

CHARACTER EDUCATION PROGRAMS

Fillmore CSD

- PreK-8 Continuous Recognition
 - Soaring Eagles
 - Monthly Prize Raffle. Students are giving Character Tickets when they display positive behaviors. Tickets are then placed in an envelope in their corresponding office and tickets are drawn at the end of each month. Students are recognized on the morning announcements.

- Social Contracts are created by students in grades K-8
 - Students create acceptable behaviors for their grade level

- ProjectKNOW: Program Goals Related to Character Development
 - Improve Effective Decision-Making
 - Characteristics of Healthy Relationships
 - Applying Decision Making and Assertive Communication
 - Advantages/Disadvantages of Communicating Using Technology and Social Media

- Assemblies
 - SweatHearts and Hero's
 - Ed Garity
 - NED
 - Quarterly Awards Assemblies
 - Weekly Character Quotes

- Allegany Council on Alcoholism and Substance Abuse
 - Coping with Anxiety and Anger
 - Communication Skills
 - Social Skills
 - Resolving Conflict
 - Resisting Peer Pressure
 - Assertiveness

- Second Step
 - Kindergarten – 2nd Grade and reinforced through Code of Conduct PreK-12
 - Focus on Social-Emotional Learning
 - Decrease Problem Behaviors
 - Promote School Success, Self-Regulation, and Sense of Safety and Support

- School Counselors
 - Lunch Groups
 - Participate in TEAM meeting for Strategic Interventions
- Reality Check
 - Positive Decision Making
 - Positive Role Modeling
- Athletics
 - Athletic Director: Mandatory Parent Meeting in the Fall
 - Expectations for Sportsmanship
 - Category List 7-12
- Currently 37 Teachers Trained in Capturing Kids Hearts
 - 6 More to be Trained this Summer

Continuous Improvement Possibilities

- Social Worker
 - Expand Character Development Programs:
 - For Example: Safe School Ambassadors, Natural Helpers or Another Research Proven Program Throughout Middle and High School.
 - Increase Small Group and Individual Meetings
- Athletic Video Added to the Athletic Director's Fall Presentation
 - Focused on Player Character
- Implement Character Focus in All Extracurricular Activities
 - Example: Archery Program