

A little girl and her father were crossing a bridge. The father was a little scared, so he asked his little daughter:

"Sweetheart, please hold my hand so that you don't fall into the river." The little girl said:

"No, Dad. You hold my hand."

"What's the difference?" asked the puzzled father.

"There's a big difference," replied the little girl.

"If I hold your hand and something happens to me, chances are that I may let your hand go. But if you hold my hand, I definitely know that no matter what happens, you will never let my hand go."

In any relationship, the essence of trust is not in its bind, but in its bond. So, hold the hand of the person whom you love... rather than expecting them to hold yours.

All You
Need is
FAITH, TRUST,
and
A LITTLE PIXIE DUST!

Love all, trust a few, do wrong
to none.

William Shakespeare

Our Value this half term is ... Trust



What does the Bible tell us about trust?

Read the story of Abraham from Genesis 12:1-9. One day God told Abraham to leave his country, his relatives and his father's family and go to a different land. God said he would show him where to go. Abraham decided to trust God. Would you?

Daniel in the Lions Den

Some people don't like it when you always do what is good and right. Maybe because it makes THEM look bad. That's what happened with Daniel. Read his story and his trust in God. Daniel 6

A bird sitting on a tree is never afraid of the branch breaking, because its trust is not on the branch but on its own wings.

Earn 10 Family Values Team Points

Try one of these trust activities...bring in a photo of you in action to earn your 10 Family Values Team points...have fun!

Minefield: Objects are scattered in an indoor or outdoor place. In pairs, one person verbally guides his/her partner, a blindfolded person, through the minefield.

Trust Fall: In pairs of similar size, one becomes a Faller and one the Catcher. Teach methods for spotting, falling and catching. Start small and build to bigger falls, then swap.

Draw a twin: Hand out a pen and paper to one member of each team and ask them to draw something without showing their partner. Once they are done, they must hide it and give instructions to their partner to make the same drawing, without saying out any clue. For example, if they have drawn a face, they can say things like 'draw a big circle, then draw two more circles' and so on. Once done, the partners have to compare the drawings.

Newspaper tower: use one newspaper per pair (or team) eg Hereford times and sellotape. Each team tries to make the tallest and strongest tower they can. Once all the towers have been made see which tower can hold the largest amount of weight eg; books, before it falls over.