

CHARACTER BASED CURRICULUM

OBEDIENCE

LESSON OBJECTIVES

1. To help students understand the meaning of obedience and the importance of respecting authority figure, laws and regulations
2. To help students understand that obedience is a choice and there is either rewards of obedience or consequences of disobedience; depending on the choices made
3. To share with students about obedience to God, obedience to parents/elders/family, obedience to teachers and officers as well as obedience laws, regulations and community

MEANING OF OBEDIENCE

1. Dutifully carry out commands, orders or instructions of those in authority and responsible for us. Obedience is the act or practice of being obedient.
2. Children must be taught that obedience is:
 - a. No complaining, No arguing,
 - b. Act immediately with a cheerful heart though they may not like the tasks given
 - c. Respond with a verbal commitment and completes tasks given accordingly
 - d. To report back to say they have completed what was expected of them and that they have the opportunity to go the extra mile.

MODULE 3: OBEDIENCE TO MY TEACHERS AND OFFICERS

LEARNING GOALS

- To help children understand the importance of obeying their teachers and Officers
- To help children understand that obeying their teachers and Officers is a way they show their obedience to God

TEACHING IDEAS

- **Here, There and Stay Game**
 - When you say `Here`, everyone runs towards you
 - When you point `There` and everyone runs towards the direction
 - When you say `Stay` and everyone hops once, jump twice and stand on one foot on the spot till the next instruction
 - Those who fail to follow the instruction will be disqualified. The last one standing wins the game.
- **Follow The Chief**
 - Choose a leader among the children. This leader will be called `The Chief`
 - When The Chief lies down to sleep, the rest of the children have to keep still, silence and sleep too. If anyone move or talks while The Chief is sleeping, they are eliminated and can help the leaders watch out for other people moving
 - When The Chief wakes up to run around, the rest of the children must follow too
- **Your Teacher says or Your Officer says**
 - This game is similar to Simon says and you can have different instructions such as `Teacher says keep silence, jump up twice, greet your friend, etc.
 - The children will follow your instructions ONLY when it is `Teacher says` or `Officer says`.

- Randomly throw in lines like *'Your friend says' and see what they do*. This is to help the children understand that their friends are **NOT an authority over them** and those who have authority over them are their teachers/officers

LESSON PLANS REVIEW / GAME DEBRIEF

- **Group Discussion**
 - You may ask the children to share their experience or how they feel during the game such as:
 - Which instruction I failed to follow or what mistake did I make?
 - Are there any other rules other than the game rules that will help me play better?
 - Let them discuss on some of the rules in their school or in The Boys' Brigade and how these rules help them to a better person.
 - You can ask them to do a role-play on the rules they have discussed. This will help them to remember the rules better.
- **Closing:**
 - Remind the children that obeying their teachers and officers is important – it helps them to avoid dangers and be a better person. Close with a prayer.

LIFE APPLICATION

- Look back on the one past week and how each of them has obeyed their teachers in school and their Officers in The Boy's Brigade Company. List down areas they have done well and areas they need to improve on.
- You may share your experience as students when you were young and the importance of obedience in helping you to be a better Officer. For example, obedience to your Captain, BB objects, etc.

SUGGESTED ASSESSMENT

- **OPTION 1: POINTS – GIVE – AWAY**
 - Prepare a record card for each child and give them points every time they obey you immediately. Record down areas they have obeyed you immediately and those they have obeyed after repeated reminders/instructions. Keep reminding them that delayed obedience is disobedience.
 - At the end of the project, let them count their points and reward them accordingly. You may discuss with your class on the impact of their obedience to the Company over the month.
 - You may consider those who have collected certain points as passing this module. For those who have not, you may extend the project for another month.
- **OPTION 2: MY COMPANY AND ITS RULES**
 - Divide the children in group of 4-5 members per group or you may follow the existing squad.
 - Ask the children to discuss on the Company's rules and how they can better obey these rules. Ask them to design a craft for these rules and a score card to be hung at visible places to remind all during the BB activities. Choose a leader within the group to record the level of their obedience every week for a period of 2 months
 - At the end of the specified period, have a discussion / sharing with them and ask them if they have obey all rules or which are the rules they failed to obey often and how they can improve. Ensure that the discussion is positive and encouraging to the children.
 - Tell them honestly your opinion on what they have done well and areas they need to improve