

#11985

I SAID I WOULD AND I WILL

SUNBURST VISUAL MEDIA, 2003

Grade Level: K-4

12 Minutes



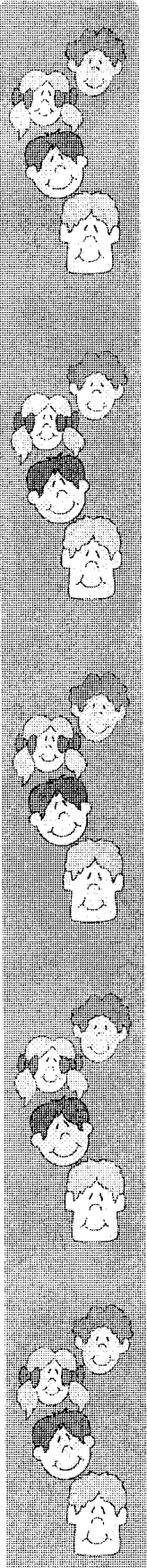
CAPTIONED MEDIA PROGRAM RELATED RESOURCES

[#12053 BUZZ, BUZZ, BUZZ: DID YOU HEAR ABOUT...?](#)

[#12054 LEARNING ABOUT HONESTY](#)

[#12056 DOING THE RIGHT THING: BUILDING CHARACTER](#)

[#12064 LET'S MAKE UP](#)



I Said I Would and I Will: Building Character

Running Time..... 13 Minutes

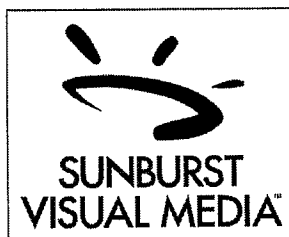


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Program Overview

Why Should Children View This Program?

Dependability is a quality of good character worthy of admiration, the glue that binds together other facets of personal responsibility. We define dependability as being reliable and trustworthy—both concepts difficult for young children to grasp. But the elementary school years are a time when children can still be motivated by praise and flattered by responsibility. As such, these years offer a window of opportunity for educators to help even the youngest students explore the concept of—and the need for—making dependability a habit. **I Said I Would and I Will: Building Character** is designed to assist educators in helping children understand what it means to be dependable, the importance of living up to one's word, and the problems associated with a failure to be someone others can count on. Using scenarios young children can easily relate to, and a catchy music video, this program demonstrates that being dependable not only builds a sense of self-worth and independence, but can be a source of personal satisfaction as well. By identifying with the characters and discussing what happens in each scenario, children will be better able to internalize the necessity of being someone who can be depended on.

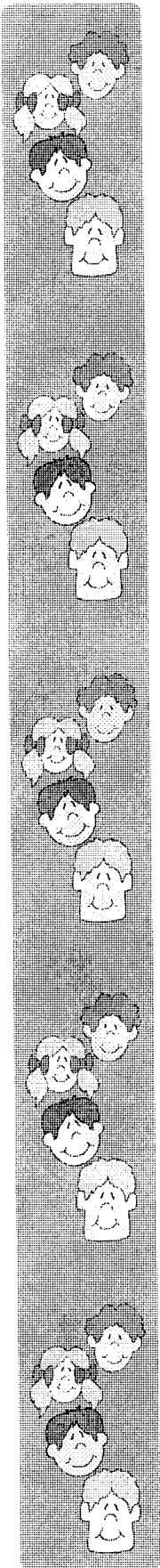
Learning Objectives

Viewing the program and using the activity sheets will help children:

- understand what it means to be dependable.
- examine situations in which dependable behavior is called for.
- grasp the importance of keeping one's word.
- recognize the kinds of problems caused by making a promise and then not keeping it.
- understand how being dependable can give them a sense of independence and make them feel good about themselves.

Program Content

The program consists of three stories, each introduced and commented on by a friendly host. The first story is about what happens when Betsy promises to bring something to class for Gordon and then forgets, and how she redeems herself. In



the second story, Dylan sadly discovers what a broken promise feels like, and decides that he won't break the promise he made to his friend Kyle. Ashley, a girl who prides herself on being able to be counted on, learns a valuable lesson in the third story: that when you can't do the job you were asked to do yourself, you can still keep your promise simply by asking for help.

Pre-Viewing Questions

- What does it mean, to "keep a promise"?
- Have you ever made a promise and then forgotten about it? What happened?
- How do you feel when someone makes a promise to you and keeps it?
- How do you feel when someone makes a promise to you but doesn't keep it?

Program Summary

The program opens with a quick series of affirmations by young students that they are dependable. A host then asks viewers whether they keep their promises, that is, tell someone they will do something and then do it. She explains that if they can answer yes to this question, it means they are dependable, adding that's what the program is all about. The program is made up of three short scenarios, each one followed by a catchy music video.

Part 1: Oops! I Forgot

After listening to a story about a circus, the children in Miss Crane's classroom are working in groups on projects for re-telling the story. One group elects to draw pictures of the story's characters. Betsy's group decides to write a play and act out the parts. When Gordon says he wants to be the clown, Betsy volunteers to bring in her brother's clown costume the next day. Betsy herself will be the ringmaster. Since she has a red coat but no top hat, Gordon tells her he has one at home and will bring in for her. Other children in the group also promise to contribute something to the project.

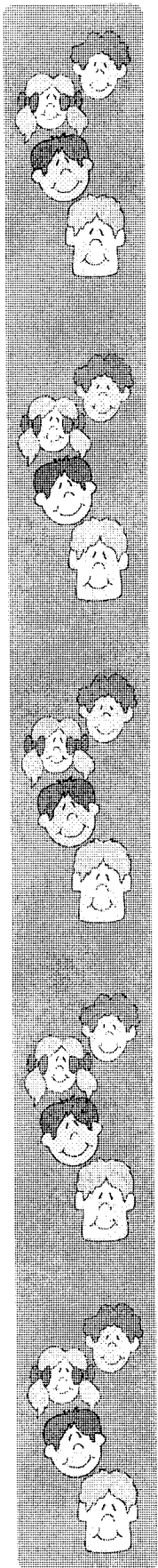
When you work with other people, the host points out, it's important to do what you say you're going to do. The next day, everyone in Betsy's group but Betsy brings in what they had promised. She has forgotten the clown costume. The kids in her group were counting on her, and are very upset that she has let them down. Naturally, Betsy is upset too.

Noticing Betsy's strained look, Miss Crane asks what's wrong. When she learns the reason, she suggests that to solve the problem, Betsy's group can do the play the next day. But can the other kids be sure Betsy can be counted on to bring in the clown costume? She's already let them down once. Miss Crane asks the group to suggest strategies Betsy can use to remember. They suggest she write it in her notebook, then put a sticky on the top of her notebook as an extra reminder. Given a second chance, Betsy proves she can be dependable.

Part 2: I Promised, But...

Being dependable means keeping your promises, the host tells viewers, as the story of Dylan and Kyle illustrates. Because Dylan is so good at soccer, Kyle asks Dylan to help him with his game. Dylan promises, and their mothers set a date and time for the boys to get together. Later that same day, Dylan overhears his older sister Jan

I Said I Would and I Will



asking her friend if she wants to go for a soda, and asks if he can go, too. Jan promises, but forgets and goes off without him. Dylan is hurt and disappointed.

Jan tries to make it up to Dylan the next day by asking him to go to the park with her. He jumps at the chance, and tells his mother, who's about to take him to Kyle's, that he'd rather go to the park with Jan. But reminded by his mother how upset he was the previous day when Jan disappointed him, Dylan thinks it over, and decides he will keep his promise and go to Kyle's. Keeping your promise shows you're dependable, the host tells viewers, and makes you feel good inside as well.

Part 3: I Said I Would, But I Can't

But even when you're dependable, the host continues, problems can get in the way. Ashley is very dependable, and her neighbors, the Allmons, know this. Since they are going away for a week, and know that she picks up her family's mail every day, Mrs. Allmon asks her to pick up theirs at the same time.

For two days, things go smoothly. But on the third, Ashley finds a big package for Mr. Allmon outside their door. Because it's too heavy to lift, Ashley reluctantly leaves it there. But she feels bad. Will the package be safe? Will Mr. Allmon be upset? Ashley worries so much she has a bad dream that night. She dreams that the box has been ruined in a thunderstorm. She wakes up screaming. Her father rushes in to see what's wrong, and on hearing the story, tells her she should have asked for help. He promises to go with her in the morning to retrieve the package.

Ashley learned a very valuable lesson, the host tells viewers: if someone is depending on you and you can't do the job by yourself, asking for help will enable you to keep your word. To make sure you can be counted on, she continues, write down the things you need to do so you won't forget, keep your promises, and if you can't do the job by yourself, ask for help.

Discussion Questions

Part 1: Oops! I Forgot

- What does it mean to keep a promise?
- What did Betsy promise to do? What happened?
- Do you think Gordon was right to be upset? Why or why not?
- Why do you think Betsy was upset?
- What are some ways to help people like Betsy keep a promise?

Part 2: I Promised, But...

- Kyle was counting on Dylan to help him with his soccer game. What happened?
- Jan promised to take Dylan for a soda. What happened?
- How did Dylan feel when he found that Jan had forgotten and gone off without him? Do you think he was right to feel that way? Why or why not?
- How did Jan try to make it up to Dylan?
- Should Dylan have gone to the park with Jan instead of to Kyle's? Why or why not?
- Do you think Dylan made the right decision? Why or why not?

Part 3: I Said I Would, But I Can't

- How did the Allmons know Ashley could be counted on to pick up their mail?
- What did Ashley do when she found the package for Mr. Allmon sitting on the ground? How did she feel about leaving it there?
- What was Ashley's bad dream? Have you ever been so worried about a promise you made that you had a bad dream? Describe the situation.
- What did Ashley's father promise to do? What was the advice he gave her?
- What are some things you can do to help you keep your promises?

Suggested Activities

Language Arts

Have children contribute all the words they can think of to describe how they feel when someone makes a promise to them and keeps it. List the words on the chalkboard under the word "Dependable." Have them next contribute all the words they can think of to describe how they feel when someone promises to do something and forgets to do it. List these words under the caption "Not Dependable." Discuss both lists of feelings with the class, pointing out being dependable makes us feel good about ourselves.

Art; Creative Expression

Have children create their own hand puppets by gluing sewing materials, buttons, pieces of felt, and the like onto old socks or gloves. Have them use the puppets to re-play the scenarios in the program, or other situations that they make up themselves to show why it is important to be someone who can be depended on.

Communication

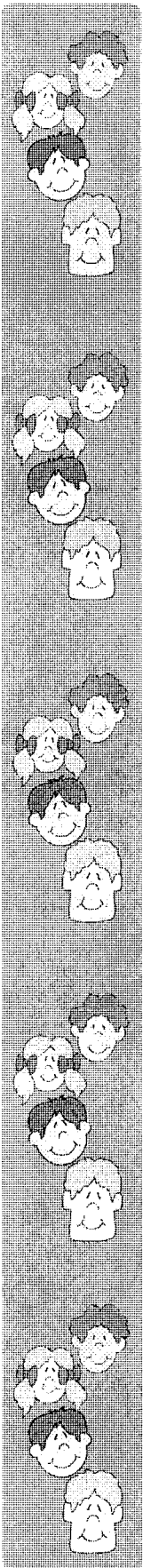
Invite children to relate their own experiences with saying they would do something and doing it. Have each child describe the situation. Were they able to keep their promise? Did they forget to do what they promised to do? Could they have asked for help if they were unable to keep their promise? What was the outcome? *(Note: In their enthusiasm for discussing their experiences, children may inadvertently reveal personal information. Handle the discussion in such a way as to ward off any inappropriate self-disclosure.)*

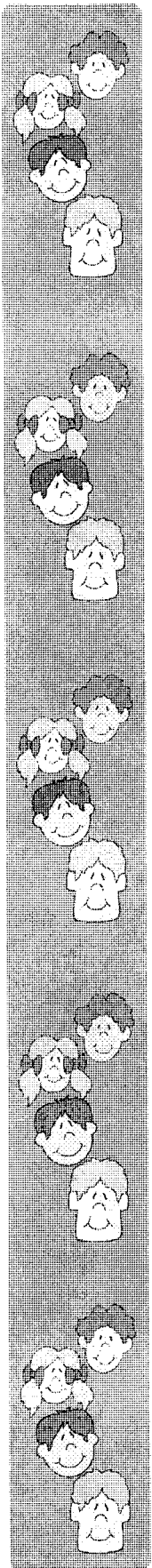
Language Arts; Art

Ask students to think of different things they can do to show they can be depended on. List all the ideas on the chalkboard, adding some of your own if necessary. Distribute a sheet of white paper to each child and let them choose one idea to illustrate. Assemble all the drawings in a book and title it, "I Can Be Dependable!"

Music; Creative Expression

Copy the lyrics of the program's song on the chalkboard. Lead the children in reciting the words together, or ask for volunteers to sing a solo, using any tune they prefer. Divide students into small groups. Ask each group to come up with a short stanza of additional lyrics describing the benefits of being someone who can be counted on.





Language Arts; Art

Choose one of the picture books listed in Suggested Reading or ask your school or local librarian to recommend a book for your class about someone being dependable. As you read the book to the class, ask children to think about the story's characters. Do they show they can be counted on? About halfway through the book, stop reading and ask children to predict what will happen. Have them draw pictures to match their predictions. Finish reading the story to see if their predictions match the story's ending.

Bulletin Board Starters



Invite children to write or dictate a story about a promise they made and kept. Have them draw a picture to illustrate their story. Display the finished work on the bulletin board.



Put up two oaktag signs on the bulletin board, one saying "Dependable," the other "Not Dependable." Put strips of white paper near the board, and invite children to write or dictate some kind of situation that could be tacked under one or the other heading. You might start them off by tacking up some written suggestions of your own: e.g., being on time, forgetting homework, etc.



Provide children with old magazines and have them find and cut out pictures that show people in the act of being dependable (e.g., feeding a pet, delivering the mail, cleaning their room, going to work, etc.) Make a collage of all the pictures on the bulletin board, under the heading, "You Can Depend On Me."



Write the word "D-E-P-E-N-D-A-B-I-L-I-T-Y" in large bold letters at the top of a large piece of oaktag, and fix it to the bulletin board. Tell children that many smaller words can be made out of the letters that form the bigger word. Invite children to think some words up, and as they do, write them in bold letters under the heading. Give them one or two to get them started.

Send-Home Page

Dear Family Member,

Your child has viewed a program called **I Said I Would and I Will Building Character**. Designed especially for young children, this program introduces kids to an important character trait, dependability. This trait has many shades of meaning, but is essentially the idea that we will do what we say we will do. Here are some points about dependability your child learned from the program:

- Being dependable means keeping your promise, living up to your word.
- When you work with other people, it's important to do what you say you are going to do, because people are counting on you.
- If you break a promise, or don't do what you say you will do, it can cause problems for you.
- Being dependable means you can be counted on and makes you feel good inside.
- If you make a promise you can't fulfill, ask for help.

To reinforce the lessons presented in the program, make your child aware of opportunities for showing that he or she is dependable. You might say, "You promised to help set the table tonight. Can I count on you to do it?" Or, "I like the way you finished your homework early tonight. Why not make a habit of it every night?" If your child seems to be having trouble keeping a promise, help him or her get in the habit of writing notes and leaving them where they will act as reminders.

Reading books about dependability can expand your child's understanding of the need for making dependability a habit. Here are two suggestions:

- ✓ Dr. Seuss. *Horton Hatches the Egg*. Random House, 1966.
- ✓ Reuter, Margaret. *You Can Depend on Me*. Children's Press, 1980.



Take-Home Book

Grades K-1

Draw pictures to go with the words. Then cut on the dotted lines and staple the pages together.



| | |
|---|--|
| <p>1</p> <p>Jason promised to lend Ben his baseball mitt.</p> | <p>2</p> <p>Jason forgot. Ben could not play in the game.</p> |
| <p>3</p> <p>Jason wrote a note to remind himself to bring the mitt to the next game.</p> | <p>4</p> <p>He remembered the mitt. Ben was very happy. So was Jason.</p> |



Take-Home Book

Grade 2

Draw pictures to go with the words. Then cut on the dotted lines and staple the pages together.



| | |
|--|--|
| <p>1</p> <p>Kelly made a play date with Elissa.</p> | <p>2</p> <p>Then Tina invited Kelly to go to the mall.</p> |
| <p>3</p> <p>Kelly wanted to break her date with Elissa.</p> | <p>4</p> <p>Her mother said, "Elissa is counting on you."</p> |
| <p>5</p> <p>Kelly decided to keep her date with Elissa.</p> | <p>6</p> <p>She told Tina she would go with her another time.</p> |

Suggested Reading

Books for Grade K to 2

Carlson, Nancy. *Arnie and the Stolen Markers*. Puffin Books, 1989. Arnie absolutely "has to have" a super-duper set of magic markers, but he's spent all his allowance on candy.

Cleary, Beverly. *Henry and the Paper Route*. William Morrow & Co., 1962. By demonstrating dependability, Henry proves he is ready to have a paper route of his own.

Daly, Niki. *Bravo, Zan Angelo!* Farrar, Straus & Giroux, 1998. In this story set in 18th century Venice, Angelo proves, through determination and the help of strangers, that he can follow in his father and grandfather's footsteps.

Delton, Judy. *Angel in Charge*. Houghton Mifflin, 1985. When the babysitter Angel's mother has left in charge of Angel and her little brother breaks her leg and is taken to the hospital, Angel takes over.

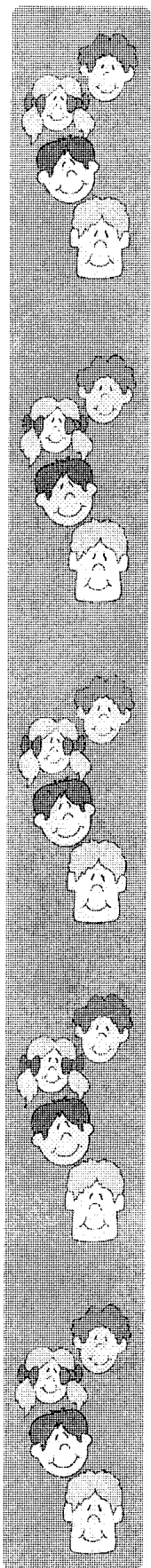
Drescher, Joan Elizabeth. *I'm in Charge*. Little, Brown, 1981. Temporarily in charge of his house, a small boy weathers several calamities.

Dr. Seuss. *Horton Hatches the Egg*. Random House, 1966. Persuaded by Maysie, the good-for-nothing bird, to sit on her egg while she jaunts off on vacation, Horton stays on the nest through thick and thin and his dependability is finally rewarded.

_____. *Horton Hears a Who*. Random House, 1990. By being kind, trustworthy and resolute, Horton proves that infinitesimal creatures count as much as anybody else.

Garay, Luis. *Pedrito's Day*. Orchard Books, 1997. By earning back the money he carelessly lost, Pedrito proves to his mother that he is finally responsible enough for a bicycle.

Graeber, Charlotte Towner. *Fudge*. Pocket Books, 1989. Chad's parents agree to let him have the puppy Fudge, as long as he takes care of her.



Green, Norma B. *The Hole in the Dike*. HarperCollins Children's Books, 1987. An abridged version of the classic tale of the boy whose dependability saved Holland from a disastrous flood.

Hess, Judy. *Butch and the Rooster*. Focus Publishing Co., 1997. A wise dog teaches a rooster to appreciate his job on a farm.

Mattingly, Christabel Rosemary. *Duck Boy*. Atheneum, 1986. Adam finds that one of the rewards of being dependable is that he has earned the respect of his older brother and sister.

Parkison, Jami. *Inger's Promise*. Marsh Media, 1995. Having let down his friends once, Inger finds a way to redeem himself.

Reuter, Margaret. *You Can Depend On Me*. Children's Press, 1980. Dan has good intentions, but little follow-through, until a welcome responsibility enables him to show he can be depended on.

Schechter, Ellen. *The Boy Who Cried "Wolf."* Gareth Stevens, 1997. A retelling of the familiar fable about a shepherd boy who tries to trick the townspeople one too many times.

Steig, William. *Brave Irene*. Farrar, Straus & Giroux, 1988. Braving a snowstorm, plucky Irene shows she can be counted on by delivering the duchess's dress on time.

Steiner, Barbara Annette. *Oliver Dibbs to the Rescue!* Four Winds Press, 1985. Oliver's concern for endangered animals spurs him to take responsibility for saving some local species.

Waddell, Martin. *Farmer Duck*. Candlewick Press, 1996. A farm duck proves more dependable than the lazy farmer who owns the farm.

Related Materials Available from Sunburst Visual Media

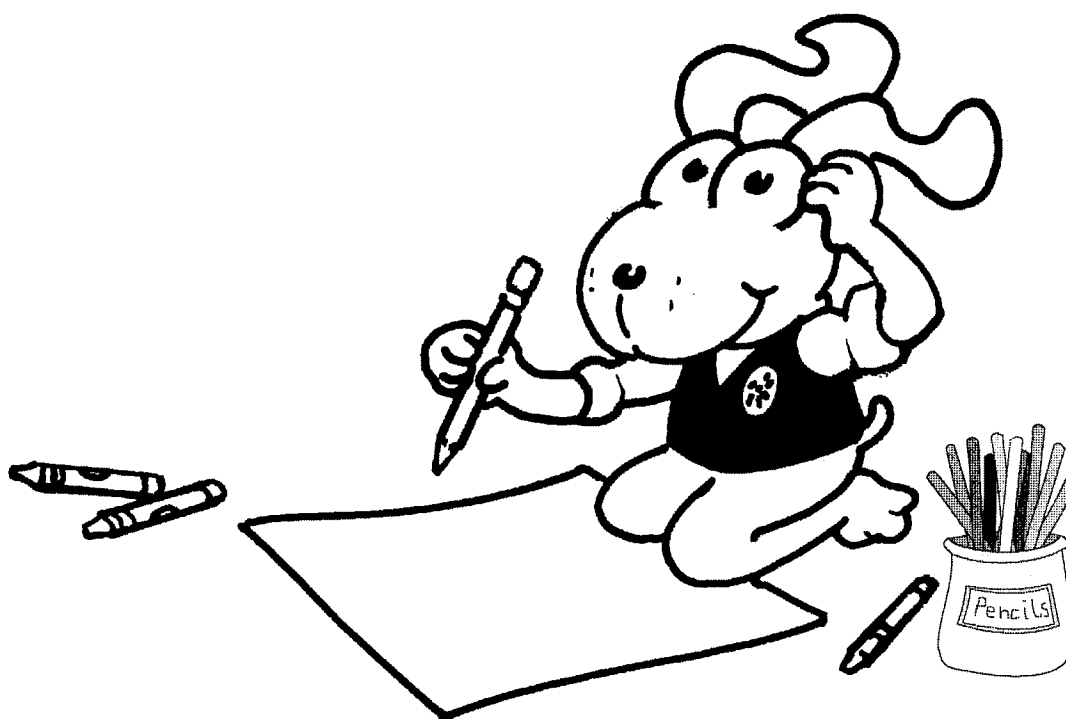
"Student Workshop: Responsible Me!"
18-minute video, Grades K-2

"I Can Be Responsible!"
28-minute video, Grades K-4

"Raising Responsible Children"
47-minute video, for parents of children in grades K-5

Raising Responsible Children Pamphlet
in English and Spanish

Activity Sheets



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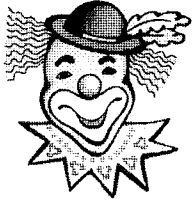
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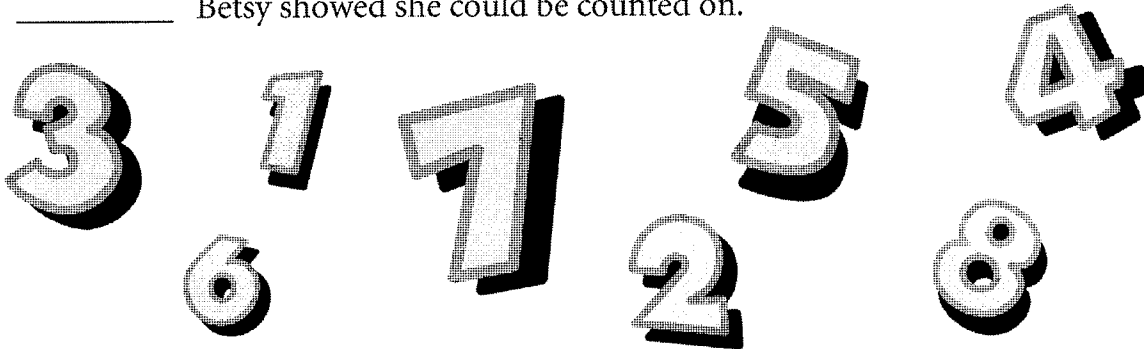


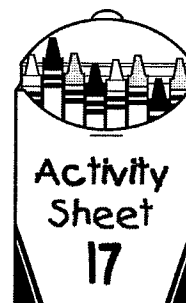
When Betsy Forgot



Betsy got into trouble by forgetting her promise. Here are eight things that happened in Betsy's story, but they are all mixed up. Number them in the right order.

- _____ The other kids gave Betsy ideas she could use to help her remember her promise.
- _____ Betsy felt bad for letting Janet and Gordon and Emily down.
- _____ The kids in Betsy's group decided to put on a circus play. Gordon wanted to play the part of the clown.
- _____ Miss Crane said the play could be put off one day so Betsy could remember to bring in the clown costume.
- _____ Betsy forgot to bring in the clown costume for Gordon. He and Janet and Emily were mad.
- _____ Betsy remembered to bring in the clown costume, and the play went on.
- _____ Betsy told Gordon she had a clown costume, and promised to bring it into class.
- _____ Betsy showed she could be counted on.





A Promise Is A Promise

Make a storybook about how Betsy promised, and then forgot.

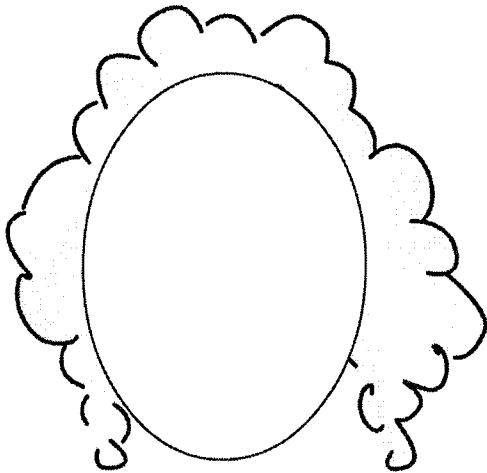


| | |
|---|---|
| <p>1</p> <p>Betsy promised to bring in a clown costume for Gordon to wear in the play.</p> | <p>2</p> <p>She forgot. Gordon was upset. So was Betsy.</p> |
| <p>3</p> <p>The other kids showed Betsy a good way to remember her promise.</p> | <p>4</p> <p>Betsy remembered. Gordon could be a clown after all. A promise is a promise.</p> |

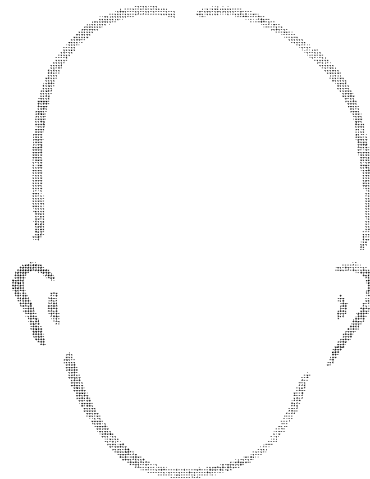


Faces and Feelings

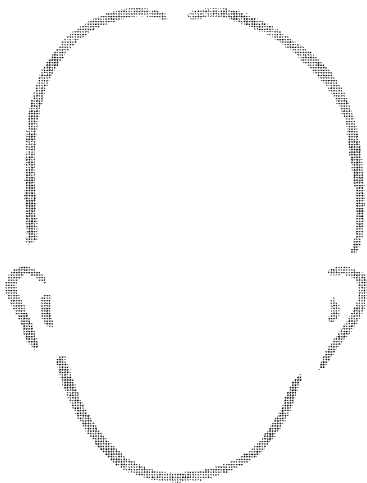
People can tell how other people are feeling by their faces. Read the words under each circle and draw faces that show how Betsy and Gordon are feeling.



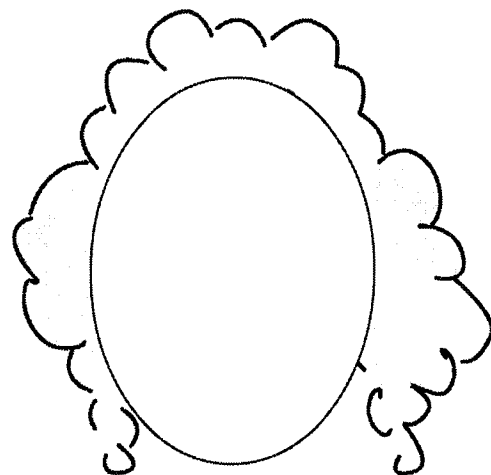
Betsy promised to bring in a clown costume for Gordon. She forgot.



Gordon was upset and disappointed



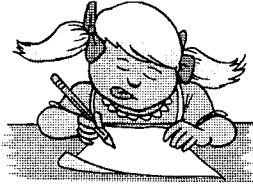
The next day, Betsy remembered the clown costume. Gordon was very happy.



Betsy showed she could be counted on. She felt very good about herself.



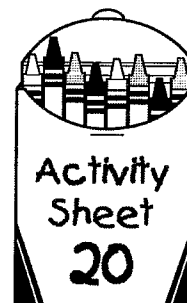
Oops! I Forgot!



Think about a time when you made a promise but forgot to do what you said you would do. Write or dictate a story about it. Then draw a picture on the back of this page to show what happened

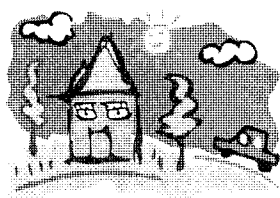
Handwriting practice lines consisting of solid top and bottom lines with a dashed middle line. The page contains 10 sets of these lines for writing practice.

Turn over page to draw picture 

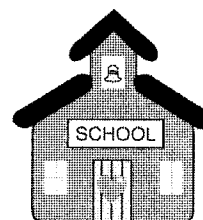


You Can Count on Me!

Think about the things you can be counted on to remember to do at home and in school. Make or dictate a list under each heading.



You can count on me at home:



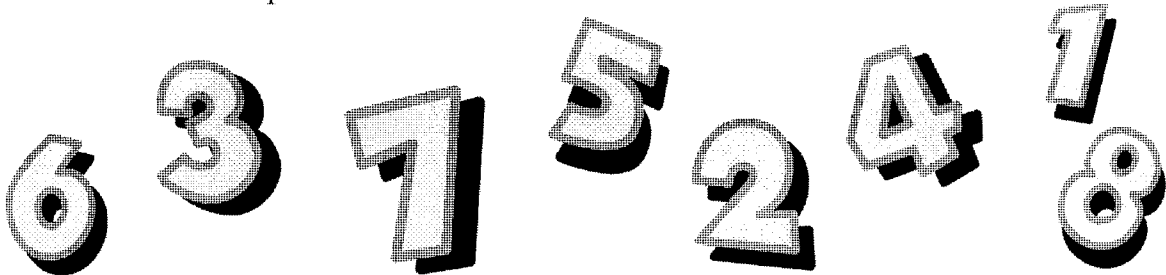
You can count on me at school:

When Dylan Almost Broke His Promise



Dylan almost broke his promise to Kyle. Here are eight things that happened in Dylan's story, but they are all mixed up. Number them in the right order.

- _____ Dylan decided he would keep his promise to Kyle after all.
- _____ To make up for breaking her promise, Jan said she would take Dylan to the park.
- _____ Dylan promised to help Kyle with his soccer game.
- _____ Dylan was angry and hurt when Jan forgot her promise.
- _____ Dylan's mom called up Kyle's mom to set a time for Dylan and Kyle to get together.
- _____ When it was time to go to Kyle's, Dylan told his mother he had changed his mind. He said he would rather go to the park with Jan.
- _____ Jan promised to take Dylan for a soda, but went off without him.
- _____ Dylan's mother reminded him of how he felt when Jan broke her promise to him.





Fill in the Blanks

Choose a word from the Word Box that fits the blank in each sentence.

| | | | |
|--------|---------|--------|------|
| change | forgot | will | park |
| happy | hurt | soccer | time |
| keep | promise | | |

1. Dylan promised to help Kyle with his _____ game.
2. Dylan was _____ when Jan promised to take him for a soda.
3. But Jan _____ her promise.
4. Dylan felt _____ and angry.
5. To make it up, Jan told Dylan she would take him to the _____ with her.
6. Dylan's mother said it was _____ to go to Kyle's.
7. Can you be counted on if you _____ your mind?
8. Dylan's mother reminded him about how bad he felt when Jan didn't keep her _____.
9. Dylan decided to _____ his word to Kyle.
10. "I said I would and I _____!"

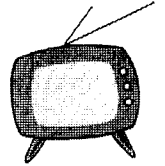


Dependable or Not?



In the following situations, mark each situation “D” if you think the person is **dependable**, or “N” if you think the person is **not dependable**. Get together with a partner or small group to discuss your answers.

_____ Joanna promised to clean her room. She started off well, but got tired. She decided to watch TV.



_____ Damian told his mother he would set the alarm every morning and get up and dress himself. And he did.



_____ Malik promised to walk the dog after school. When he got home, he ran out to play.



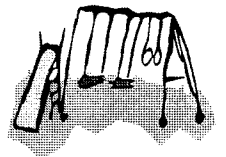
_____ Jamie was asked to draw pictures for her group's science project. She made extra pictures so her group could choose the ones they liked best.



_____ Andy borrowed Sam's baseball mitt and said he would return it the next day. He forgot.



_____ Patti's big sister Carrie promised to take Patti to the park. But Carrie's friend asked Carrie to go to the park with her, so Carrie told Patti to stay home.

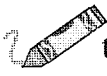


_____ Raoul said he would work hard at school to bring up his grades. He got all “A’s”.



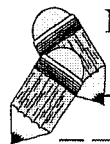


Dependability Means...

Use a red crayon  to draw a line under every sentence that tells what “dependability” means.

Dependability means...

1. Keeping your word.
2. Not taking the blame for your mistakes.
3. Walking away from a job before it's finished.
4. Setting a goal and following through until the job is done.
5. Handing in your homework on time.
6. Telling a fib to stay out of trouble.
7. Knowing what is expected of you—and doing it.
8. Borrowing things and forgetting to give them back.
9. Taking care of other people's property.
10. Doing what you say you will do, even when it is not easy to do it.
11. Saying you will do something, and then changing your mind.
12. Making a promise that's impossible to keep.



Now write a sentence of your own that describes what dependability means to you.



Ashley's Story

Make a storybook about how Ashley solved her problem.

| | |
|---|--|
| <p>1</p> <p>Ashley promised to pick up the Allmons' mail.</p> | <p>2</p> <p>She did it every day. One day, there was a large package!</p> |
| <p>3</p> <p>Ashley could not move it. She was worried</p> | <p>4</p> <p>She dreamed the box got ruined in a thunderstorm.</p> |
| <p>5</p> <p>Her father heard her scream. He rushed in. He said he would help her.</p> | <p>6</p> <p>"When you can't do something alone," he said, "be sure to ask for help."</p> |



What Could They Do?

In the following situations, someone wants to show they are dependable, but there's a problem. Write or dictate what they could do.

1

Kayla's mother asks her to sweep the porch. As she sweeps, the broom handle comes off. She tries to put the broom together so she can finish sweeping, but it's too hard.

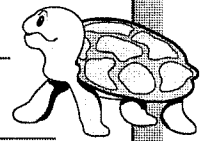
What could she do? _____



2

Kevin's big sister is going on a sleepover and asks Kevin to feed her pet turtle that night. Kevin looks and looks for the turtle food, but can't find it.

What could he do? _____



3

Robert borrowed a book from the library. It's due back, but he can't find it anywhere. He is afraid he lost it and will have to pay a big fine.

What could he do? _____

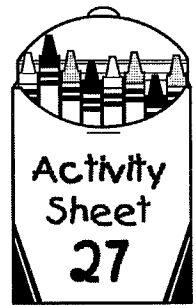


4

In class this week, Michelle's teacher has put her in charge of watering the plants. Michelle accidentally pours too much water on a big plant, and the water leaks out.

What could she do? _____





Word Match

Choose a word from the box that begins with each letter. A few are done for you.

| | | | | | | | | |
|------|-------|-------|-------|-------|------|------|-------|---------|
| into | nap | able | deep | need | deed | idea | lean | want |
| lead | learn | seed | nap | do | deal | in | lap | depend |
| wall | was | it | send | add | lend | ape | wet | ability |
| saw | and | light | is | order | dab | den | water | inside |
| look | under | over | until | only | ice | iron | open | uncle |

I idea

S
A
I
D

depend

I

W
O
U
L
D

order

A
N
D

nap

I

W
I
L
L

learn

I SAID I WOULD
AND I WILL!

Script

I SAID I WOULD AND I WILL

GIRL

I said I would.

BOY

I promise!

BOY

You can count on me!

HOST

When you tell someone you'll do something, do you do it? Do you keep your promises? If you answered yes to those questions—then that means you're dependable. Being dependable is very important. Why? Well, that's what this program is all about.

Part I: OOPS! I FORGOT

HOST

Miss Crane's class just read a story about the circus. Now the kids are working on different group projects about the story. Nikki's group is drawing pictures of all the characters. The kids in Betsy's group have another idea.

BETSY

Let's make a play out of the story. We can act out all the parts.

EMILY

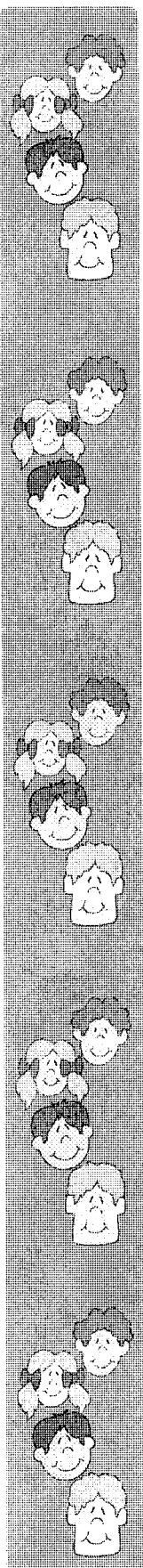
And dress up like the characters.

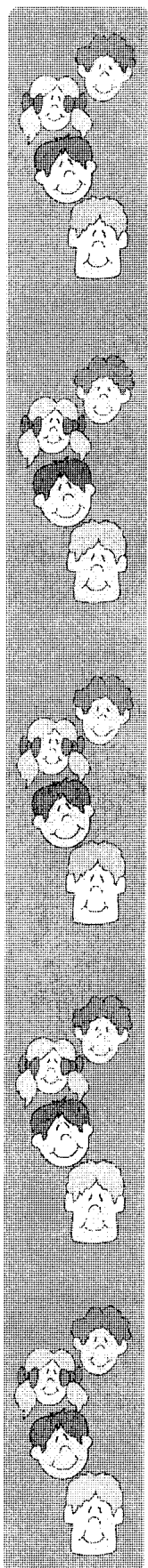
GORDON

That sounds like fun.

BETSY

Okay, we need a lion tamer.





JANET

I can do that. My dad has a safari hat.

GORDON

I want to be the clown.

BETSY

Guess what? My brother has a clown costume. I can bring it in for you.

GORDON

Cool.

EMILY

I want to be the girl on the flying trapeze.

JANET

That leaves the ringmaster. Betsy, you want to do that?

BETSY

Okay. I have a long red coat, but I don't have a top hat.

GORDON

We've got one at home. I can bring it in for you.

JANET

Okay! Let's start.

EMILY

I can copy down what everyone has to say and type it on the computer and print it.

ALL

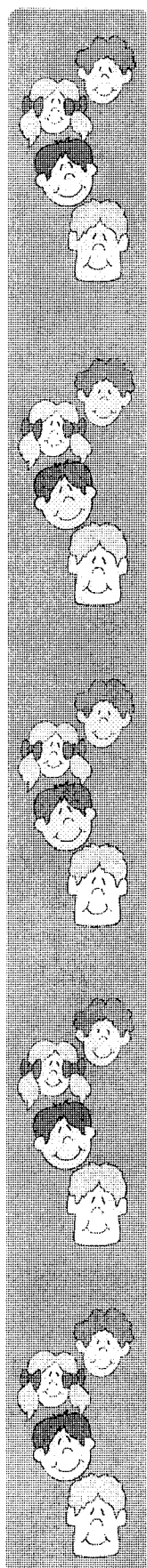
Great!

HOST

When you work with other people, it's important to do what you say you're going to do. That's being dependable. In this case, it means that Janet brings in the safari hat, Gordon brings in the top hat, Emily brings in the script, and Betsy brings in the clown costume. But, unfortunately, not everyone was dependable.

EMILY

Well, let's see it.



BETSY

See what?

EMILY

The clown costume.

BETSY

Oh, the clown costume! Oh, no! I forgot!

JANET

You forgot?!

GORDON

Let's see the costume.

JANET

She forgot it.

GORDON

What?!

EMILY

Now what are we going to do?

JANET

What a mess!

GORDON

Yeah, and it's all your fault.

HOST

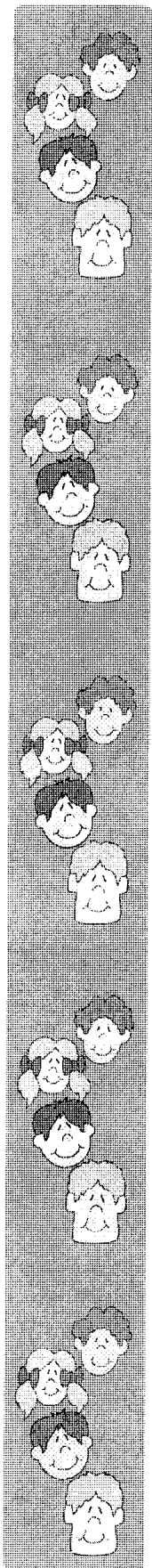
The kids were upset that Betsy forgot the clown costume. They were really counting on her, and she let them down.

MISS CRANE

Betsy, what's the problem?

BETSY

I was supposed to bring in a clown costume and I forgot, and now everyone's mad at me.



MISS CRANE

They were counting on you.

BETSY

And I let them down...I know.

MISS CRANE

Let's go and see if we can find a way to solve this problem.

So, I understand that you don't have everything you need for your play today.

GORDON

Yeah, Betsy forgot my costume.

MISS CRANE

Well, how about if we do the play tomorrow?

EMILY

That would be good.

GORDON

How can we count on her to bring it in tomorrow if she didn't bring it in today?

MISS CRANE

Let's think of something Betsy can do to make sure she remembers. Does anyone have a suggestion?

GORDON

She can write it down in her notebook.

MISS CRANE

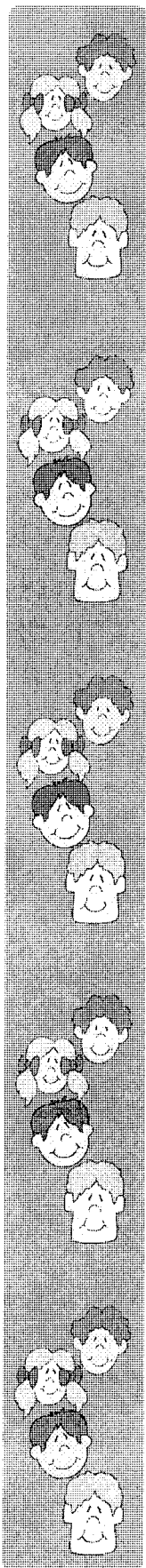
Good idea.

JANET

And she can put a big sticky note on top of her notebook—like an extra reminder.

MISS CRANE

Another great idea!



HOST

So Betsy wrote down a reminder in her notebook. And put a big sticky note on top. And you know what? Betsy did remember. She showed her friends that they could count on her. She was dependable. She just needed a little reminder.

SONG

*A promise is a promise
It's a pledge to a friend
When you keep a promise
It says you can depend on me
And you'll see, that you're a person who's trustworthy*

*If I promise to do something
You can bet that I will
Cause when you keep your promise
It's going to build trust
And you'll find...it'll make you feel good inside*

*Oh, a promise is a promise
It's a pledge to a friend
When you make a promise
It says you can depend on me!*

Part 2: I PROMISED, BUT ...

HOST

Being dependable means keeping your promises. Did you ever make a promise to someone...but then changed your mind? That's what happened to Dylan.

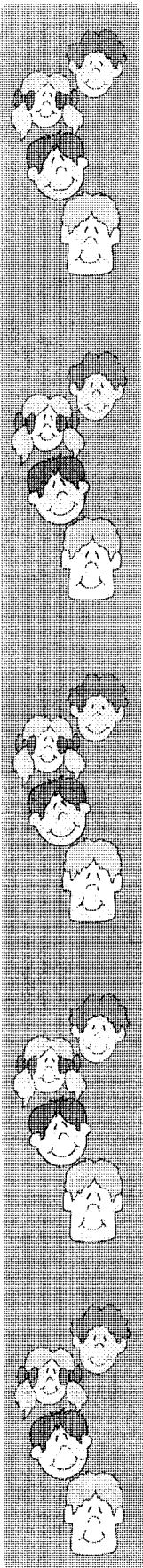
Dylan promised his friend Kyle that he would help him practice his soccer kicks. Dylan was a really good soccer player.

DYLAN

Mom, I'm home. I told Kyle I'd help him with his soccer.

MOTHER

That's so nice. His mom told me he was hoping you'd help him. I have to call her about something else, so we'll set a time.



DYLAN

Okay, I'm going outside.

HOST

Later that afternoon, Dylan was watching his older sister Jan and her friend play a game.

JAN

Hey, want to go down to Barkley's later and get a soda?

FRIEND

Sure.

DYLAN

Can I come?

JAN

Ask Mom.

DYLAN

Mom said yes.

JAN

Okay, just wait for us to finish. I'll call you when we're ready.

DYLAN

Okay, I'll wait inside.

HOST

Dylan went inside and waited for Jan and her friend...and waited, and waited. When he went outside—they were gone!

....

DYLAN

What happened to you?

JAN

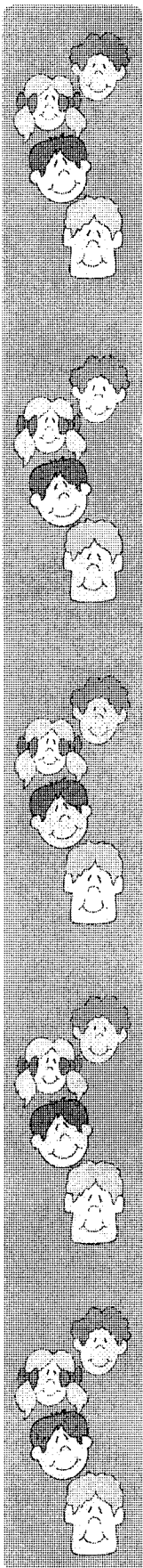
Oh, boy! I forgot all about you!

DYLAN

Thanks a lot! You promised.

JAN

Sorry.



HOST

Dylan was really upset. Jan had made a promise. Then she broke it.
The next day Jan tried to make it up to him...

JAN

Sorry about yesterday. Come on, do you want to come to the park with me today?

DYLAN

Yeah!

JAN

Let's go ask Mom.

MOTHER

I was just going to come get you. You need to get your stuff. Time to go to Kyle's.

DYLAN

Kyle's? I can't, I'm going with Jan.

MOTHER

But this is when we said you'd be at Kyle's. He's expecting you.

DYLAN

Yeah, but that was before Jan said I could go with her.

MOTHER

So?

DYLAN

So, I'd rather do that.

MOTHER

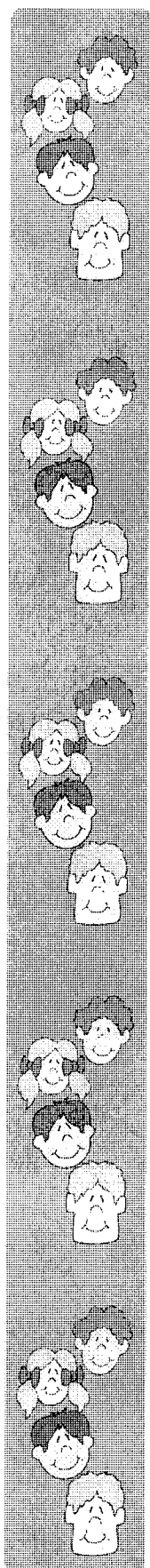
Do you remember how you felt yesterday when Jan broke her promise to you?

DYLAN

Yes.

MOTHER

How hurt and disappointed you felt?



DYLAN

Yes.

MOTHER

Well, don't you think that's how Kyle's going to feel if you break your promise to him?

DYLAN

Hmmm...I get it. I'm going to get my stuff!

HOST

Dylan did the right thing and kept his promise. Keeping your promise shows that you're dependable. People can trust you. And that makes *you* feel good inside.

SONG

*A promise is a promise
It's a pledge to a friend
When you keep a promise
It says you can depend on me
And you'll see, that you're a person who's trustworthy*

*Did you ever make a promise and then change your mind?
It's not a great idea
Because you will find it's true
That people won't want to trust in you*

*Oh a promise is a promise
It's a pledge to a friend
When you make a promise
It says you can depend on me!*

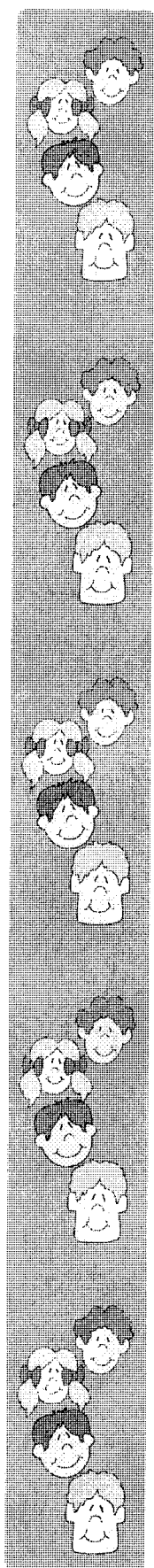
Part 3: I SAID I WOULD, BUT I CAN'T

HOST

Most people like to think they're dependable. But sometimes problems can get in the way...and that's what happened to Ashley.

ASHLEY

Hi, Mrs. Allmon.



MRS. ALLMON

Hi Ashley. Mr. Allmon and I are going away for a week, and I was hoping you could do a job for us.

ASHLEY

Me? A job?!

MRS. ALLMON

Yes. We were hoping you could get the mail and keep it until we get back. Could you do that?

ASHLEY

Sure! I get our mail every day, so I could just get yours at the same time.

MRS. ALLMON

That's what I thought.

ASHLEY

But I'd need a key for the mailbox.

MRS. ALLMON

I'll drop one off at your house with a box so you can keep all the mail together. And I'll check with your parents to make sure it's okay with them.

ASHLEY

I'll like doing this.

MRS. ALLMON

It's good to know that we can depend on you.

HOST

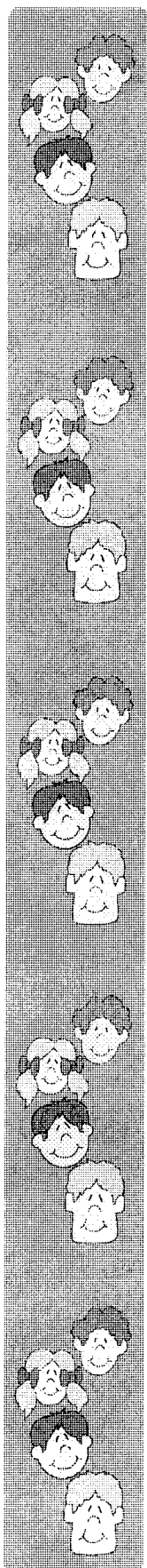
So starting the next day, Ashley picked up the Allmon's mail just like she said she would. She was dependable. And she did the same thing the day after that. But on the third day, as she was walking back to her house, Ashley noticed a big package outside the Allmon's house.

ASHLEY

This is for Mr. Allmon. I better take it, too.

HOST

Ashley left the box where it was, but she didn't feel good about her decision. Would the package be safe? Would Mr. Allmon be upset?



Well, that night she had a bad dream about the package. She dreamed that there was a huge thunderstorm—and the package got ruined!

ASHLEY

Ahhhhh!

FATHER

Ashley, what's wrong?

HOST

So Ashley told her dad what happened.

FATHER

You should have asked for help. I'll tell you what—we'll get up early in the morning and get the package together. How's that?

ASHLEY

Okay.

HOST

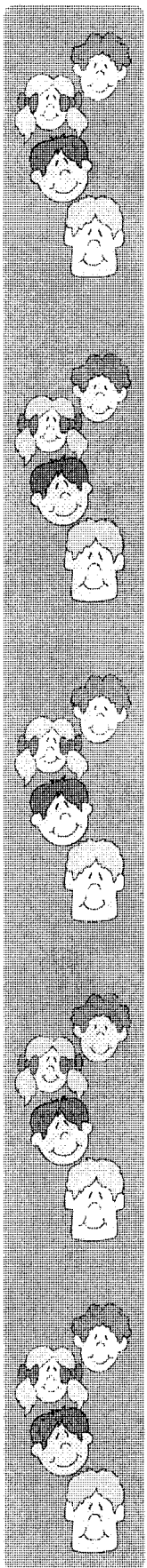
So that's what they did. Ashley learned a very valuable lesson—if you can't do a job by yourself, ask for help. That way you'll still be able keep your word. You'll still be dependable.

SONG

*A promise is a promise
It's a pledge to a friend
When you keep a promise
It says you can depend on me
And you'll see, that you're a person who's trustworthy*

*If you ever make a promise
And you can't follow through
You need to ask somebody to lend a hand to you
Cause somebody is counting on you*

*Oh a promise is a promise
It's a pledge to a friend
When you make a promise
It says you can depend on me!*



HOST

So, now you know what it means to be dependable. It means you're a person others can count on to do what you say you're going to do.

To help you to be dependable—it's important to write down the things you need to do so you won't forget. It's important to keep your promises. And, if you can't do the job by yourself, then you need to ask for help.

So be dependable, people are counting on you.

THE END