



"what's the deal?"

Strengthening Character Through Dialogue



Selected for TD Monthly's "Toy Frenzy! Only the Fun Survive!"

Are your children ready for the Tween and Teen years?

- "Human behavior is always subject to situational forces."
The Lucifer Effect by Philip Zimbardo, Professor Emeritus of Psychology, Stanford University
- "Kids are getting more and more information at a younger and younger age, and there are very few filters available. The result is the adultification of youth."
Dr. David Walsh, Psychologist and Founder of the **National Institute on Media and the Family**

"what's the deal?" card game For Use at Home, School or Group Settings



Ages 8-11

Suggested Retail Price \$15.95

Wholesale Pricing Available

Wholesale orders: www.whatsthedealgame.com

Children learn ...

Skill Building

4 essential life skills: communication; self-awareness; work it out and making choices.

See examples other side.

40 Story Cards

How to navigate through situations that reflect the pressures and challenges they face daily.

Values

How values guide their own daily behavior.

"I found ethiKids' underlying concepts to be sound and aligned with the discipline of child psychology and character development and its products to be insightful and accessible for most parents and children. I would be comfortable using the story and dialogue framework in my own practice and would like to implement it in the school setting as well."

Charles Fasano, Ph.D., Founder and Headmaster,
Bay Ridge Prep, Brooklyn

Help has arrived!

- **For kids** – "what's the deal?" provides fun and challenge as 8 – 11 year olds follow the exploits of Fiona and Luke – and come up with the best course of action.
- **For adults** – Easy and compelling stories and supporting material to engage children, individually or in groups, in character conversations, explore values dynamics and develop essential life skills.

ethiKids' Poster Set For Use in Classroom & Group Settings

Simple and concise tutorials on essential values and skills of character development.



Suggested Retail Price \$9.95

Wholesale Pricing Available

www.ethiKids.com

- **Kids pages** – vote on the best way to handle stories online; nominate people for Values in Action Awards; share stories; quizzes on media stories.
- **Parent pages** – insights into what's really going on in children's lives; parent /teacher collaboration suggestions; tips on building character; links to articles and sites of interest.
- **Teacher & Group Leader pages** – character building activities to support "what's the deal?"; parent /teacher collaboration tips; art and theatre projects; free "what's the deal?" note sheets; free downloadable Values in Action nominee and winner certificates (for posting at school).

A Story Card

A friend asks Luke to tell his parents that he was at Luke's house all afternoon – and he wasn't. Luke knows his other friends do it all the time for each other. When his friend's mom asks him, Luke gets nervous and doesn't know what to say.

- What might be the consequences if Luke lies for his friend?
- What do you think Luke feels about this friendship?

H L F P R G



The stories and questions reveal the natural tension among values. Helping children understand and explore this tension is the heart of "what's the deal?" In the example, friendship and honesty compete for priority.

ethiValues

- | | |
|----------|-------------------------|
| Honesty | Personal Responsibility |
| Learning | Respect |
| Fairness | Gratitude |

Personal Responsibility

Value in Action – Seeing things through in spite of difficulties or doing the best you can when you have promised to do something. Personal responsibility means acknowledging mistakes and finding ways to “make it right.” It is your responsibility to develop habits that keep you healthy and able to participate fully.

Value Violation – Quitting; making excuses; short-term gratification; abandoning projects when they get difficult; eating too much junk food; not getting enough exercise; letting someone else clean up a mess that you made; not pulling your weight on a team.

Making Choices

Situation. Get clear about what the situation or problem is; being sure to include others who are involved. Define what you would like to see change. For example, the bully keeps picking on my friend. I would like the bullying to stop.

Think. Figure out what is really going on. When did the problem start? How often does it happen? What causes this to happen? For example, “the bully picks on people who don’t act tough. He does it when there are no adults around. He does it when some of the bigger kids can see him.”

Evaluate. Come up with a list of options and select the best. For each major option, what would be the consequences and benefits. Select the best option. For example, “Maybe my friend and I can avoid going where this bully hangs out.” OR “If I tell my parents, they might help my friend or might call his parents who might help my friend.” Final choice: “I decide to tell my parents and ask them what to do.”

Perform. Make sure everyone involved understands what you’ve decided to do. Follow up to see if your choice had the result you wanted. If necessary, be ready to go back and try a different way. For example: You have a conversation with your mother and father and get their advice on what to do and you decide to tell your friend about the conversation and what you plan to do.

ethiSkills



Communication



Making Choices



Self Awareness



Work it Out

Specifications

“what’s the deal?” game

- Published by ethiKids, inc. Oct. 15, 2007
- Size: 5-3/4 x 5" x 5" x 1-1/2"; wt
- ISBN 978-1-60461-022-2
- Contents:
 - 40 story & question cards
 - Homework for adults - 8 pages
 - Values and Skills - 9 pages
 - Magnet
 - 40-page notepad
- Manufactured in the USA



ethiKids Poster Set

- Size: 17" x 22"
- ISBN 978-1-60461-825-9
- Contents:
 - 1 ethiValues poster
 - 1 ethiSkills poster
- Manufactured in the USA

The story behind our logo

One day a man saw a butterfly shuddering on the sidewalk locked in a seemingly hopeless struggle to free itself from its now-useless cocoon. Feeling pity, he took a pocketknife, carefully cut away the cocoon and set the butterfly free. To his dismay, it lay on the sidewalk, convulsed weakly for a while, and died. A biologist later told him, “That was the worst thing you could have done! A butterfly needs that struggle to develop the muscles to fly. By robbing him of the struggle, you made him too weak to live.” - Anonymous

About the founders:

Laurane Magliari and Susan Adam partnered in several major organizations developing ethical and values-based cultures.

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