



CHARACTER BUILDING ACTIVITIES

YOU MOVE YOU LOSE

Story Description

The bear cubs Stubby and Prissy can't seem to agree on anything—not even on who should close the door. Even their forest friends walk out because of their bickering. The cubs finally decide to settle the issue with a game of, "You move, you lose." However, two raccoon burglars show up for an unforgettable game of their own.

But when a wolf comes by chasing a little kitten, their stubbornness is tested to the limit. Stubby declares victory, but he soon realizes that the true winner is his sister Prissy.

In this stimulating book, Carl Sommer shows the folly of stubbornness, and the importance of tolerance, cooperation, and friendship.



Major Objective

To define and present the following virtues so they can be integrated into the life of each student:

- Tolerance: allowing others to hold opinions or follow practices different from your own
- Friendship: being a companion by listening, recognizing, and valuing others
- Cooperation: working or acting together for a common purpose



Story Time Interaction

Read the story, **You Move You Lose**, and then write these three virtues on the board: tolerance, friendship, and cooperation. Define and discuss these virtues.

Ask the students to list the steps of how Stubby and Prissy got into such a mess:

- Papa asked someone to close the door.
- Stubby told Prissy, "Go and shut the door."
- Prissy said, "Why should I? You're the closest. Why don't you shut the door?"
- The forest friends came. It got chilly. Stubby said, "Prissy, since you're now the closest to the door, why don't you shut it?"
- Prissy complained, "Why should I shut the door? You were closest to the door when Papa asked you to shut it."
- Stubby called Prissy lazy for not shutting the door.
- Prissy called Stubby lazy and stubborn.
- The forest friends left.
- They argue over who was to blame for the forest friends leaving.
- They have a contest: You Move—You Lose.

Activities

Objectives: To use the following activities to help reinforce the virtues of tolerance, friendship, and cooperation.

Role Play—Playing Games

Goal: To teach that games are fun only if everyone cooperates

Role Play: Choose an appropriate board game for a group of children to play. Have the children act out fussing over the game. They should also fuss over the rules.

Class discussion:

1. How do you think everyone feels about playing this game?

It's no fun when everyone is fussing.

2. What are some ways to have fun and avoid arguments when playing games?

Read and follow the rules of the game.

Be considerate of others by putting yourself into their shoes.

Follow the Golden Rule: Do to others what you would want them to do to you.

Never cheat

3. If you lose a game, what is a good thing to do?

Congratulate the winner. (Never be a sore loser.)

Appreciation for Parents

Goal: To help students realize all the things their parents do for them

Class Discussion: How do you think Stubby and Prissy's father and mother felt because of their constant fussing with each other?

What could Stubby and Prissy do to make their parents happy?

Project A: *Things My Parents Do for Me*

Have each student in the class make a list of all the things that their parents do for them. Title of paper: *Things My Parents Do For Me*. After students have written their paper, have a class discussion so that students can add other things to their list.

Project B: *Things I Can Do to Make My Parents Happy*

Have students take another sheet of paper and title it: *Things I Can Do to Make My Parents Happy*. After students have written their paper, have a class discussion so that students can add other things to their list

Project C: *Thank-You Card*

Have students make thank-you cards for their parents. They are to list all the things on the card that they are thankful for. Students may also put a letter in the card expressing their thanks.

Project D: *Contracts*

Have students make a contract to insert into the thank-you card.

Contract ideas:

I will do the dishes for one week. (Take out the garbage, feed the baby, etc.)

I will mow the lawn.

I will wash the car.

I will dust the house.

I will clean my room.

I will wake up in the morning and get dressed right away.

I will put my clothes away.

To get other ideas, ask the students some of the things that they can do that would make their parents really happy. Have them sign their names on the contracts.

Let's Build a Village: Everybody Works— Everybody Wins

Goal: To teach students it takes teamwork to build a village

Project: *Let's Build A Village*—Teamwork and cooperation are keys to building this village made with graham crackers!

Village ideas: Local neighborhood, school campus, colonial village, Christmas village, etc.

Working together: Each student's work is valuable and by working together in a cooperative effort, the entire village can be completed. Explain that some students may have great ideas for building or decorating, while others may actually do the building. Some of the helpers needed are:

- Designers (to design the village)
- Icing makers
- Builders (to put buildings together)
- Roofers (to put roofs on)
- Movers (to place pieces according to village design)
- Decorators (to finish buildings, etc.)
- Landscapers (to add trees, streets, etc.)
- Material handlers (to pass out needed materials to each group)

Materials: Graham crackers, sharp knife, plastic knives, various size empty milk cartons (qt, pt, ½ pt), large board or tray for village, various items for house decorations and landscaping (gum drops, coconut, shredded wheat, twigs, etc.)

Stucco (icing) to hold house together: Materials needed: small bowl, mixer, 3 egg whites, and 1 lb of powdered sugar. Beat 3 egg whites in bowl until stiff; add 1 lb of powdered sugar until thick and holds shape. Cover with damp cloth until needed.

Putting it all together: Build houses by gluing crackers to sides of a milk carton with icing. Let sides partially dry before adding roof. An adult may cut other shapes with sharp knife for barns, houses, etc. After buildings are dry, decorate by dotting icing and attaching items for landscaping, etc.

Completed village: Building a village requires work. Each person and each team's work is important. The effort and timing have to work together for the project to succeed, but the rewards of such a project are great. Young students experience a strong sense of accomplishment in addition to developing a team spirit and realizing that each person's contribution was essential to the overall success. When completed, this project needs to be exhibited in a prominent place where students may demonstrate their work.

Tying It All Together

Stubby and Prissy were two very stubborn cubs. But at the same time, they were also two very unhappy cubs. When people fuss and constantly argue, they are not happy. Being tolerant, friendly, and cooperative brings happiness. Fortunately, Stubby and Prissy finally learned the foolishness of being stubborn.