

CHARACTER COUNTS!® Day at the Ballpark

The Six Pillars of Character®

The Six Pillars of CHARACTER COUNTS! are used by schools, districts, sports, communities, companies and businesses to define expectations. The Six Pillars provide a framework that supports programs such as PBIS and Olweus.

When revisiting the Six Pillars or introducing them to students, use some or all of the descriptors below. Some will work well with younger students while others will be better understood by older students.

A great way to learn the Six Pillars is by doing a dance called the “Six Pillar Shuffle.” A video of “Six Pillar Shuffle” is available at www.drake.edu/raycenter/icubs.

Trustworthiness

Be honest • Don't deceive, cheat, or steal • Be reliable — do what you say you'll do • Have the courage to do the right thing • Build a good reputation • Be loyal — stand by your family, friends, and country

Respect

Treat others with respect; follow the Golden Rule • Be tolerant and accepting of differences • Use good manners, not bad language • Be considerate of the feelings of others • Don't threaten, hit or hurt anyone • Deal peacefully with anger, insults, and disagreements

Responsibility

Do what you are supposed to do • Plan ahead • Persevere: keep on trying! • Always do your best • Use self-control • Be self-disciplined • Think before you act — consider the consequences • Be accountable for your words, actions, and attitudes • Set a good example for others

Fairness

Play by the rules • Take turns and share • Be open-minded; listen to others • Don't take advantage of others • Don't blame others carelessly • Treat all people fairly

Caring

Be kind • Be compassionate and show you care • Express gratitude • Forgive others • Help people in need

Citizenship

Do your share to make your school and community better • Cooperate • Get involved in community affairs • Stay informed; vote • Be a good neighbor • Obey laws and rules • Respect authority • Protect the environment • Volunteer



The Robert D. and
Billie Ray Center

