



EDUCATION

FOR

DEMOCRATIC CITIZENSHIP

Primary School Curriculum Guide

Kindergarten

Introduction

The characteristics required by people living in a democratic society differ significantly from those required by people living under a totalitarian regime. Democracies need active, informed and responsible citizens who are willing and able to take responsibility for themselves, their communities and contribute to the political process. Therefore, the main justification for teaching Education for Democratic Citizenship derives from the very nature of democracy, as is our case in St. Lucia. In the context of the education system, Citizenship refers to an educational activity, which involves the process of helping people learn how to become active, informed and responsible citizens. In this case, it is referred to as "Citizenship Education" or "Education for Democratic Citizenship." Education for Democratic Citizenship encompasses all forms of education from informal education in the home, through youth work, to a more formal type of education provided in schools.

The ability and the desire for individuals to participate in a democracy are not innate, but have to be learnt. Although a certain amount of citizenship education may be picked up through ordinary experiences at home, or in the workplace; that can never in itself be sufficient to equip citizens for the kind of active roles which are necessary in our complex and diverse society. If our students are to become genuinely involved in public life and affairs, a more explicit approach to Education for Democratic Citizenship is required and not just an infusion into the Social Studies programme as currently exists in our education system. The required approach should include

all students regardless of their ability or background and should not be limited only to schools but form an integral part of all education for students and should be encouraged throughout life.

What is Education for Democratic Citizenship?

- An educational activity to help students learn how to become active, informed and responsible citizens.
- It refers to the status of being a citizen and a member of a particular political community or state. It
 therefore educates students about their rights and responsibilities as defined in law such as the right to
 vote and the responsibility to pay taxes.
- It pays special attention to involvement in public life and affairs from voting in elections to standing for
 political office as well as developing interest in politics and current affairs.
- It extends beyond the rights and responsibilities outlined in laws and political involvement to general forms
 of acceptable behavior.

Purpose of Education for Democratic Citizenship Curriculum

Education for Democratic Citizenship will benefit students by helping them develop self-confidence and successfully deal with significant life changes and challenges. It will offer them a voice in the life of their schools, their communities and in society at large. It enables them to make a positive contribution by developing the expertise and experiences needed to claim their rights and understand their responsibilities thus preparing them for the challenges and opportunities of adulthood and working life.

Education for Democratic Citizenship as part of our education system will also help students learn key skills such as problem solving, debating, writing and discussing controversial issues. It will help them develop the attitudes or dispositions necessary for productive citizens, equality, personal responsibility, honesty and a sense that one's action can make a difference in society.

If taught separately, Education for Democratic Citizenship would also bring direct benefits to the school and other educational organizations. For schools and other educational organizations it would help produce motivated and responsible learners who relate positively to each other, to staff and to the surrounding community. For our society, Education for Democratic Citizenship would help create active and responsible citizens who are willing to participate in the life of the nation, the wider world and encourage students to play their part in the democratic process.

Methodological Approach

The Education for Democratic Citizenship curriculum is framed by the theory of constructivism. The basic tenet of this theory is that students learn best when they construct their own knowledge, meaning that knowledge is gained through a process of active and hands on learning rather than merely receiving knowledge from the teacher. Learning should therefore center on the individual student. He/she should be the architect of his or her own learning and the teacher serves as the facilitator.

In order to successfully implement the curriculum the facilitator must recognize that many of the concepts and topics in the curriculum have no 'right' or 'wrong' answers. It is important that students develop their own conception or understanding of for example why citizens should vote or should not litter. It is only when such understanding has taken place that behavioural change will occur.

Classroom Practices and the Teacher as Facilitator

To effectively promote learning and the overall success of the programme the following practices should be employed by the facilitator:

Lessons should be:

- 1. Clear
- 2. Achievable
- 3. Performance related

Learning tasks should be framed in higher order cognitive skills such as:

- Predict
- Create
- Analyse
- Classify
- Construct
- Assess
- Propose a solution for...
- Suggest how....
- Speculate what would happen if....

Instructional techniques should include:

- 1. Problem-solving group work
- 2. Co-operative learning activities
- 3. Open-ended enquiry
- 4. Student dialogue(debates, planned discussions)
- 5. Experiential exercises
- 6. Challenging, higher-order questioning
- 7. Incorporation of ICT

Learning activities/tasks should:

- 1. Be student-centered
- 2. Be challenging
- 3. Be engaging
- 4. Encourage problem solving (suggestions, ideas for alternatives)
- 5. Allow opportunity for students' choice

Assessment and Reporting

Assessment is a critical component of the Education for Democratic Citizenship curriculum. Assessment is important for the following reasons:

- To evaluate the effectiveness of the curriculum
- To inform whether learning has taken place
- To inform teaching practices and determine the need for change and improvement

The over-arching goal of Education for Democratic Citizenship is to develop citizens who have a positive attitude towards their country. Assessment in should monitor three components of character: knowledge, feelings and behaviour. As such the traditional means of assessment will not adequately measure whether outcomes have been achieved especially those related to values and attitudes. Facilitators need to employ alternative forms of assessment including:

- Journals
- Portfolios
- Checklists
- Case study

- Oral presentation
- Conferencing
- Reflection logs
- Role Play

- Rating scales
- Peer assessment
- Self assessment
- Questionnaires

MODULE ONE:

Taking Part –

Developing Skills of Communication

and

Participation

Rationale

All citizens belong to groups (family, school, community, country). We therefore have to communicate on a daily basis with individuals. Positive communication is an integral part of participation in society. This is a skill which has to be taught. The overarching goal of this module is therefore to develop positive communication skills in students and to help them appreciate the importance of participating positively in society.

Broad Outcomes

On completion of this module students will:

- 1. Acquire the skill required to participate and communicate effectively in relevant activities.
- 2. Practice appropriate behaviours and communication skills which exemplify a good citizen and create a positive atmosphere.
- 3. Engage in activities which demonstrate positive characteristics of citizenship.

Specific Outcomes	Content
Students will be able to:	Communication Skills:
 Identify communication skills required as good citizens. (listening and speaking) Practice the communication skills required by good citizens in order to communicate effectively with other citizen. Be involved in activities which will portray themselves as good citizens. Identify effective / acceptable responses to specific individuals/situations during interaction. Demonstrate acceptable responses when communicating with individuals in positions of authority. 	 Good Posture Eye contact Body language / gestures/ Responding – giving feedback Addressing individuals appropriately E.g. "Yes Miss, No sir, No thank you, Please, good morning, good afternoon etc Unacceptable responses e.g. nodding of head, shrugging of shoulders, cutting eyes. Responses to unwelcome visitors and / strangers e.g. "No thank you, don't touch me, I don't want any thank you."

Specific Outcomes	Content
6. Demonstrate acceptable responses when communicating with unwelcomed persons / strangers.	Refusal skills (Assertiveness versus aggressiveness)
 7. Identify the effects of poor communication. 8. Appreciate the importance of rules / boundaries. 9. Identify the rules / boundaries that govern specific environments. 10. Respect and adhere to rules and 	 E.g. "No thank you, don't touch me, I don't want any thank you." Accept absolutely nothing from undesirable strangers/visitors Call on an authority figure when approached by an undesirable visitor / stranger (scream and run) I'm not going with you Tell a trustworthy person
boundaries. 11. Identify the benefits of adhering to rules and boundaries. 12. Identify consequences of non- adherence to rules / boundaries.	 Importance of rules / boundaries Maintain order Respecting authority Safety (road safety, internet responsibility, bullying, health) Making responsible decisions To become responsible citizens

Specific Outcomes	Content
 13. Explain the concept of a group. 14. Classify positive and negative groups that citizens belong to. 15. Appreciate the value of belonging to groups. 16. Distinguish between behavioral patterns of citizens in positive and negative groups. 17. Display behavioral patterns which are accepted and should be exhibited to become part of a positive group. 	 environments should be discussed: Playground Classroom Library Resource room

Specific Outcomes	Content
	General rules
	 Listen to authoritative figure Adhere to given instructions Respect other citizen's property (class, school, public places, home) Respect other citizen's opinions Criticize constructively (criticize the idea/opinion but not the citizen) Be tolerant and considerate of other citizens (empathy) Ways students may demonstrate adhering to rules / boundaries
	 Respond to school bell, rules Respond to road crossing attendant Show positive behavior when at play, in groups Follow instructions in class or out of school

Specific Outcomes	Content
	Benefits of adhering to rules / boundaries
	 Happiness Progression Smooth running of operations Achievement Safety Get along well with people Consequences of non – adherence to rules / boundaries Violence/conflict (e.g. fights, gang wars) Physical damage
	 Physical damage Arrest Detainment at youth correctional facilitates Suspension / expulsion from school (as outlined in the Education Act) Loss of privileges

Specific Outcomes	Content
	• Fines
	Personal guilt
	• Bans from participation in school activities
	Conflict
	Bodily harm
	Public safety issues (Food safety, housing,
	sanitation, mass crowds etc)
	Definition of Group: a number of people who
	share common characteristics and who have
	common goals, aims or purpose.
	How to work in groups
	Co-operate with each other
	Share with each other
	Take turns
	Follow rules
	Respect each other

Specific Outcomes	Content
	Reasons citizen may belong to different groups
	• Common interest, aims, goals
	 Need- a sense of belonging personal and social
	Social status
	• Security
	Power and control
	Achievement
	Benefits of belonging to groups:
	• Security
	Love and affection
	Social skills
	Sharing ideas

Specific Outcomes	Content
	Examples of behaviors exhibited by citizens belonging to:
	 (a)Positive groups Empathy Mutual respect Community service / enrichment Making a difference in the lives of others Taking responsibility for our actions (b) Negative groups
	 Anger Bullying Getting into trouble / violence Disrespectful to people and property Crime (stealing, fighting, law breakers, loitering)

7. Allow students to use the telephone to demonstrate proper responses when communicating with authoritative individuals. 8. Allow students to carry out errand to other members of staff in the school. 9. Invite authority figures from the	Suggested Learning/Teaching Activities	Assessment
community into the school and allow students the opportunity to communicate with these citizens. 10.Read the story of "The Three little Pigs" and "The Three Billy goats Gruff" to illustrate the concept of meeting strangers/ unwanted visitors. 11.Invite a resource person into class who students do not know and let students role play responses to undesirable visitors/ strangers.	demonstrate proper responses when communicating with authoritative individuals. 8. Allow students to carry out errand to other members of staff in the school. 9. Invite authority figures from the community into the school and allow students the opportunity to communicate with these citizens. 10.Read the story of "The Three little Pigs" and "The Three Billy goats Gruff" to illustrate the concept of meeting strangers/ unwanted visitors. 11.Invite a resource person into class who students do not know and let students role play responses to undesirable	

Suggested Learning/Teaching Activities	Assessment
12. Take students on a field trip to specific	
environments in the school, e.g.	
computer lab, resource room, library	
13.Discussion with students the importance	
of rules / boundaries(Use resource	
persons e.g police officer, crossing	
guards etc)	
14.Discuss rules/ boundaries and their	
importance.	
15.Discuss the consequences of not	
adhering to the rules / boundaries	
16.View cartoon where young citizens do	
not adhere to rules/ boundaries set by	
their parents.	
17.Allow students to set rules for various	
environments.	

Suggested Learning/Teaching Activities	Assessment
18. Allow students to make slogans to put	
up in conspicuous areas for the	
adherence of rules / boundaries.	
19. Let students role play consequences of	
not adhering to the rules/ boundaries set	
for specific environments.	
20. Reward students who adhere to rules /	
boundaries through the creation of a	
"Wall of Fame." Or have a Model Citizen	
Award.	
21. Have an exhibition of pictures showing	
various groups in the class, school /	
community.	
22. Read the fairy tale "Goldilocks and the	
Three Bear," "The Three little Pigs," and	
"Little Red Riding Hood," to bring out the	
concept of groups to students.	
23. Display a set of pictures with odd one	
out to demonstrate the concept of a	
group.	

Suggested Learning/Teaching Activities	Assessment
24. Sing songs/have students create songs	
which tell about groups e.g.	
25. Allow students to identify groups in class	
/ school and the functions of these	
groups.	
26. View films which illustrate groups in	
action. e.g.	
27. Let pupils have oral presentations to	
explain what group they wish to belong	
and why.	
28. Students can role play the behavioral	
patterns of negative and positive groups.	

MODULE TWO: Choices

Rationale

From an early age children begin making decisions that can affect them and persons around them. Decision making, much like communication is a learned skill. Good decision making is an important part of democratic citizenship. It is therefore imperative that children be taught this very important and necessary skill.

Broad Outcomes:

On completion of this module students will:

- 1. Acquire the skills required to make informed decisions.
- 2. Demonstrate good decision making skills.
- 3. Appreciate that decisions have good and bad consequences.

Specific Outcomes	Content
Students will be able to:	Decision making:
	Making a judgment about an issue.
1. Explain the concepts of decision making and choice.	Making a choice.
2. Identify the types of decisions that citizens make.	Choice: selecting or making a decision when faced with two or more options
3. Differentiate between the various types of decisions.	Types of decisions:
4. Illustrate the steps/guidelines in decision making.	(a) Instant decision / spontaneous (b) Informed decision
5. Demonstrate/role play good decision making skills.	Instant decision: Making a quick decision
6. Explain what it means to influence a citizen.	Now for now decisionsSpontaneous decisionsInformed decision:
7. Develop an awareness of various factors that could influence their choices.8. Identify examples of negative and positive choices made.	 gathering as much information as possible before deciding what to do Weighing the pros and cons before making a

Specific Outcomes	Content
9. Appreciate that choices can have negative and positive consequences.	decision
10.Practice good decision making skills.	Guidelines/Steps for decision making:
	1. Identify the decision
	2. Gather relevant information
	3. Identify the alternatives
	4. Weigh the evidence
	5. Choose among alternatives
	6. Take action
	7. Review decision and consequences
	Key questions for children to ask in decision
	making
	What do we have to decide?
	• What choices are there?
	What are the consequences of each choice?
	Which choice fits with my values?

Specific Outcomes	Content
	• Who can best help me decide?
	Should I act now or later?
	Make the best choice and act.
	• Afterwards – did I make the best choice?
	What would I do differently? (Reflection)
	Influence:
	The power to affect others, an issue or
	Something.
	Factors that influence choices made:
	Peer pressure/Friends
	• Family/Traditions
	The environment
	Self/Self esteem
	Economic situation
	• Media
	Preference

Specific Outcomes	Content
	 Religious beliefs Education/Information Time Age Example of Negative Choices
	 Getting hooked on drugs Loitering Truancy Getting involved into fights Bullying/Name calling Littering Being disobedient Being disrespectful to adults and / authority figures Eating badly

Specific Outcomes	Content
	Examples of Positive Choices
	 Saying no to drugs Deciding to further education Priority given to essential needs and not wants Saving Refraining from accepting things from strangers / visitors Using time wisely Being health conscious Consequences of Positive Choices
	 Beneficial choices Uplifting Upgrading Literacy Good citizenship characteristics Good role models Respect from other citizens High self esteem

Specific Outcomes	Content
	Consequences of Negative Choices
	 Arrest / jail Scolding by authority figures Injury Drop out of school Expulsion from school Suspension from school Illiteracy Illness (Obesity)

Suggested Learning/Teaching Activities	Assessment
 Allow students to role play scenarios involving students making good and bad decisions: Examples of scenarios; students choosing a book, toy, snack. Have students explain their reasons for making various choice using graphic organizers or checklist. Have students practice using examples, the decision making process Read the stories such as "Little Red Riding Hood," to discuss the decisions which had to be made by the characters in the story. Students can journal their own experiences in making decisions. Students can write stories about characters making a decision. Let students illustrate decision making skills by helping others make a decision. 	 Word search with positive words related to decision making. Oral true and false statements on the module. Slogans depicting positive choices Role play making choices Students identification of other stories where characters had to make decisions / choices Give students scenarios where they have to make a decision Reflective exercises about decisions students have made: -What choice did you make? -What happened as a result?

Suggested Learning/Teaching Activities	Assessment
8. Students can view videos of their favourite	
cartoon characters making decisions and	
discuss.	
9. Display pictures of factors which influence	
choices made and let pupils explain how	
these influence our choices.	
10. Rewrite popular stories based on an	
alternate decision. What would have	
happened if?'	
11. Take pupils on field trips around the	
immediate school environment. Allow them	
to identify some of the situations which are	
the result of negatives choices made by	
citizens.	
12. Discuss with students some examples	
of positive choices which can be made.	
13. Allow students to listen to the song	
entitle, "Little Black Boy," by Gipsy and	
discuss decision making.	

14. Allow students to design posters to highlight the consequences of making positive choices. 15. Have students identify bad decisions that they have made and discuss what they would have done differently.	Suggested Learning/Teaching Activities	Assessment
	highlight the consequences of making positive choices. 15. Have students identify bad decisions that they have made and discuss what they	

MODULE THREE: Animals and Us

Rationale

Animals are an important part of the ecosystem and are a vital part of the physical and social environment. This modules seeks to develop in students an appreciation for all living things. Students should recognize that animals and people both have needs, many of which are similar and that animals have rights too.

Broad Outcomes

On completion of this module students will:

- 1. Understand that both animals and human beings have needs and rights.
- 2. Appreciate the importance of caring for animals.
- 3. Display care and concern for animals in society.

Specific Outcomes	Content
Students will be able to:	Examples of Basic Needs:
 Identify examples of basic needs Define the concept of "Basic Needs." 	LoveFoodShelter
3. Explain the concept of rights (human rights and animal rights).	ClothingEducationRecreationMedical
4. Differentiate between the concept of rights and needs.	Basic Needs: Items that are essential and are required for our survival.
5. State reasons why they think these needs are considered as basic.	Rights: A moral or legal entitlement to have or obtain
6. Discuss the needs of their pets.	something or act in a certain way. Legal, social or ethical principles of freedom or entitlement.
7. Compare their needs to that of their pets.	Difference between rights and needs Need- something you cannot do without (for

Specific Outcomes	Content
8. Identify the needs of their pets that are	survival) E.g food, shelter, clothing, love
common to theirs.	Reasons needs are considered as basic: Because they are universal
9. Explain ways in which they look after their pets.	Refer to definition of needs stated previously
	Needs of Animals:
10. Identify citizens who help them to look after their pets.	• Shelter (Kennel)
11. Explain ways in which these citizens help them look after their pets.	FoodMedical attention
	Needs of pets that are similar to humans:
12. Discuss the work / job of individuals who take care of animals.	LoveFoodShelter
13. Suggest ways in which they can ensure that their pets are safe in the community.	CareRecreation

Specific Outcomes	Content
14. Appreciate the importance of animals to the environment.15. List the precautions that should be taken when caring for animals.16. Display care and concern for animals and pets.	 Grooming Recreation Show love Walking them Feeding them Giving them freedom Individuals / agencies who help us look after our pets: Veterinarian(animal doctor) St. Lucia Animal Protection Society (SLAPS) Family members Ways in which individuals and agencies help
	look after pets:

Specific Outcomes	Content
	Vets
	Medical care -vaccines
	-medications
	-checkups
	• Animal supplies SLAPS
	 Animal protection Medical assistance Advocacy and Education Volunteerism Family Members
	Daily careLoveShelterFood

Specific Outcomes	Content
	Ways in which we can ensure that our pets are safe in our community:
	 Keep them in fenced areas Train them Proper supervision Keep them on a leash when outdoors Ways of showing appreciation to animals:
	 Feeding on time Grooming Treating them with love Register them (get a collar with a name) Get them vaccinated / regular visits to the vet

Suggested Learning/Teaching Activities	Assessment
Use pictures to show needs of individuals as listed in content	The following assessment techniques may be used throughout the module:
2. Organize field trips to agencies / organizations that are responsible to look after the welfare of animals.	Drawings made by students – pictures of animals.
3. Invite resource persons to speak to students on ways of looking after their pets.	Matching animals to the homes.
4. Play riddles games to illustrate the animal and how to care for it.	Analysis of poems, songs etc related to animals.
5. Dramatize ways in which individuals look after their pets.	Create songs or poems which relate to animals and their homes.
6. Organize activities for pupils to show appreciation for animals.	Observation of students showing appreciation to animals.

Suggested Learning/Teaching Activities	Assessment
	Simulations of caring for animals.
7. Discuss with students precautions which must be taken when handling pets.	Role play scenarios about pets being ill treated
8. Organize for students to view movies where pets have been heroes and helped humans.	Suggest ways to help animals which are being ill treated
9. Sing songs which are related to pets / animals. Example: "Old Mac Donald"	 Debate topics such as whether we need animals, animals should not be caged or tied,
10. Teach students poems related to pets and / animals Example: " Cats Sleep Anywhere"	zoos are cruel and inhumane, eating meat is inhumane, persons who hunt.
11. Show and Tell (Students bring their pets to school)	Have students write manuals on how to care for pets
12. Simulations of caring for a pet. (For	

Suggested Learning/Teaching Activities	Assessment
example using an egg to represent a pet)	
13. Adopt an animal (possibly a stray in the community)	
14. Students can write essays on the topic 'Imagine a world without animals'.	
15. Debate topics such as whether we need animals, animals should not be caged or tied, zoos are cruel and inhumane, eating meat is inhumane.	
16. Discuss controversial issues such as hunting for sport, using animal fur or skin to make clothing.	

NOTES