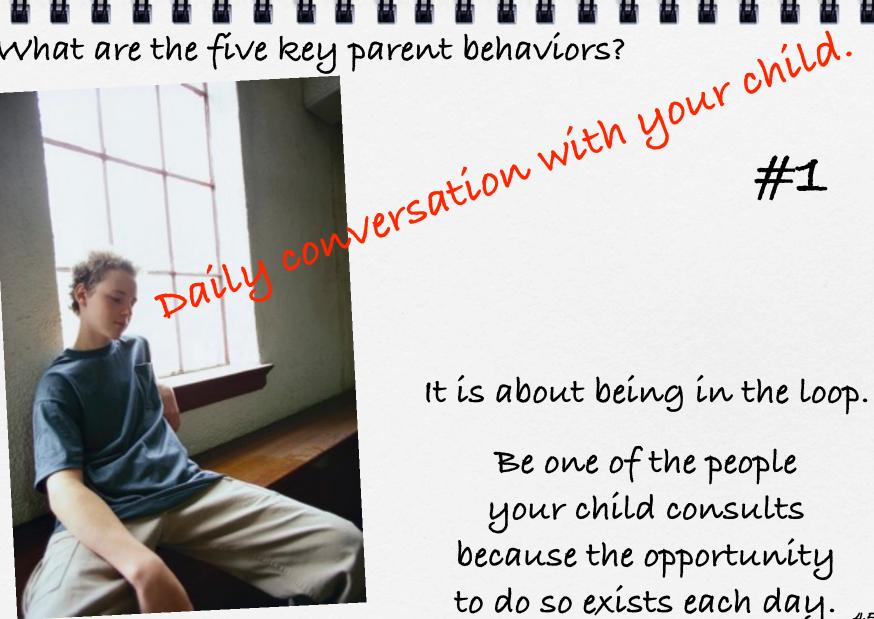
- I. Don't go there
- 2. Move, stretch or breathe
- 3. Keep your teeth together and stretch your fingers to the ground [palms flat finger stretch]
- 4. Anger Reducer
 - I. Backward count
 - 2. Deep breathing
 - 3. Imagery
 - 4. Puzzle



- 1. Little one to one communication
- 2. Don't know where child is often
- 3. Don't know child's friends
- 4. Reward when parent is in good mood
- 5. Harshly punish when parent is in bad mood

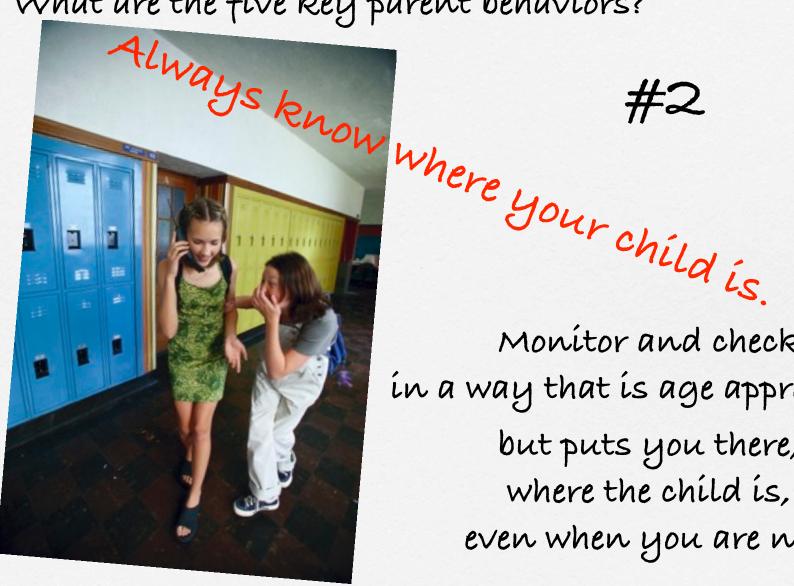
- 1. Daily conversation with your child.
- 2. Always know where your child is.
- 3. Know your child's friends.
- 4. Reinforce desired behaviors consistently.
- 5. Be firm, fair and consistent with problem behavior.

Oregon Social Learning Center



It is about being in the loop.

Be one of the people your child consults because the opportunity to do so exists each day. 45



Monitor and check in a way that is age appropriate, but puts you there, where the child is, even when you are not.

#3

Know your child's friends.



Become an adult participant in their relationships.

utilize peers as an enormous source of influence.



#4

behaviors consistently.

Make sure the kid sees the connection.

Avoid rewarding because you're in a rewarding mood

Be firm, fair and consistent

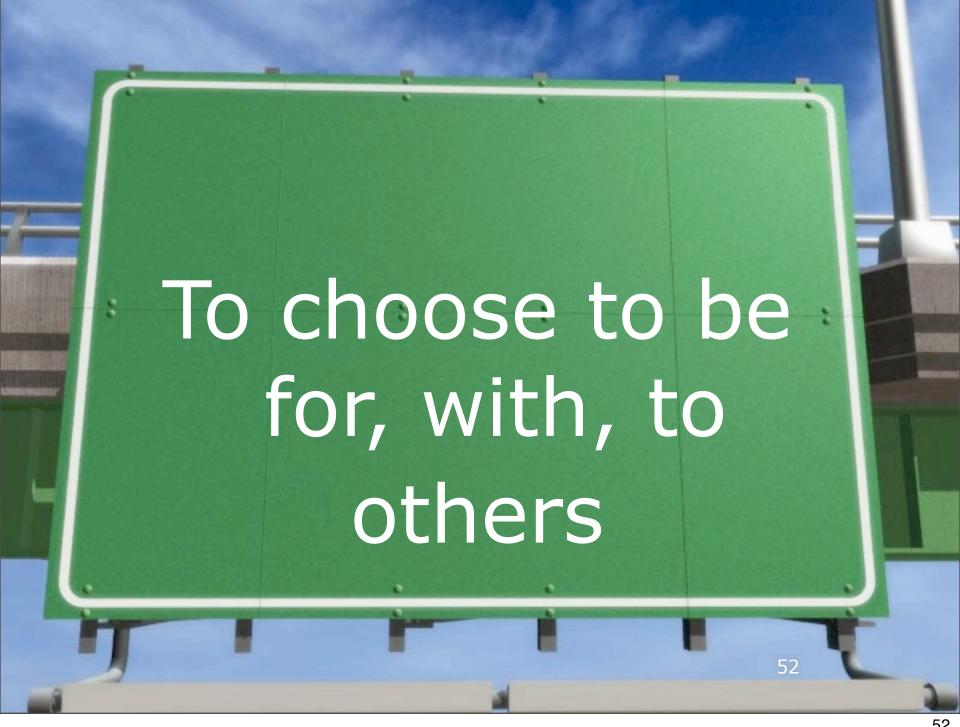
#5

Don't go
punitive
just
because
you're
in a
bad mood.

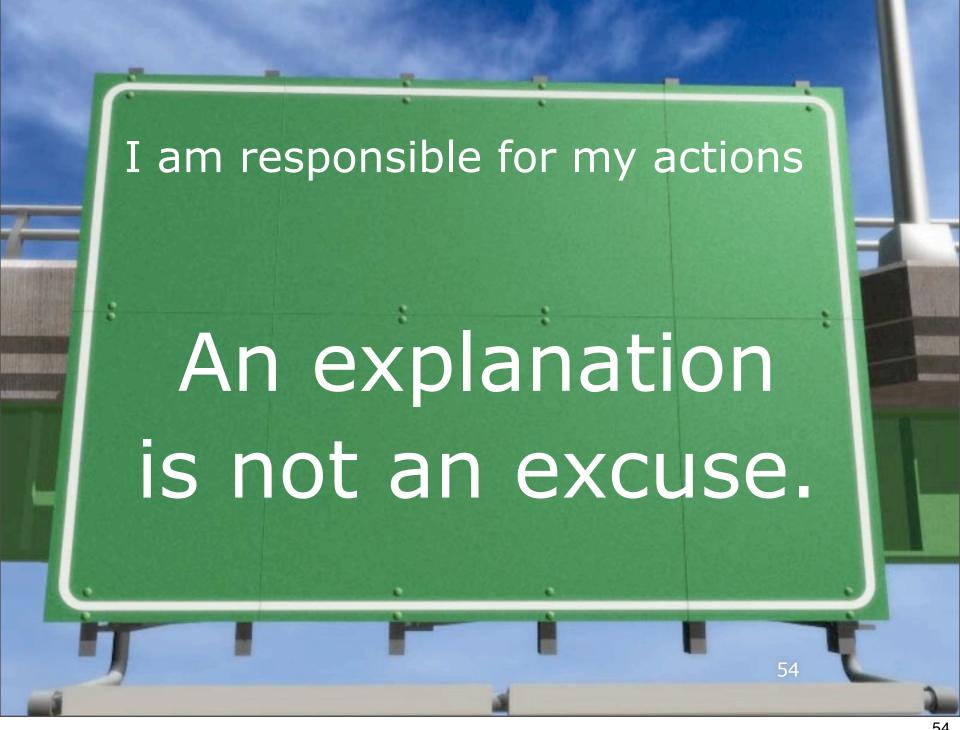
Community: to act, respond, change for and with others

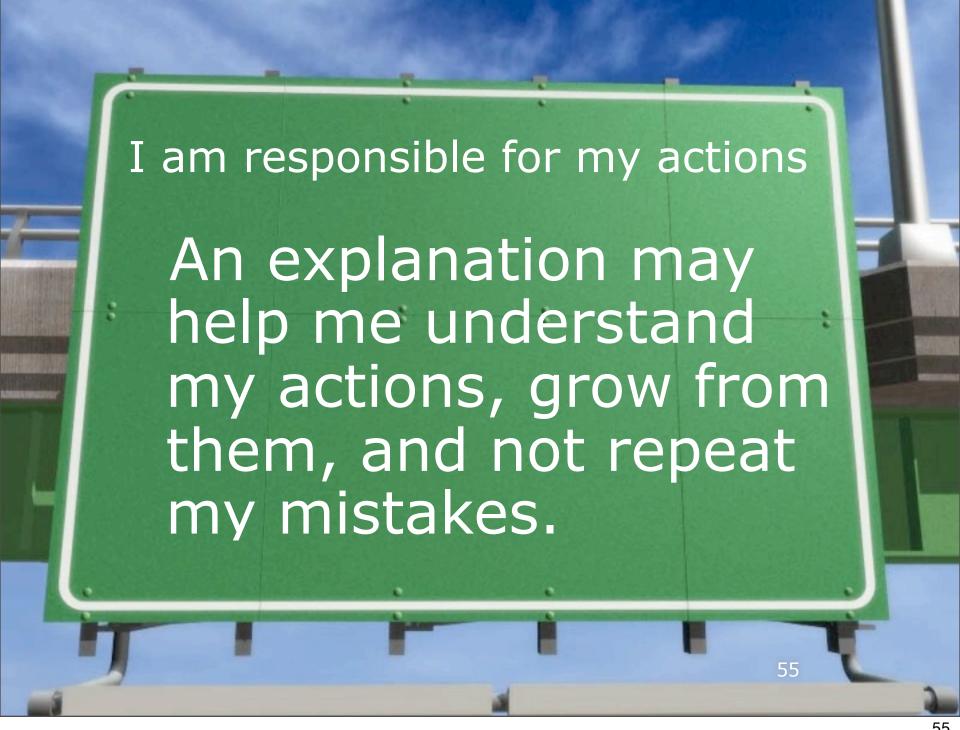
not just finding others who make you feel good





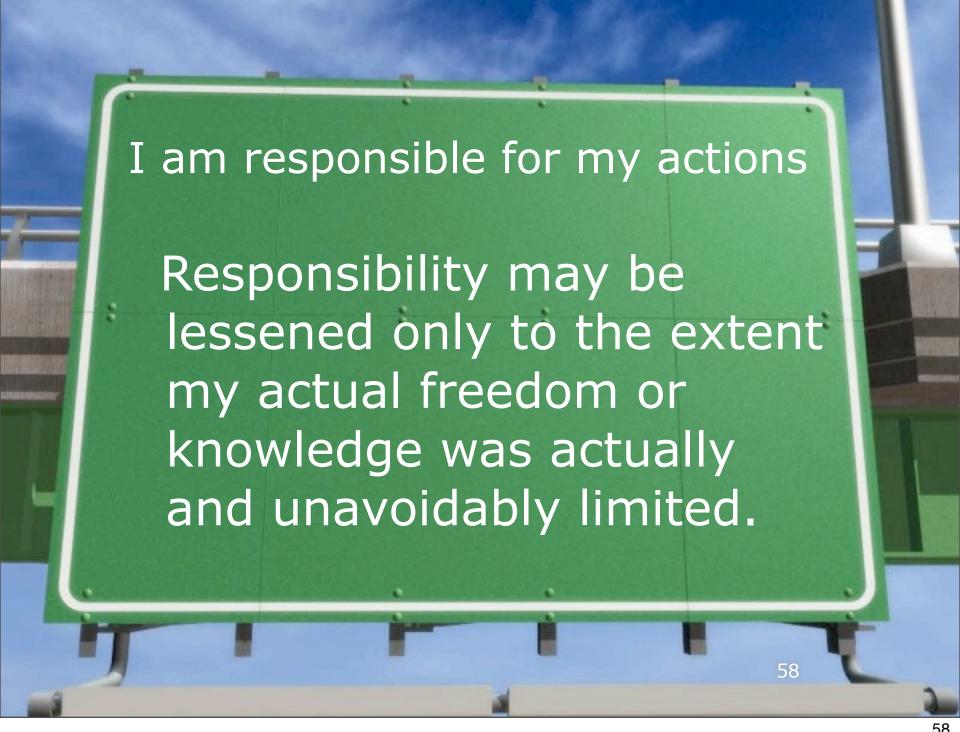
























Community: to act, respond, change for and with others

not just finding others who make you feel good















It requires changing bad

habits to good habits.



It requires effort even when I don't feel like

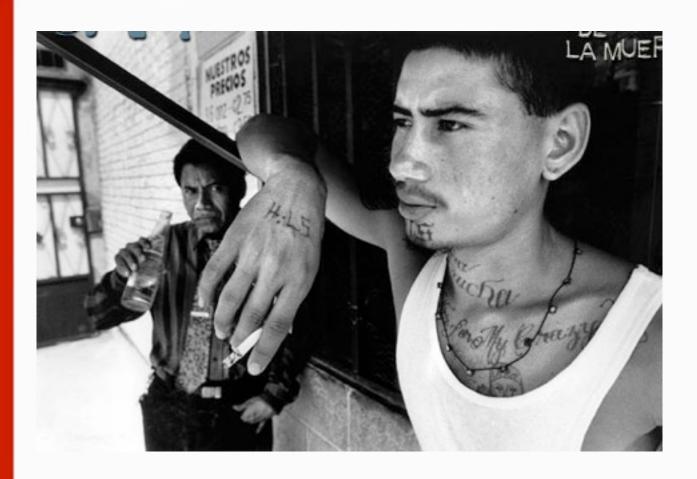


working.



Community: to act, respond, change for and with others

not just finding others who make you feel good



How do we become who we are? There's always a story.



people places actions events

what's done to you by you for you

what you do what you don't what you won't





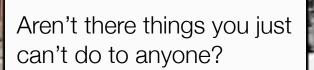
people places actions events

what's done to you by you for you

what you do what you don't what you won't



Hasn't history taught us that every person has rights and must be treated with respect?







Can you do anything to people?





isn't there a limit?



Where does it end?



or does it?



Doesn't justice require we consider how our decisions and actions will affect ourselves, others and the planet?





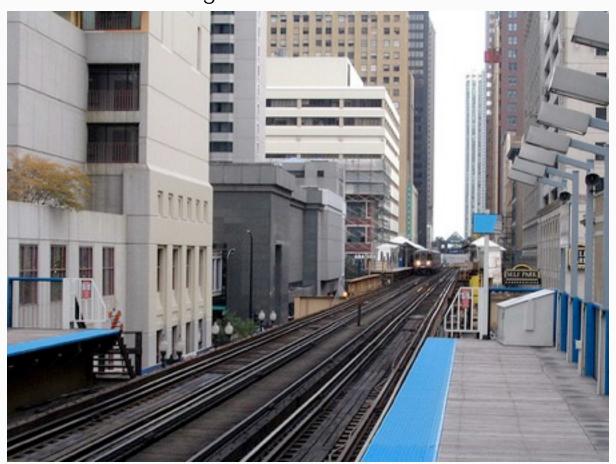
Doesn't that especially mean the rights of those smaller and less able to protect their own rights?







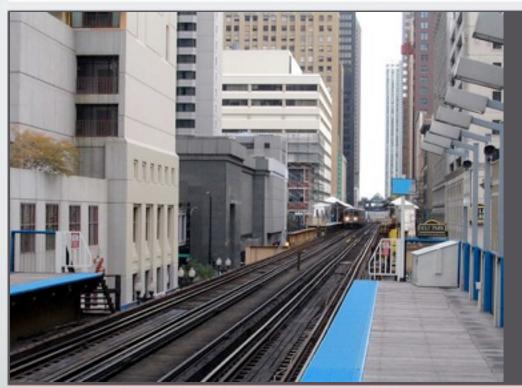
What do you do? We see it coming. Some things you just don't do. Its like an oncoming train and we see it.



Sometimes we just see the lights - instead of the train - and we don't get out of the way.

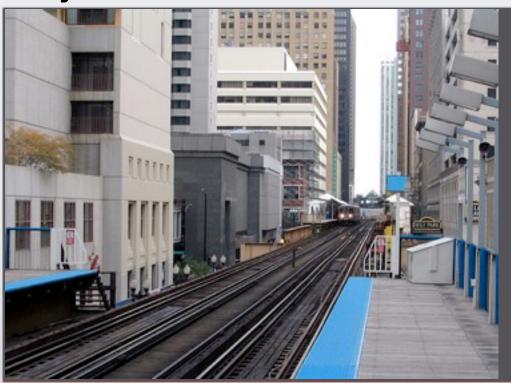


Justice is virtue entire. It means to help not hurt. Stop yourself.
Get out of the way of doing harm.



Stop yourself.

Respect is the restraint side of morality. It is what you don't do or say to avoid the harm it would do.



Stop yourself.



we share the world
we are not alone
what we do impacts
ourselves
other people
the planet



Respect Requires Restrain

There are things I can not do or say.



not there



There are things I can not do or say to myself, any other person, or the planet.



not do, not say



There are things I can not do to myself.



not to myself



There are things I can not do to others.



not to others



There are things we can not do to our planet



not to the planet



The decisions I make must respect the rights of all.



decisions, rights

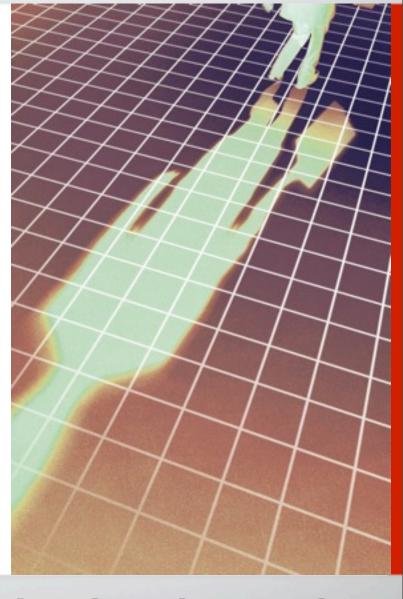


The actions I take must respect the rights of all.



actions, rights





justice demands



Stop yourself.

Get out of the way of doing harm.



stop yourself



It means to help not hurt.



help not hurt



The world depends on it.

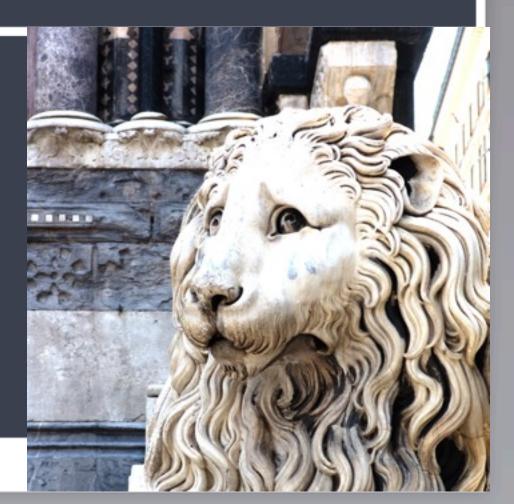
compassion is a verb: you have to do something



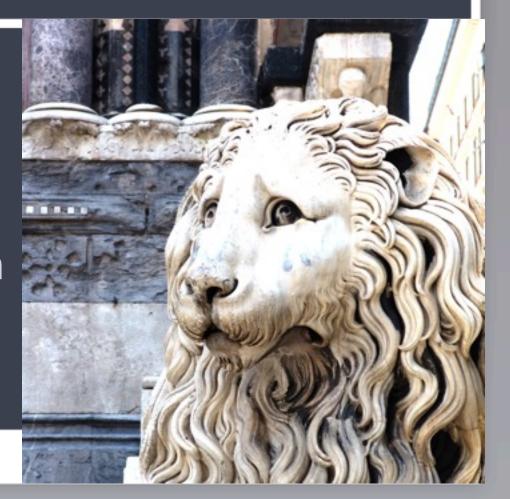
compassion is not an emotion: no points for just feeling something



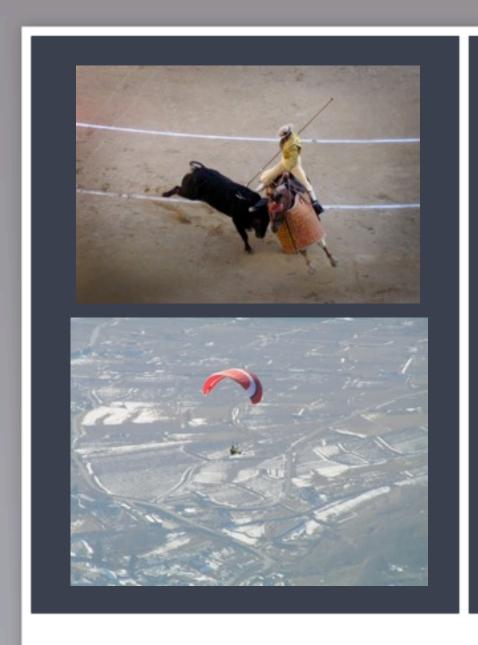
the journey from empathy to action



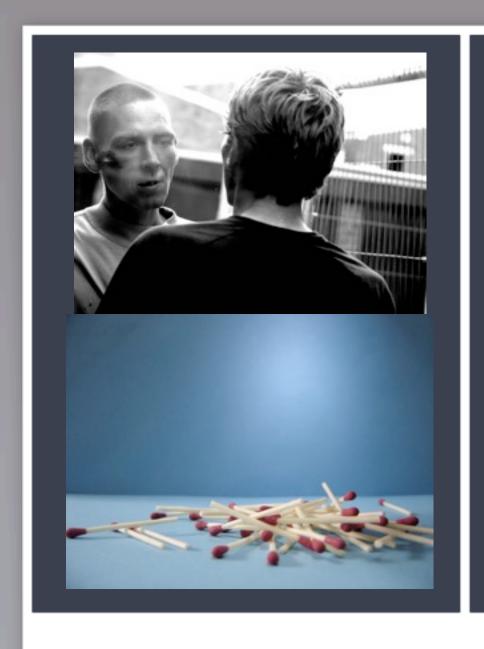
Courage is risk for a reason







not risk for a thrill



thrill danger risk power posture strength win force fight

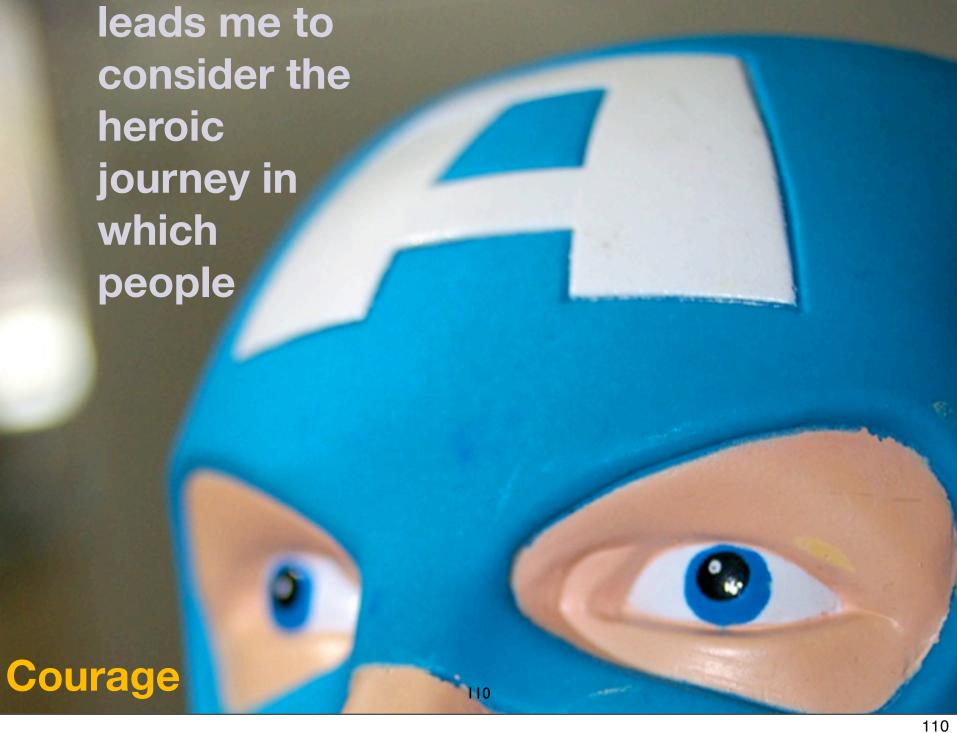




courage requires I moderate my impulses



courage requires I moderate my emotions



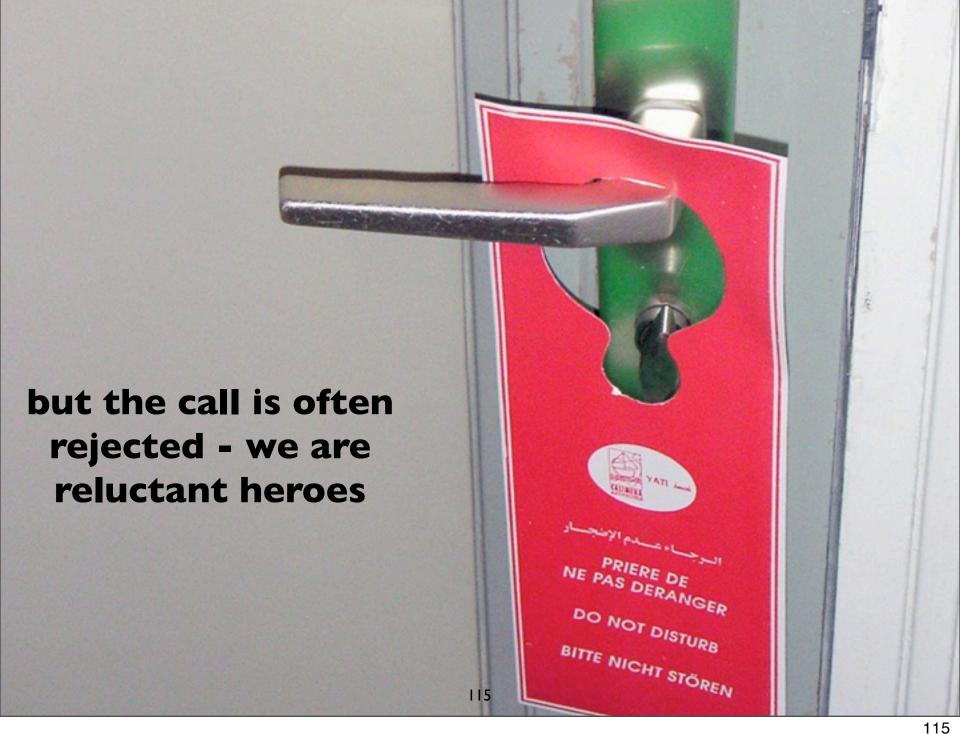


and their wants and needs





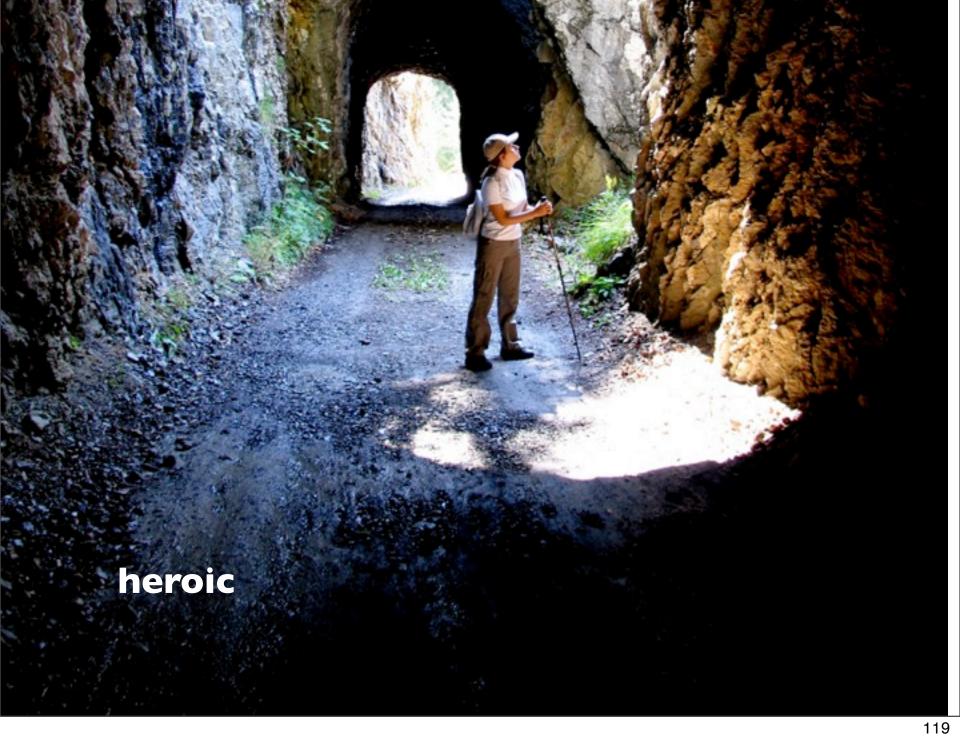
the call to adventure comes

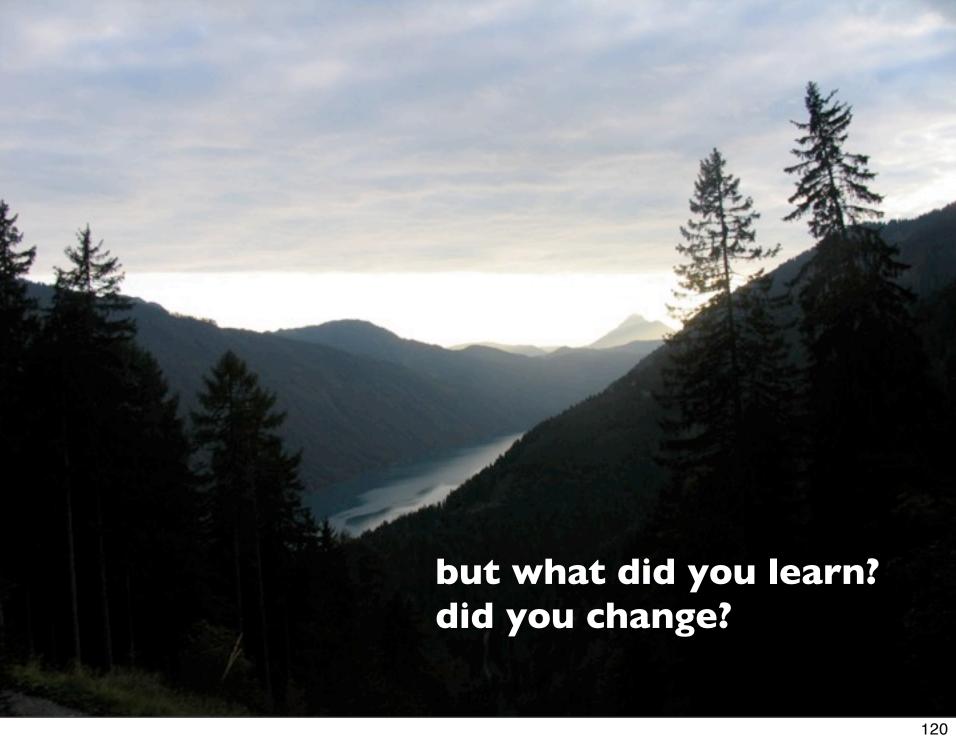




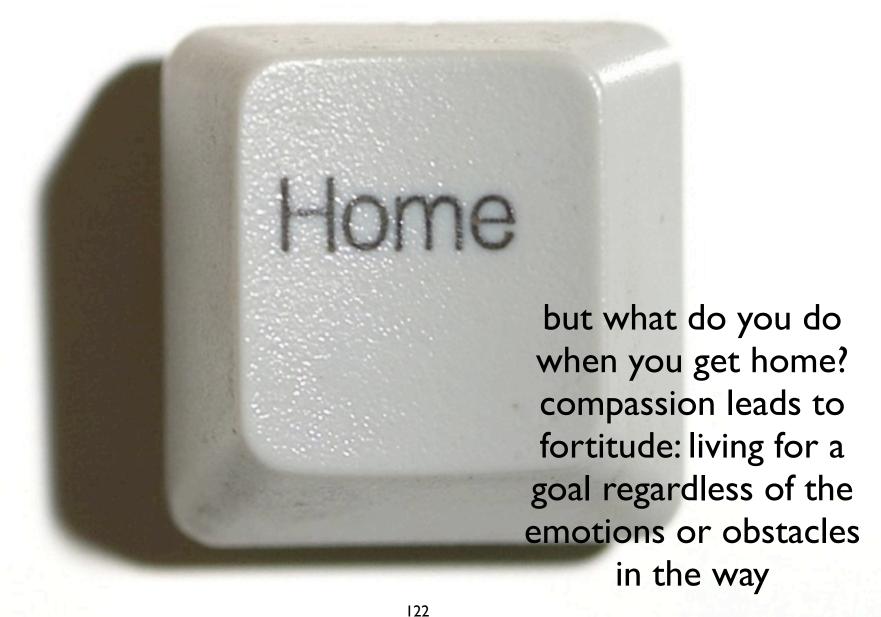




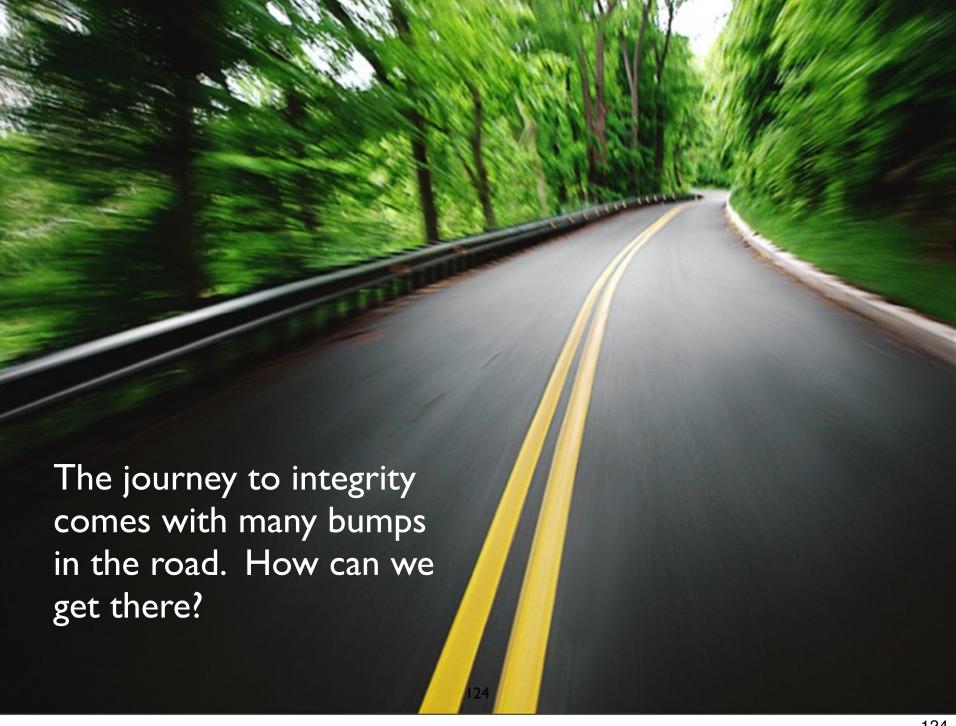














Sooner than we can believe.

Sooner than we may be ready we are off on their own.

Making choices. Taking action. Moving in directions.



As we move from infants to individuals as we move to becoming independent individuals we face the many choices.

Integrity requires that the way I live my life is whole, entire, undivided, sound, coherent and principled. Integrity moves me to do difficult and new things not just easy and accustomed things.



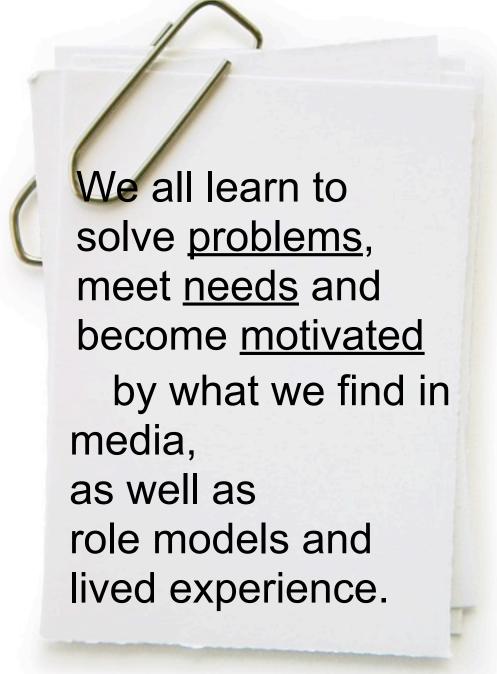
responsibility
respect
integrity
courage
moderation
effort



fun
avoid boredom
friends
popularity
success
thrill
stuff



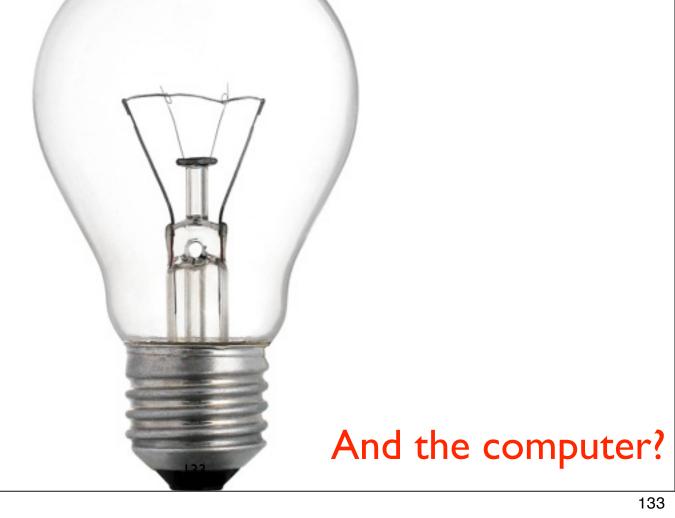
The basics are the interplay between characters, actions, consequences, thoughts and feelings.



In any story, the main characters have problems that they solve or don't solve, needs that are met or unmet, and motivations that end up being functional or not functional.

TV, video games and movies provide video and audio images powerfully and at high speed. Radio is audio embedded

with text.

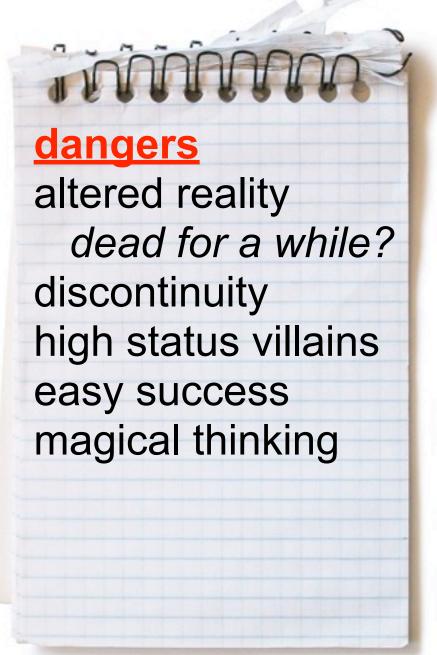


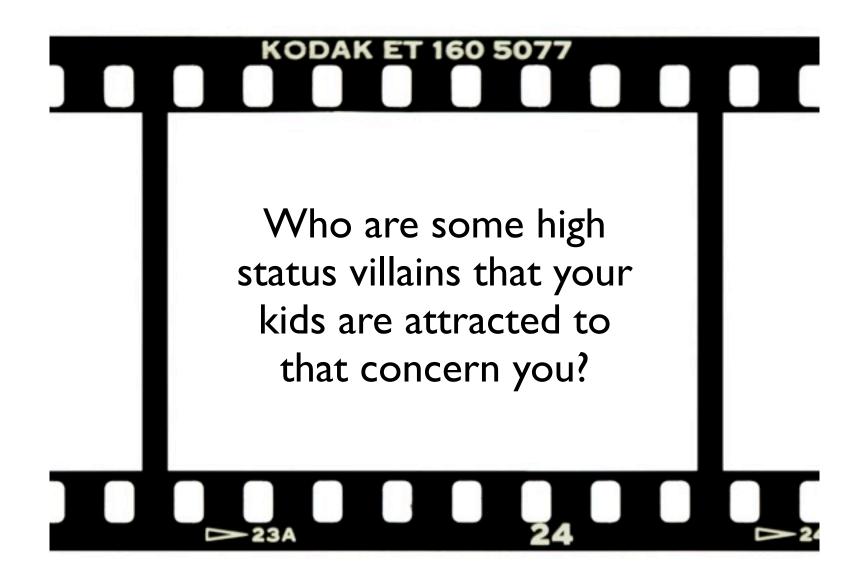
We can influence poorly or well: villains and heroes evil and good instrumental emotion and real emotion getting away and paying the price vicarious learning: as if you were there



Utilize the potential for vicarious learning in media

- you have to be there
- discussion is the tool





What we look for

worthy heroes or clearly unworthy villains

virtuous lives or the costs of vice

heroic journeys or the real journeys and struggle

What we look for

inspiration

good problem solving or the costs of poor problem solving

learning from life or the costs of not learning

What we look for

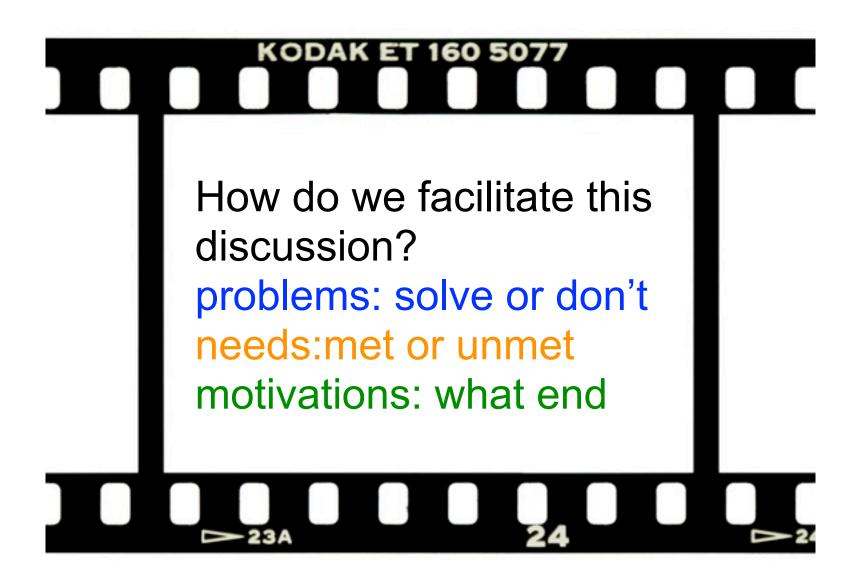
learning from mistakes or the costs of continuing to make them

What we avoid

violence, cruelty, unreal death, unreal pain

gratuitous sex, profanity

distorted thinking: mollification, discontinuity, super optimism





How does your kids think the world works?

