

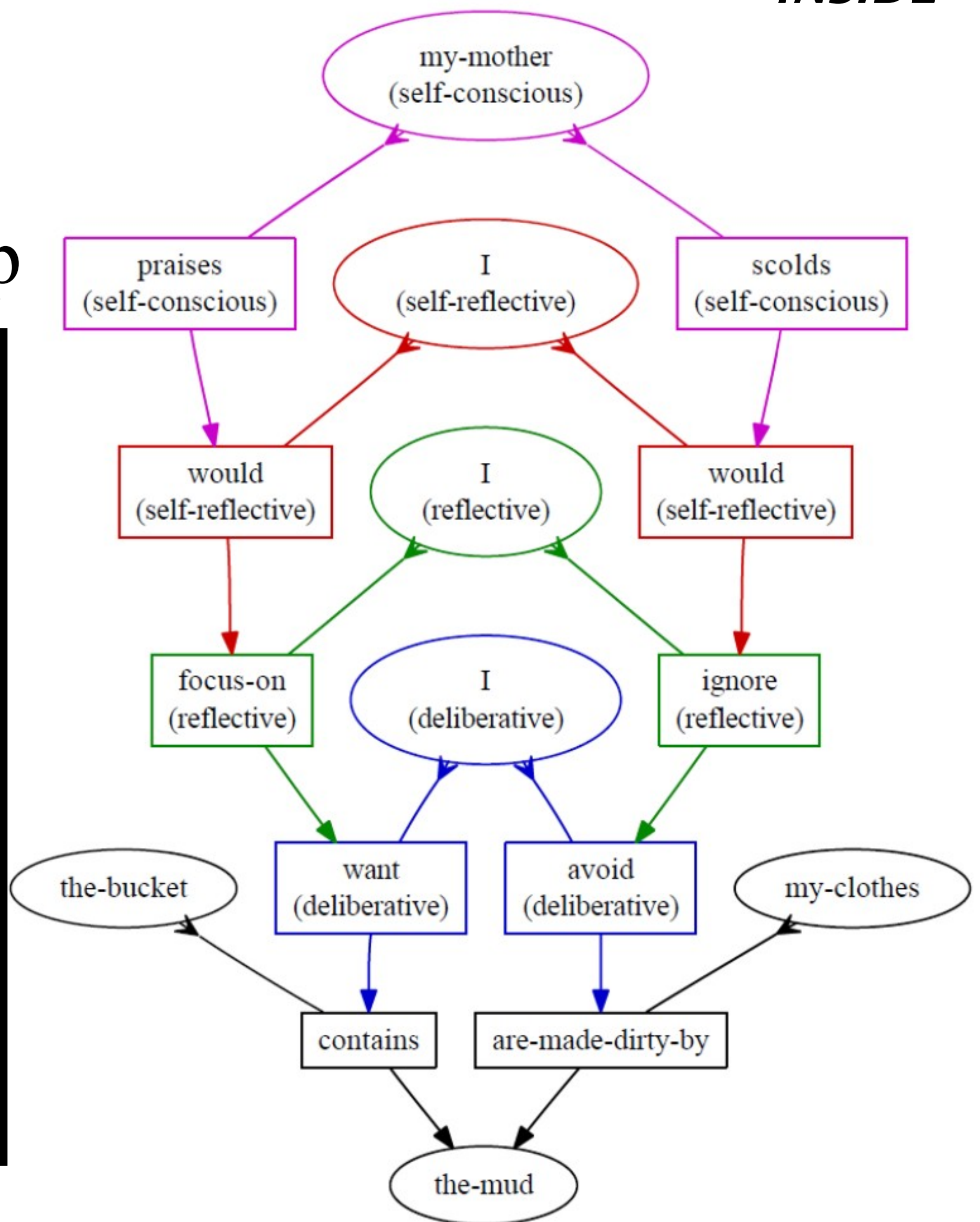
# Moral Compass



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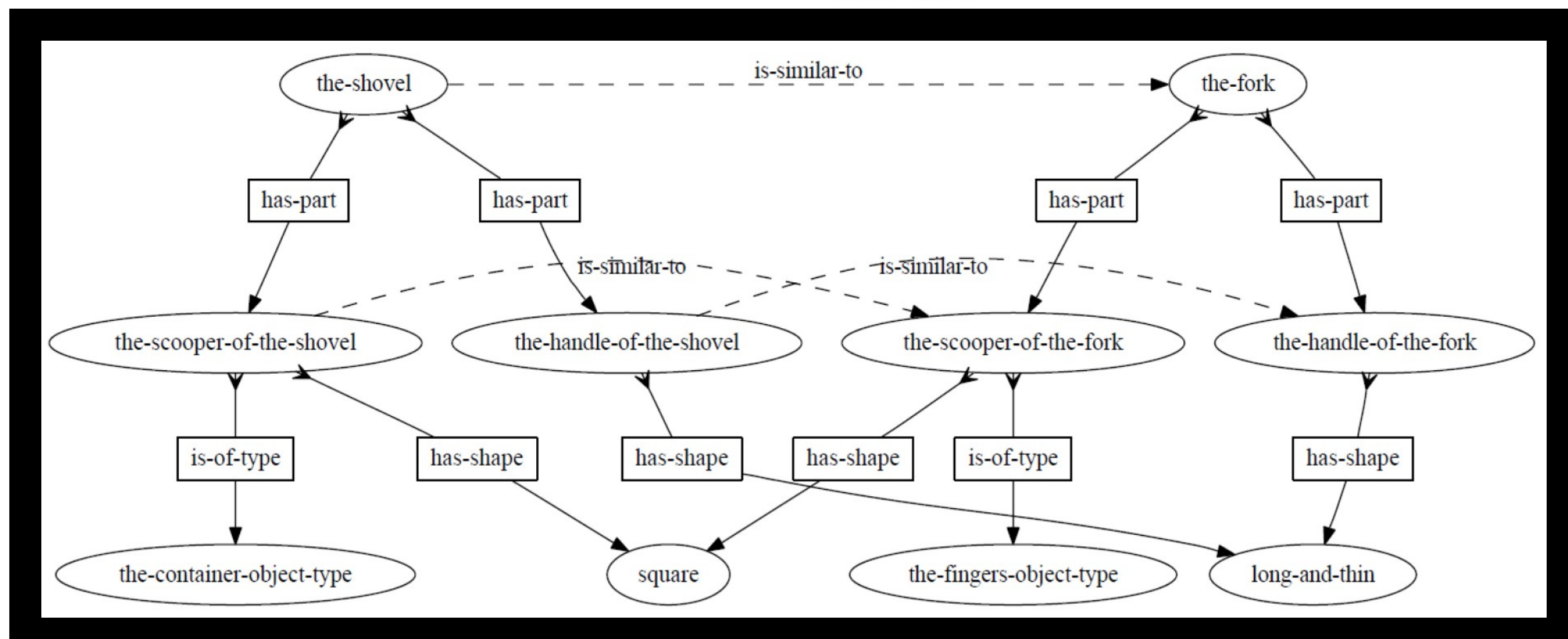
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Responsive Environments Group



## The Story of Muddy Carol

- (1) A little girl named Carol is playing alone in the mud. She wants to fill her cup with mud, and first tries to do this with her fork, but this fails because the mud slips through. She succeeds by using her spoon.
- (2) A stranger scolds Carol for playing in the mud. "That is a naughty thing to do." Carol feels anxious, alarmed, and afraid. Overcome by fear and the urge to escape, she interrupts her present goal and runs to her parent's protection.
- (3) Carol returns to her mother for help, but instead of defense or encouragement, all she gets is a reproof, her mother scolds, "What a disgusting mess you've made! See all the mud on your clothes and your face." Carol, ashamed, begins to cry.



Moral Compass is a model of how children learn in a problem solving environment where the child is learning to accomplish goals in the context of parents, strangers, and cultural knowledge. The child learns in multiple ways: playing alone, being told stories, and being rewarded or punished. Our model aims to provide an explanation for relatively complex reflective states of mind, such as Desire, Avoidance, Focus, Ignorance, and Personality Traits. Our model also emphasizes different types of Failure in it's reflective approach to learning, including: Surprise, Disappointment, and Guilt.

