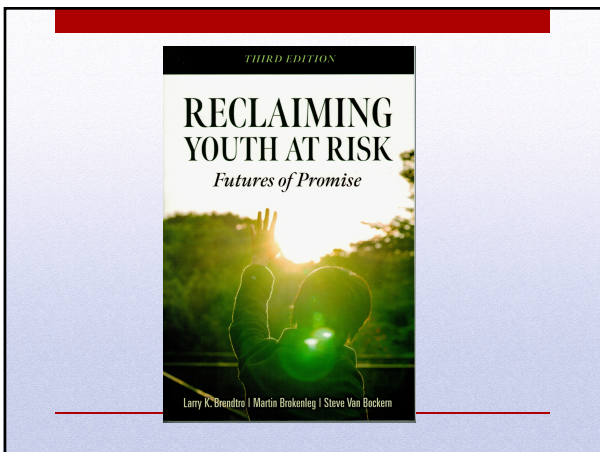


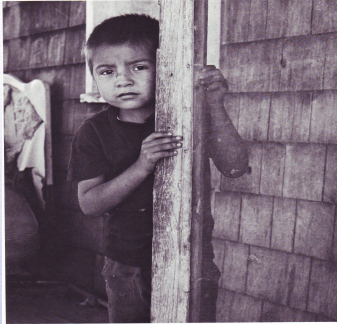


The Circle of Courage

reclaimingyouthatrisk.org
martinbrokenleg.com
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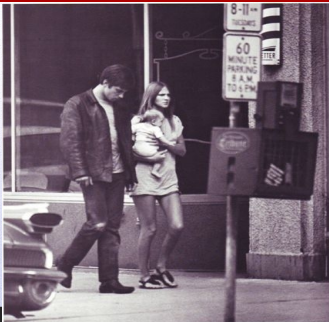




1. Children are not important.



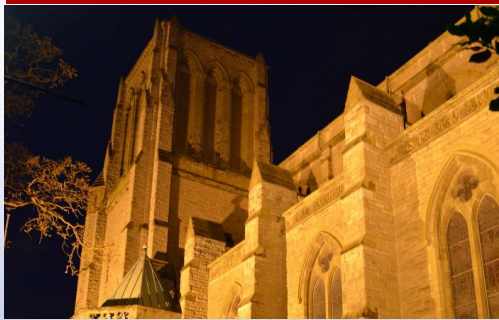
2. Relationships don't matter.



**3. Nuclear annihilation
idea.**



4. Busyness plus Technology



5. Nothing religious, please.



Kauai'i Study - 1950s.
Emi Werner and Ruth Smith.

KNOWLEDGE-

- Facts
- Information
- Definitions
- Multiplication tables
- Biographies

TEACHING THE MIND

Kinds of Learning

KNOWLEDGE-

- Facts
- Information
- Definitions
- Multiplication tables
- Biographies

TEACHING THE MIND

CAPACITIES, VIRTUES, FORMATION, CHARACTER-EDUCATION

TEACHING THE HEART

Kinds of Learning

- 1. Significance



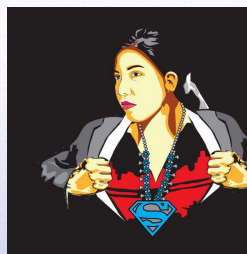
NEEDED TO BE STRONG



The Shattuck School



- 1. Significance




**NEEDED TO BE
STRONG**

1. Significance
2. Competence



**NEEDED TO BE
STRONG**

1. Significance
2. Competence
3. Power

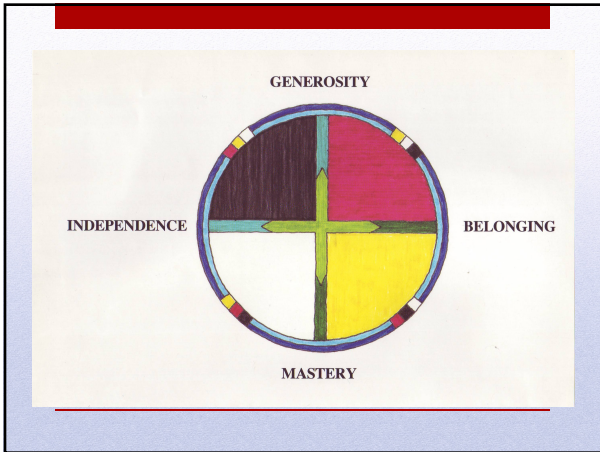


**NEEDED TO BE
STRONG**

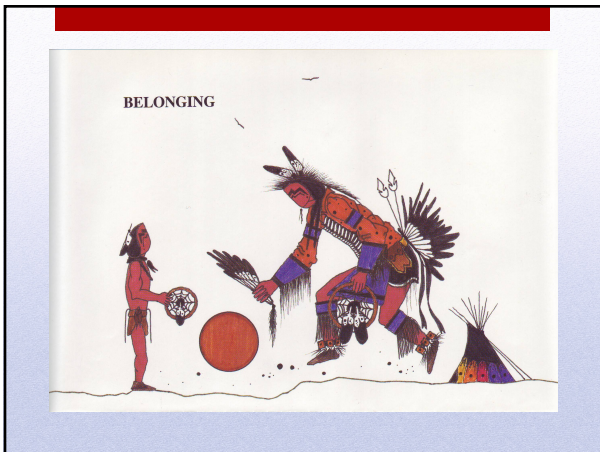
1. Significance
2. Competence
3. Power
4. Virtue



**NEEDED TO BE
STRONG**











1. Working cooperatively
2. Joining in discussion
3. Sharing attention
4. Showing sensitivity to others
5. Talking with others
6. Compromising
7. Accepting loss or defeat



Belonging

BELONGING

strength problem goal

TRUST	DISTRUST	
INCLUSION	EXCLUSION	
WARMTH	DETACH- MENT	
FRIENDSHIP	REJECTION	
COOPERATE	ANTAGONISM	

MASTERY

The illustration shows two stylized human figures. On the left, a figure in red is standing and holding a bow, aiming an arrow towards the right. On the right, a figure in purple is sitting on the ground, looking towards the standing figure. In the background, there is a large, solid pink circle. The word 'MASTERY' is written in the top left corner of the illustration area.

1. Completing tasks
2. Resolving conflicts
3. Setting goals
4. Self-monitoring and reflection
5. Dealing with anger or failure
6. Disagreeing appropriately
7. Coping with change

Mastery




MASTERY
strength problem goal

TALENT	IN-COMPETENCE	
INTEREST	DISINTEREST	
CONCEIVE	CONFUSION	
ORGANIZE	CHAOS	
COPING	DEFEAT	

INDEPENDENCE



1. Resisting peer pressure
2. Making a decision
3. Solving a problem
4. Identifying feelings
5. Laughing at oneself
6. Coping with teasing
7. Saying "No"




Independence

INDEPENDENCE
strength problem goal

POWERFUL	IMPOTENT	
ASSERTIVE	COERCED	
CONFIDENT	UNASSURED	
SELF - CONTROL	MISLED	
OPTIMISM	FUTILITY	

GENEROSITY

1. Giving compliments
2. Expressing affection
3. Communicating appreciation
4. Articulating empathy
5. Listening carefully
6. Making an apology
7. Using social graces



Generosity

GENEROSITY

strength problem goal

PURPOSE	emptiness	
EMPATHY	rancour	
KINDNESS	exploiting	
FORGIVING	vengeance	
RESPECTFUL	disrespect	

Generosity


Independence

Belonging

Mastery

Safety

1. Being connected socially.
 2. Problem discussion
 3. Trusting others.
 4. Being calm.
 5. Leaving and reconnecting with adults.
 6. Food trust.




Safety

SAFETY


strength problem goal

CONNECTED	DISJOINED	
PERMANENT	EPHEMERAL	
QUIET	BOISTROUS	
SOCIAL	SECLUDED	
INTIMATE	DISCONNECT	



ADVENTURE

1. Tell a positive life story.
2. Facing challenges.
3. Promotes well-being in self and others.
4. Cultivates interests
5. Can plan trips.
6. Anticipates activities.

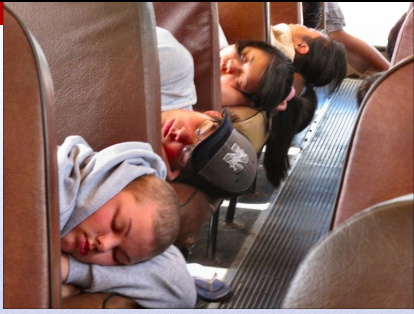


Adventure

ADVENTURE
strength problem goal

PURPOSE	ANOMIE	
COPING	SURRENDER	
EXTRO-VERSION	INTERNAL FOCUS	
STABLE	VARIABLE	
OUT DOORS	INTERIOR	





Our children are our reward for the last 500 years; and the promise of what we can become.
