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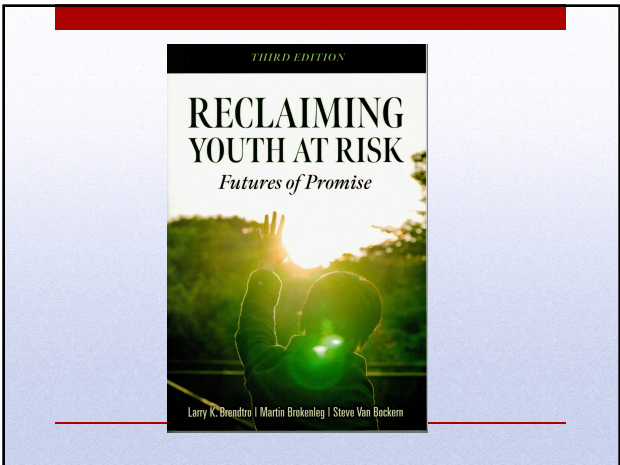
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**1. Children are not important.**

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**2. Relationships don't matter.**

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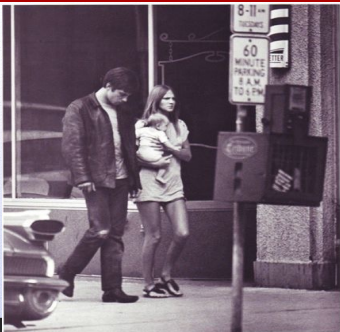
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**3. Nuclear families are a new idea.**

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#### **4. Busyness plus Technology**

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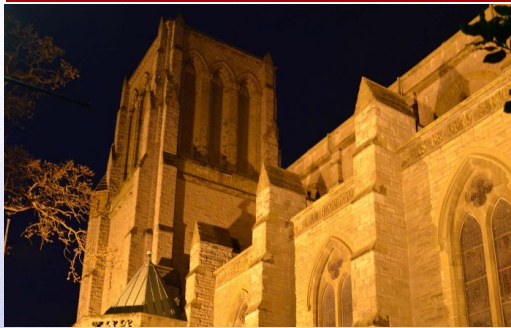
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#### **5. Nothing religious, please.**

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

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**KNOWLEDGE-**

- Facts
- Information
- Definitions
- Multiplication tables
- Biographies

**TEACHING THE MIND****Kinds of Learning**

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**KNOWLEDGE-**

- Facts
- Information
- Definitions
- Multiplication tables
- Biographies

**TEACHING THE MIND**

**CAPACITIES,  
VIRTUES,  
FORMATION,  
CHARACTER-  
EDUCATION**

**TEACHING THE HEART****Kinds of Learning**

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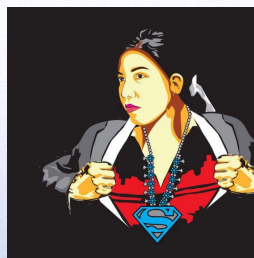
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- 1. Significance

**NEEDED TO BE STRONG**

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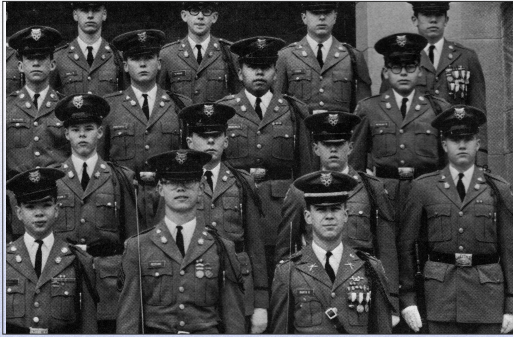
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**The Shattuck School**

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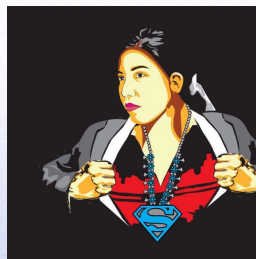
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- 1. Significance



**NEEDED TO BE  
STRONG**

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1. Significance
2. Competence



**NEEDED TO BE  
STRONG**

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1. Significance
2. Competence
3. Power



**NEEDED TO BE  
STRONG**

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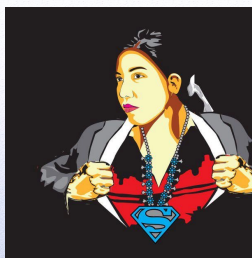
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1. Significance
2. Competence
3. Power
4. Virtue



**NEEDED TO BE  
STRONG**

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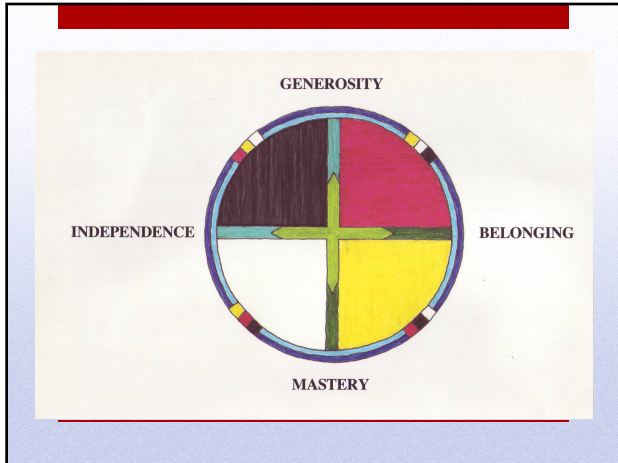
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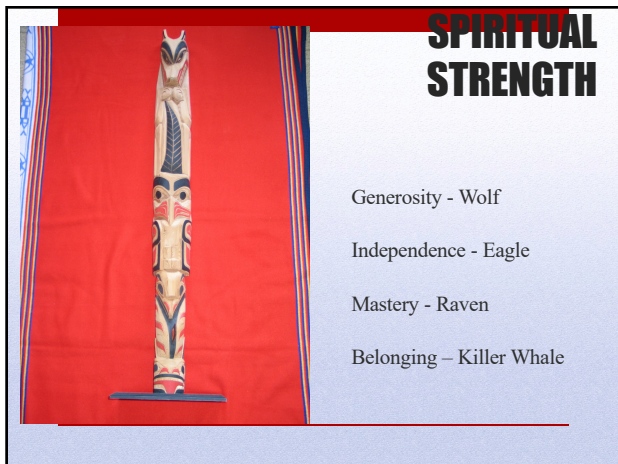
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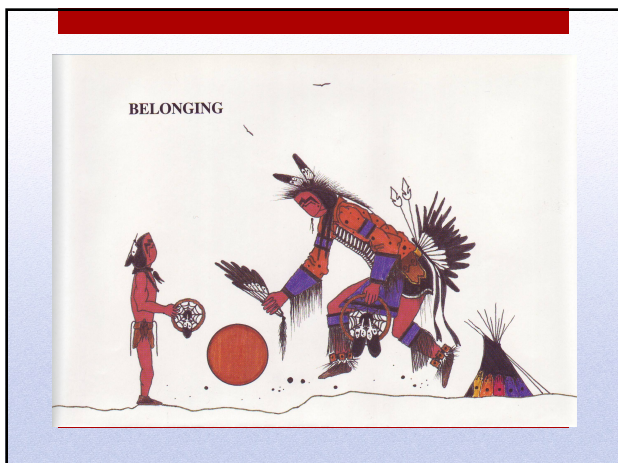
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1. Working cooperatively
2. Joining in discussion
3. Sharing attention
4. Showing sensitivity to others
5. Talking with others
6. Compromising
7. Accepting loss or defeat



Belonging

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BELONGING		
<i>strength</i>	<i>problem</i>	<i>goal</i>
TRUST	DISTRUST	
INCLUSION	EXCLUSION	
WARMTH	DETACH- MENT	
FRIENDSHIP	REJECTION	
COOPERATE	ANTAGONISM	

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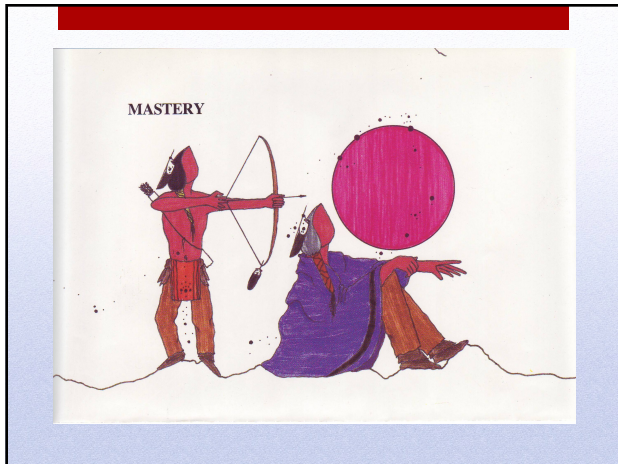
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1. Completing tasks
2. Resolving conflicts
3. Setting goals
4. Self-monitoring and reflection
5. Dealing with anger or failure
6. Disagreeing appropriately
7. Coping with change

**Mastery**

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**MASTERY**

*strength   problem   goal*

<b>TALENT</b>	<b>IN-COMPETENCE</b>	
<b>INTEREST</b>	<b>DISINTEREST</b>	
<b>CONCEIVE</b>	<b>CONFUSION</b>	
<b>ORGANIZE</b>	<b>CHAOS</b>	
<b>COPING</b>	<b>DEFEAT</b>	

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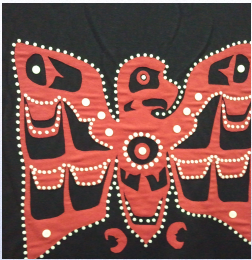
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1. Resisting peer pressure
2. Making a decision
3. Solving a problem
4. Identifying feelings
5. Laughing at oneself
6. Coping with teasing
7. Saying "No"



Independence

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# INDEPENDENCE

*strength problem goal*

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

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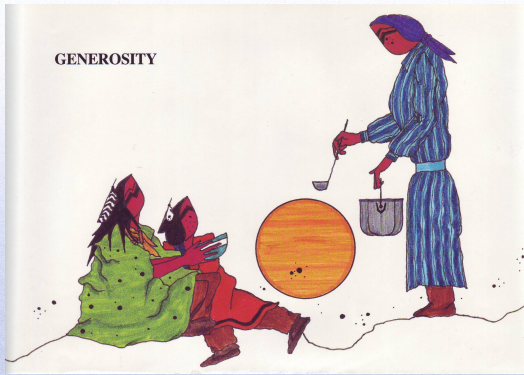
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## GENEROSITY



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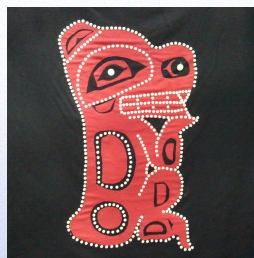
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1. Giving compliments
2. Expressing affection
3. Communicating appreciation
4. Articulating empathy
5. Listening carefully
6. Making an apology
7. Using social graces



Generosity

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GENEROSITY

strength    problem    goal

PURPOSE	emptiness	
EMPATHY	rancour	
KINDNESS	exploiting	
FORGIVING	vengeance	
RESPECTFUL	disrespect	

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Generosity

Independence

Belonging

Mastery

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Safety

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



## Safety

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### SAFETY

<i>strength</i>	<i>problem</i>	<i>goal</i>
CONNECTED	DISJOINED	
PERMANENT	EPHEMERAL	
QUIET	BOISTROUS	
SOCIAL	SECLUDED	
INTIMATE	DISCONNECT	

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## ADVENTURE

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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

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### ADVENTURE

*strength      problem      goal*

PURPOSE	<b>ANOMIE</b>	
COPING	<b>SURRENDER</b>	
EXTRO-VERSION	<b>INTERNAL FOCUS</b>	
STABLE	<b>VARIABLE</b>	
OUT DOORS	<b>INTERIOR</b>	

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

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