Trust Throughout the Day

Overview:
Students discuss how trust plays a role in their lives all day, every day, and draw a picture of a world with trust and a world without it.

Materials:
- blank white paper, one sheet for each student
- crayons or markers

Procedure:
1. Ask students: *What do you think it means to trust someone?* Prompt them to think of all the times they trust someone in a typical day. For example, they trust that:
   - Their parents will wake them on time in the morning.
   - No one will run a red light on the way to school.
   - The teacher will tell them correct facts.
   - Their friends will play games by the rules.
   - No one will take the papers from their desk when they go to the bathroom.
   - The cook in a restaurant will prepare food cleanly.

2. Then ask children to notice how many ways other people trust them. For example:
   - Their parents trust them to eat the lunch they packed, or buy nutritious food at the cafeteria.
   - Their parents trust them to clean their rooms if told.
   - Their teacher trusts them to return art supplies in good condition.
   - Their teacher trusts them to deliver a message to the office without goofing around on the way.
   - Their friends trust them to keep secrets.

3. Next, say: *Imagine what life would be like if you couldn’t trust people.* Walk them through a typical day, as before, this time asking, “What if you couldn’t trust them to do what they are supposed to?”

4. Have students draw a picture of a world where everyone is trustworthy, and next to that, draw a picture of a world where no one is trustworthy. Display the artwork on a bulletin board entitled, “Trust Means the World to Us.”
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This lesson is from the *Good Ideas Book*, available for purchase from the CHARACTERCOUNTS! online store: [http://www.charactercounts.org/materials](http://www.charactercounts.org/materials)

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**McREL standards**

**Arts**

**Standard 1.** Understands and applies media, techniques, and processes related to the visual arts

**Level II Benchmark 3.** Knows how different media (e.g., oil, watercolor, stone, metal, etc.), techniques, and processes are used to communicate ideas, experiences, and stories

[http://www.mcrel.org/compendium/browse.asp](http://www.mcrel.org/compendium/browse.asp)