## **ZIS Character Standards**



Character Learning is happening when students are: considering the potential impact of applying dispositions and values and how we act in authentic contexts; acting as a result of these considerations; and reflecting on the effects of these actions.

#### **Dispositions**

Learners are:

### OPEN-MINDED

- challenge their beliefs identify and investigate alternative perspectives attempt new ways of doing things

## RESILIENT

- recognize and manage distractions
- identify and use strategies for overcoming obstacles to achieve goals
- persevere through difficulties when it is productive to do so
- strategies for success formulate goals and work to attain them over

## PLAYFUL

- learning experiences creatively engage with ideas and materials, experimenting with them in novel and possibly counter-
- explore imaginative alternatives and possibilities by wondering "what if?"

# REFLECTIVE

- goal based on analysis of that goal monitor progress, make adjustments and adapt strategies appropriately whilst engaged in learning
- increase self-knowledge of strengths, weaknesses and areas for growth through considered reflection on particular strategies or actions used in learning situations

#### Values

Learners value:

# INTEGRITY

- identify and refine what they believe is right in light of our school's mission and values
- do what is right even when no one is watching
- articulate how their beliefs influence their actions translate their beliefs into local and/or global actions
- recognize when their actions contradict their beliefs and reflect on why that discrepancy occurred

# COMPASSION

- are able to sense other people's emotions and able
- actively attempt to understand why people hold certain feel particular emotions feel motivated to relieve another person's suffering
- work to understand the needs of others in order to
- achieve desirable outcomes for all consider actions that will have a positive impact

## FAIRNESS

- fairness depends on the circumstances and who is
- for all concerned