

未來就在今天

教養的關鍵力

品格

教養的關鍵力

父母該留給子女什麼資產呢？

有人說：

第一聰明的留品格，

第二聰明的留知識，

最不聰明的留財產。

4 V's

- **Victory**
- **Virtues**
- **Viruses**
- **Vitamins**

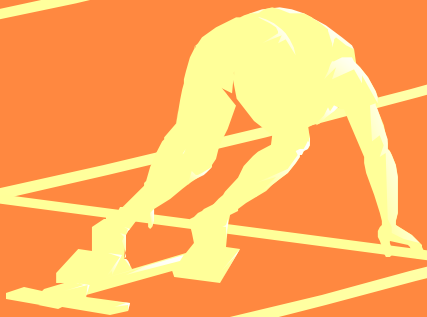
贏點(Victory) – 得勝的人生

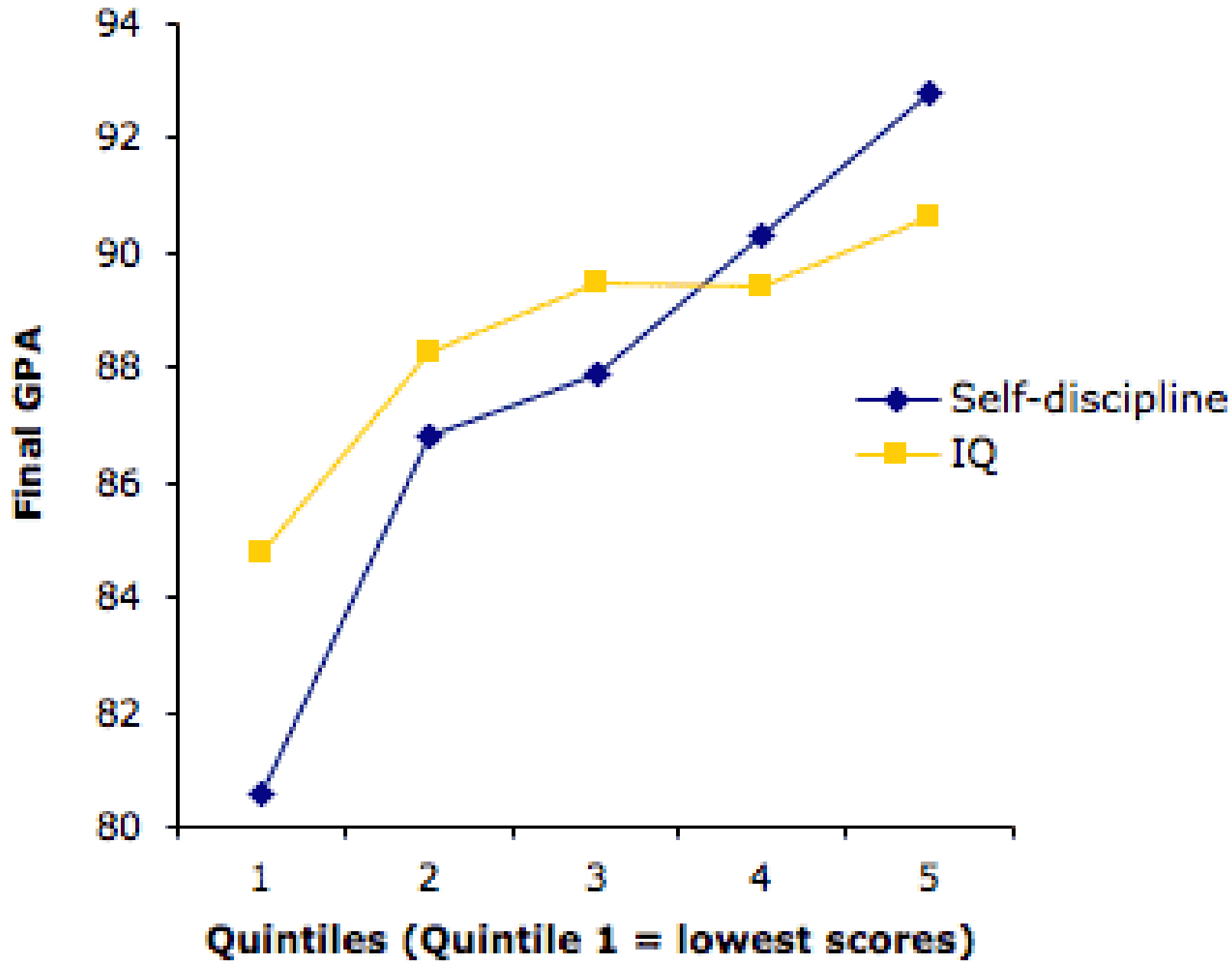
- 「得勝的，必承受這些為業，我要作他的神，他要作我的兒子。」(啟21:7)
- 「..羔羊是萬主之主、萬王之王，同著羔羊的，就是蒙召被選有忠心的，也必得勝。」(啟17:14)

得勝 (Victory)

- 成為他的最好：「走當行的道」
- 勝過罪惡、超越逆境
- 認罪悔改、面對軟弱

不是讓孩子贏在起跑點
而是訓練他跑那當跑的路
並且贏在終點







If I want to be
great

I have to win the
victory over
myself...

self-discipline.

培育孩子的心

- 「你要保守你心，勝過保守一切，因為一生的果效，是由心發出。」 (箴4:23)

Proverbs 4:23:

What Do You Plant And Grow In Your Kids' Heart ?

- **(KJV) Keep thy heart with all diligence; for out of it are the issues of life.**
- **(NIV) Above all else, guard your heart, for it is the wellspring of life.**
- **(TEV) Be careful how you think; your life is shaped by your thoughts.**
- **(NLT) Above all else, guard your heart, for it affects everything you do.**

培育孩子的心

- 一個人的思想，會成為他的言行；
- 一個人的言行，會成為他的習慣；
- 一個人的習慣，會成為他的性格；
- 一個人的性格，會成為他的命運。

品格的素質

- 八福：(馬太福音 **5：1-12**)
- 九果：(加拉太書 **6：22-23**)
- 十誡：(出埃及記 **20：1-17**)

品格 – 恢復人應有的神的形象

有聖潔和義的屬性：

- 愛心
- 道德感
- 價值觀
- 責任感
- 現實感
- 能力感
- 智慧

品格的操練

- 與神的關係
- 與自己的關係
- 人際關係
- 與社會的關係
- 做的事物

We Choose Virtues!

I am Diligent



I start fast, work hard and finish strong
I am NOT...slow to get started or lazy, and I don't quit early!

I am Helpful



I find things that need to be done and I do them
I am NOT...selfish, lazy, or unwilling to serve, and I don't have to be asked!

I am Perseverant



I can do it, even when it's tough!
I am NOT...going to give up or complain, and I don't say "I can't" or "it's too hard"!

I am Gentle



I speak quietly and touch softly
I am NOT...rough, harsh, or loud, and I don't destroy things or hurt people!

I am Content



I have my "WANTER" under control
I am NOT...bored, greedy, or always wanting more, and I don't beg or whine!

I am Attentive



I watch and listen carefully
I am NOT...forgetful, distracted, or distracting, and I don't ignore or interrupt

I am Honest



I am a truth teller
I am NOT...a liar, a thief, or a cheater and I don't change the truth to get my way!

I am Kind



I treat others the way I like to be treated
I am NOT...selfish, sarcastic, or rude and I don't hurt others on purpose!

I am Self-Controlled



I make myself do the right thing
I am NOT...wild, rowdy, or disorderly and I don't expect others to control me!

I am Patient



I wait, and wait, and wait, with a smile
I am NOT...pushy or controlling and I don't get frustrated or bored when others are slow!

I am Obedient



OK, whatever you say, I will obey, right away
I am NOT...argumentative, unwilling, or slow and I don't refuse to do what I'm told!

I am Forgiving



I choose to love when others hurt me
I am NOT...hateful or angry and I don't stay mad, gossip, or try to get even!

品格病毒

- 在生活中所接觸到的人事物都在塑造品格或破壞品格
- 病毒通常表面看不見，等到症狀出現，往往殘害已深
- 品格病毒使良心僵化，失去分辨的能力

三個品格病毒的入口

約翰一書 2：16

- 眼目的情慾
- 肉體的情慾
- 今生的驕傲

FUTURE

- F - Pass on Faith
- U - Build your home with Understanding
- T - Family Transitions
- U - Recognize your kid's Uniqueness
- R - Model Respect
- E - Know your kid's Environment

(quoted from “Kid CEO”)

「流行性」病毒

- 熱門流行的玩具、遊戲、電玩、書刊、穿著
- 含暴力和殺害的電子遊戲和書刊提高兒童和青少年暴力傾向，尤其是男孩
- 玩電玩會上癮 – 腦部分泌化學物質 **dopamine**，與注射安非他命的程度相似
8.5%的8-18歲青少年電玩上癮
- 使巫術、邪術被接受

電子遊戲裡的暴力和血腥

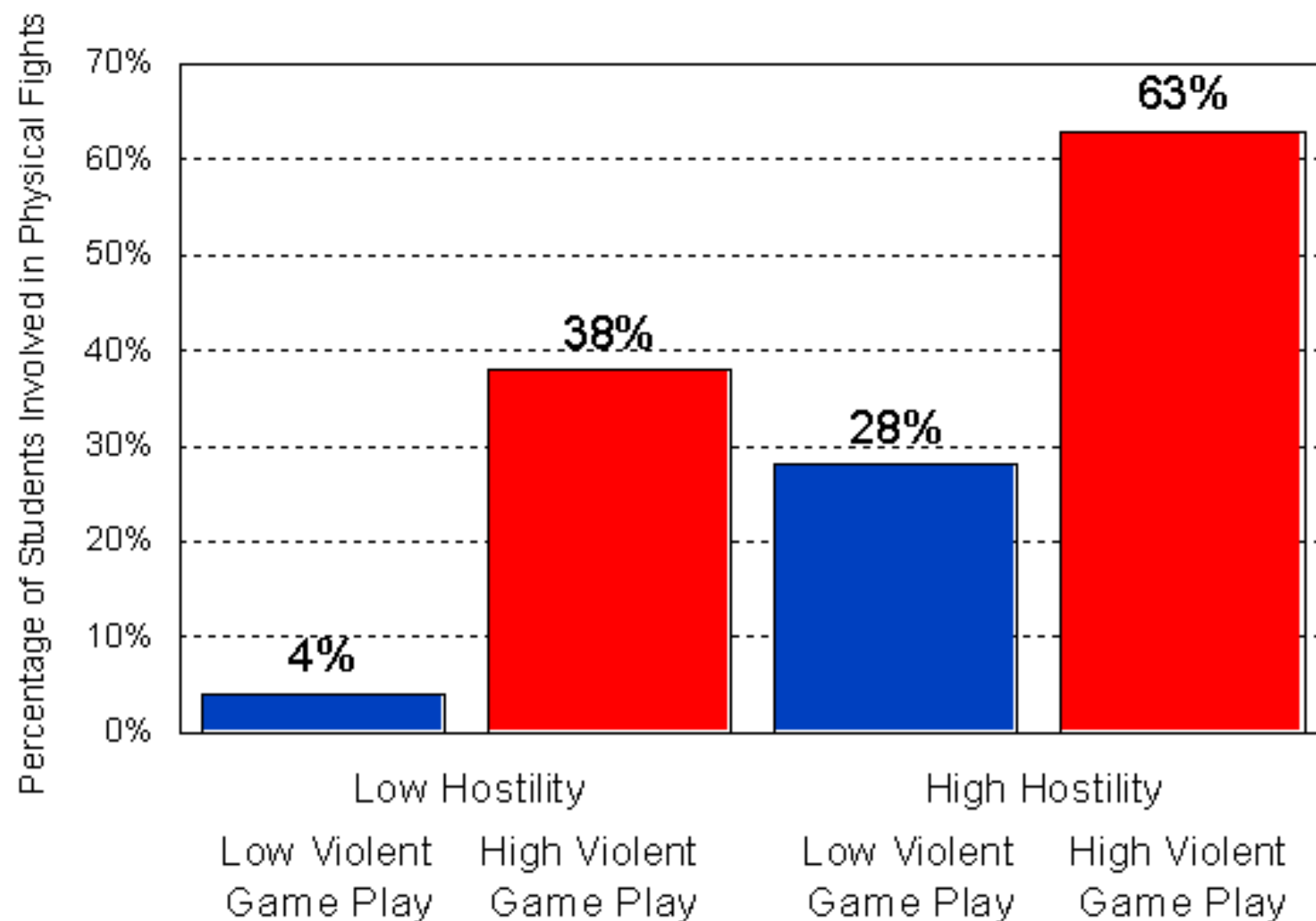
- Which T-rated video games contained the most violence as a percentage of game play time?

Game Title	Genre	Percentage
<i>Twisted</i>	<i>Metal</i> Action	86.7
<i>WWF Wrestlemania 2000</i>	Fighting	79.6
<i>The Simpsons</i>	<i>Wrestling</i> Fighting	74.5
<i>Tekken Tag Tournament</i>	Fighting	72.5
<i>Tobal No. 1</i>	FightingSony	71.6

- Which T-rated video games contained the most human deaths per hour of game play?

Game Title	Genre	Deaths per Hour
<i>Time Crisis: Project Titan</i>	Shooting	1291
<i>Confidential Mission</i>	Shooting	785
<i>Fighting Force</i>	Action	308
<i>Machine Hunter</i>	Shooting	272
<i>Gekido</i>	Action	247

Playing Violent Video Games Makes a Difference



電玩的惡性影響

- April 1999, 2 American high school students **killed 13 people** and themselves in the Columbine High School massacre. The pair had been fans of the *Doom* and *Wolfenstein 3D*.
- November 2001, a 21-year-old American committed **suicide** after what his mother claimed was an addiction to *Everquest*.
- June 2003, a 18-year-old American shot and killed three police officers after following an arrest for the possession of a **stolen vehicle**. He was inspired by the video game *Grand Theft Auto III*.
- June 2003, two American step brothers, aged 14 and 16, respectively, **used a rifle to fire at vehicles**, killing a 45-year-old man and a wounding a 19-year-old woman. The two shooters claimed to have been inspired by *Grand Theft Auto III*.
- October 2004, a 41-year-old Chinese man **stabbed** 26-year-old to death over a dispute regarding the sale of a virtual weapon the two had jointly won in the game *Legend of Mir 3*.
- August 2005, a 28-year-old South Korean man **died** after playing *Starcraft* for **50 hours straight**.
- September 2007, a Chinese man in Guangzhou, China, died after playing Internet video games for **three consecutive days** in an Internet cafe.



The United States Supreme Court ruled that bans the sale of violent video games to minors are not constitutional.

Violent video games, such as Grand Theft Auto IV played by these boys in California, cannot be restricted by government, the U.S. Supreme Court decided by a 7-2 vote.

「多媒體」病毒

- 媒體裡泛濫色情、性和暴力的畫面、語言
- 網路色情
- 歌曲色情
- 電影和電視裡的暴力、性、粗話
- 青少年和兒童模仿所看所聽的

電視的暴力、性、粗話

- The study, titled **The Alarming Family Hour**, reports that **90** percent of Family Hour shows contain **objectionable content**. Since 2001 **violent** content is **up** nearly **53** percent in the 8:00 (ET) hour. **Sexual** content is **up 22** percent, and **foul language** was used in more than **three-fourths** of the programs.

網路色情侵襲兒童

2005/2006 Statistics

- Pornographic websites: 4.2 million (12% of total websites)
- Pornographic pages: 420 million
- Average age of first Internet exposure to pornography: 11
- 15-17 year olds having multiple hard-core exposures: 80%
- 8-16 year olds having viewed porn online: 90% (most while doing homework)
- 7-17 year olds who would freely give out home address: 29%
- 7-17 year olds who would freely give out email address: 14%
- Children's character names linked to thousands of porn links: 26 (Including Pokemon and Action Man)



「e世代症候群」病毒

- 家庭溝通和互動的時間減少
- 削弱人際關係
- 用e 產品的數量和時間越來越多
- 這世代孩子的EQ 越來越低

「社會價值」病毒

- 社會的道德意識越來越低
- 潛移默化改變人的道德觀和價值觀
- 透過文化、藝術、政策、法律、政治、學校灌輸錯誤的觀念，而且開始被廣大群眾接受

「同儕」病毒



- 與人比較
- 與多數認同
- 青春期的孩子與朋友認同
- 父母可以影響孩子與同儕認同的程度

Dealing With
Peer Pressure



「人本自由」病毒

- 「只要我喜歡，有什麼不可以」
- **Pro-Choice** 提升人的自由高過道德
- 沒有絕對是非標準

「愛」病毒

- 有些父母愛孩子的方式會養成負面品格
- 「愛」病毒有很多種



「父母不合一」病毒

- 父母管教相歧，在孩子面前指責配偶，使孩子輕看管教
- 父母不合睦，會使孩子心中沒有安全感，在青春期的容易被同儕影響。



「雙重標準」病毒

- 父母所教的和自己的言行不一
- 父母的身教更重要過言教
- 父母管教不一致

抵抗力降低

- 忙碌壓力
- 缺乏營養
- 先天失調
- 缺乏運動

品格維他命 (Vitamins)

- 提升孩子對品格病毒的免疫力：父母的教養方式和家庭的環境
- 父母也需要品格維他命
- 父母自己有的才可能供應孩子



4 V's

- ***Virtues lead to Victory***
- ***Vitamins build up Virtues***
- ***Viruses destroy Virtues***

全家掃毒

- 檢查家中看的、玩的、聽的、穿的
是否有隱藏品格病毒
- 丟棄有「毒」物
- 父母以身作則
- 全家立約

