Classroom Guidance

Title of Lesson: Howard B. Wigglebottom On Yes or No: A Fable About Trust

Domain: Personal/Social

Grade Level: 1-3 **Time Required**: 30 minutes

ASCA National Standard(s):

Standard A: Students will acquire the attitudes, knowledge and interpersonal skills to help them understand and respect self and others.

PS:A1.5 Identify and express feelings

PS:A1.10 Identify personal strengths and assets

Standard B: Students will make decisions, set goals and take necessary action to achieve goals. PS:B1.4 Develop effective coping skills for dealing with problems

Standard C: Student will understand safety and survival skills.

PS:C1.11 Learn coping skills for managing life events

Essential Question:

What is trust? How do I learn when to say yes or no?

Material/Resources:

- o Howard B. Wigglebottom On Yes or No: A Fable About Trust
- An item that makes a siren/alarm noise (iphone ringtones have one) or a picture of something that makes a siren/alarm noise (fire truck, ambulance)
- o Binoculars or Magnifying Glass
- o YES or NO preprinted situations for 5-6 groups depending on class size/need
- Decision Making Guide

Activity:

- Discuss the Essential Question and explain the definition of trust: to feel sure about something or someone; to believe; to rely upon.
- List out students' answers about people they can trust- parents, teachers, relatives, friends, police, etc.
- Prior to reading, explain that Howard's friend Buzz repeatedly has his feelings hurt by people he trusts. Challenge the students to figure out what Buzz is doing wrong.
- Read: Howard B. Wigglebottom On Yes or No: A Fable About Trust
- Questions to check for understanding of the story: Should Buzz have trusted his friends? Why not? (No, they did not respect him or his things, they got him into trouble, they made him feel poorly about himself, etc.) What could Buzz have done to solve his problems? (say NO to the classmates, choose friends more wisely) What might happen if Buzz continues to say yes to these friends? (He may get in more trouble.)
- Discuss with students they have a "siren" inside that helps them figure out when to say YES or NO- their instincts. It is important to STOP, LOOK, LISTEN, & THINK about

how their body feels and pay attention to see if their siren is going off before they make a decision. Remind the students that Howard and Buzz acted like detectives for a few days- they stopped, looked at what their friends were doing, listened to their instincts, and thought about whether to say YES or NO to these friends and choices.

- DETECTIVE SORT:
 - Group students to work together to be "detectives" by Stopping, Looking, Listening & Thinking to identify and sort situations in which they should say YES or NO to.
 - o Review for correct sorting as a whole group.

YES

NO

Your friend invites you to come over to play and lets you use their phone to check with your mom first. Is this a good idea?

A lady in the park asks you for help finding her lost dog. Should you go with her?

Your friend asks to borrow the game you just got for your birthday. The last time she borrowed a toy, she returned it just like you gave it to her. Should you let her? Why?

Your friend asks you to go get ice cream with him, but he tells you he has no money to pay for it. What should you do? Why?

A classmate wants you to share your snack that you brought today because he doesn't have one. Last week, he shared with you when you forgot your snack. Should you share? Why?

At recess, a classmate grabs your ball and will not let you have it the rest of recess time. He asks you if he can borrow the ball and bring it back to you tomorrow. Should you let him borrow it or not? Why?

A man at the bus stop tells you your mom asked him to come and meet you to walk you home because she is caught in traffic. What should you do?

^{*} Extension: students may role-play the above scenarios and practice saying NO.

DECISION MAKING GUIDE- SHOULD I SAY YES OR NO?



whatever it is I am doing.



at people's choices and actions.



Trust is earned.





about how my body feels. Is my siren going off?

If it is, I should probably say NO. If it feels okay, I can say YES!