# **Trust**

Syllables

trust truhst

**Pronunciation** 

### **Definition**

To rely on someone (If you trust someone, you believe that (s)he is honest and reliable.)

Simply put: I'm safe with you.

#### **Related Terms**

Faith: To believe without necessarily having proof.

Confident: Feeling assured.

## **Fundamental Question:**

Can you trust others if you are not trustworthy yourself?

**Students will investigate the idea that** the best way for a person to develop trust is to be trustworthy.

## **Objectives**

Each student will:

- 1. Consider the idea that trust is a combination of dependability and honesty;
- 2. Identify one or more trustworthy role models; and
- 3. Consider the positive consequences of being a trustworthy person.

## Before you begin

• Print out a copy of *The Stamp of Trust* for each student.

## **Suggested Sidebars:**

### Speaking of Trust (Discussion Idea)

**Discuss:** Tell about a time when you kept a promise or when someone kept a promise made to you. Did anything change because of the promise-keeping? Did it affect trust in any way? Explain.

#### Taking It to the Next Level

Have the children generate a list of characters (real or fictional, alive or dead) who they think of when they hear the word trustworthy. Record the responses on the board. Then, divide the class into research groups of three children each and assign each group a different character. Set a time limit, provide library passes and/ or computer access, and challenge the children to find several examples of that character's trustworthiness. Afterward, have each group present its findings to the class. The big question: What are some of the traits that all of these trustworthy people had in common? Were all of them dependable and honest?

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#### **Procedure**

There are several really fun exercises for building trust and communication between the children in your class. Here are just a couple to try:

- A Game of Cat and Mouse: Mark off a playing area and identify a mouse hole in or at an edge of the playing area. Select one cat and one mouse from the class. Assign each player a partner whose job it will be to direct him/her by way of nonverbal signals (e.g., whistling once means go left, clapping blocks twice means go forward but three times means go backward ... whatever signals the pair agrees to in advance) from a starting place on the field to a personal goal. The mouse's goal is to reach the hole of safety before getting caught by the cat. The cat's goal is to tap the mouse before the mouse reaches the hole. Blindfold both players. Can the mouse find the hole before the cat catches it?
- Follow the Leader?: Take your group outdoors, preferably to a place that includes a few trees or bushes.

Version 1: Blindfold the players and move them individually here and there, next to bushes, behind trees, and in open areas. Without talking, they are to try to locate each other and return to the entrance point as a complete group in a chain made by holding hands. Without using sight or speech, how will they locate each other, figure out if everyone is present, and return to the correct place?

Version 2: Blindfold the players and lead them as a group to the middle of the outdoor area. Without talking, they must try to identify a leader who will be trusted to ensure that the group returns to the entrance point. Without using sight or speech, this will really take nonverbal communication and trust!

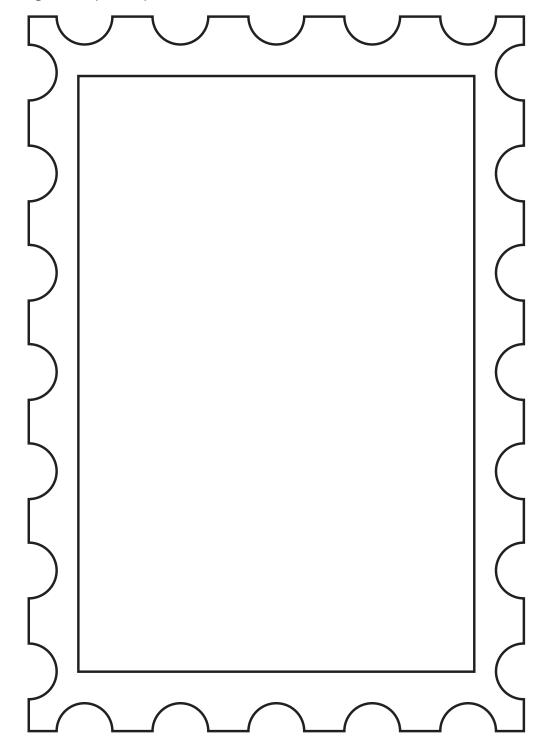
**Follow Up:** After completing one or both of the exercises, review the experience in class. What did the children learn about communication, dependability, problem solving, and trust? Then, distribute *The Stamp of Trust* sheets.

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**Reminder:** To trust is to rely on someone.

## The Stamp of Trust

Design a postage stamp that promotes the value of trust.



Today's Thought: He who does not trust enough, Will not be trusted. — Lao Tzu, philosopher