



## TEACHER'S GUIDE TO ADVENTURES FROM THE BOOK OF VIRTUES "WORK"

### INTRODUCTION

Adventures From The Book of Virtues offers some of the greatest stories of all time, and reinforces character education in an entertaining, fun way. Adapted from The Book of Virtues, the animated stories illustrate character traits such as honesty, friendship, courage, self-discipline and others. Stories are seen through the eyes of two kids, Zach and Annie, who live in a town called Spring Valley. They deal with the same pressures faced by kids everywhere, but they are able to turn to Plato the Buffalo, who lives in a cave high above Spring Valley. Plato has collected some of the world's great stories and when Annie or Zach are faced with a difficult situation in their own lives, Plato and his pals, Aristotle, Socrates and Aurora, know just the right adventure to offer.

### GOAL: EMPOWERING KIDS

Children love a good story, and many of these stories have been passed down for hundreds or even thousands of years. Why have these stories endured? Quite simply, they present life's most powerful lessons in entertaining, memorable ways which children are able to apply to their own situations.

### GOAL: CHARACTER BUILDING

The stories in this collection reinforce character education: honesty, friendship, perseverance, courage, honor, self-discipline, responsibility, integrity, and work, among others.

*SUGGESTED QUESTIONS will help kids respond to each story.*

*SUGGESTED ACTIVITIES will offer students with specific applications of each character trait.*

### TEACHING OBJECTIVES:

#### Students will do the following:

- Review and assess each story including identifying the character trait being presented by the main character.
- Identify the key "story theme" presented by Zach or Annie, including the challenges they faced in each episode.
- Understand how the same "character trait" shown in the stories can be applied to their own lives.

### RESULTS:

#### Students should:

- Know basic character traits.
- Understand each of the character traits being presented.
- Be able to apply the character traits to their own lives.

## WELCOME TO PLATO'S PEAK!

### SUMMARY, ZACH & ANNIE STORY:

When a thunderstorm wrecks Plato's Peak, everyone works together to clean up the debris, except Socrates, who finds no virtue in "work."

*"HOW THE CAMEL GOT HIS HUMP"* (Rudyard Kipling, "Just So Stories")

A whimsical tale of a genie who explains how the camel got his hump.

*"TOM SAWYER GIVES UP THE BRUSH"* (from Mark Twain's "The Adventures of Tom Sawyer")

When Tom gets assigned to whitewash a fence, he turns the job into so much fun that his friends pay him for the privilege of painting it for him.

### DISCUSSION QUESTIONS FOR KIDS:

1. How did his friends react when Socrates refused to help clean up the Rain Bowl at Plato's Peak?
2. What makes work fun?
3. Describe your favorite jobs. Ask your kids to describe their favorite jobs.
4. In the story, how did the camel get his hump?
5. What was Tom Sawyer's job? How did he view his job?
6. How did Tom get the other kids to paint the fence?
7. Discuss the concept, "teamwork." What does "teamwork" mean?
8. What qualities did Socrates display when he agreed to help clean up the Rain Bowl?

### ACTIVITIES:

**ACTIVITY #1:** Ask your children to make a list of the three hardest jobs imaginable. Now ask the kids to make a list of the three most fun jobs imaginable. Ask them which jobs they think are more important.

**ACTIVITY #2:** Assign a classroom "job" to do together. (Clean-up the room, organize the chairs, organize the books, etc.)

**ACTIVITY #3:** Make a chart for the classroom wall where your children can list all of the jobs required of them at school. (Homework assignments, classroom assignments, books they must bring to class, notebooks required, etc.) Have the students list various "jobs" that they can imagine themselves doing when they are older (teachers, doctors, lawyers, writers, etc.). Have them compare "classroom" assignments with "work" assignments that will come later in their lives.



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