

Character Activity

Objective:

Youth will learn the importance of communication in building trust, respecting others, and sportsmanship.

There are three activities:

- **The Maze Craze**
 - Pair youth and give blindfold to one
 - Have the sight pair gives directions to their partner through the maze you laid out on the floor.
 - Need to end up at a prize!

- **It's all on Your Head!**
 - Ask for volunteers to wear the hats with different labels on them.
 - Place a hat on each so they don't see what it says
 - Now, have the group talk to each other about the fair.
 - Those without hats are to respond to the labels, not to the people as you know them.
 - Do not share what the label says.
 - After 5 min, stop and ask everyone to take their seats.
 - Have those wearing hats to come t the front of the room, but don't remove their hat yet.

- **Honor without Arrogance**
 - Give each youth a piece of candy and break into groups by candy color.

- **Pass out a deck of cards to each group and ask someone in the group to shuffle the deck.**
- **Give each person in a group is given one of the role-play cards. Do not share with anyone.**
- **The group will play the game WAR.**
- **Each group plays until one person has all the cards or until “time” is called.**

Reflect:

- **The Maze Craze**

How did it feel to go through the maze blindfolded? What did the sight partner do to make you trust them?

Did the blindfold partner follow directions?

How did it feel when members of the team did not follow directions or rules?

- **It's all on Your Head!**

To those wearing the hats, what label do you think was on your hat? What words, look or body language were communicated to you to give you a clue as what label you might have? How did that make you feel?

- **Honor without Arrogance**

What happened in your group? Was everyone showing good sportsmanship? Was your role easy or difficult to play? Why?

If you were to be yourself, were you influenced by how others acted?

What good and bad sportsmanship traits did you see in your group?

LIST OF LABELS For the It's All on Your Head!

Comedian – make fun of people

Senior member – be impressed with what I say or do

Know it all – Ignore the advice of others, have all the answers

Outsider – treat me with coldness, distrust and uncertainty

Borrower – never have anything I need, always borrow everything I need, so try to politely tell me no

Responsible – always remember to say please and thank you, I take good care of my animals, so praise me

Veterinarian – seek my advice, value my opinions

Loner – ignore me and my ideas

Selfish – I never help others, only about me, always try to be in front of others

First time exhibitor – feel sorry for me and give me positive support

ROLE PLAYING CARDS

For Honor without Arrogance

Obnoxious Winner

Each time you win a hand, really rub it in!

Say “All right, I won!!! Or “You are such losers! And Yes, I won again!!

Whistle, clap, cheer or holler

Stand up, try to get others to high-five you

Do a victory dance

Gracious Winner

If someone else wins a hand.

Say “I’m going to need to try harder, if you’re this good!” Or “way to go!”

If you are winning a hand and someone criticizes you, say nothing and keep playing

If you are winning and someone encourages you, humbly say “Thank you!”

Obnoxious Loser

Accuse others of cheating

Whine if you aren’t winning

Criticize everyone else who is winning!

Ignore those who are winning and act irritated at them.

Get others that are losing to side with you against them.

Gracious Loser

If someone else wins a hand, say things like “I’m going to need to try harder, if your this good!” or “Way to go!”

If you are winning a hand and someone criticizes you, say nothing and keep playing

If you are wining and someone encourages you, humbly say “Thank you!”

Be yourself