HONESTY AND OWNING MISTAKES

Activity Pack -- FREE Resource

Ages 5-8 | No Prior Reading Required
Classroom, Library and Home Use

Want the full book adventure pack? Visit learningsmart.au

CONTENTS

WS1	Learning - Science -- Community Garden Science
WS2	Learning - Maths -- Four Hours to Fix It
WS3	Learning - Design -- Stronger Design Lab
WS4	SEL - Feelings -- Two Thoughts at Once
WS5	SEL - Values -- Owning It: Accident or Choice?
WS6	SEL - Goals -- My Owning-It Goals
TC	Teacher's Companion -- Curriculum, Keys and Discussion

Community Garden Science

A community garden is a place where neighbours grow food together. It has vegetable beds, a pond, a compost area, a greenhouse and a water pump. Every part of a garden has a job.

Activity 1: Match the Part to Its Job

Write the letter of the right job next to each garden part.

Garden Part	Letter	Jobs
Vegetable beds	____	A. Keeps young plants warm and safe
Pond	____	B. Moves water to where it is needed
Compost area	____	C. Turns food scraps into rich soil
Greenhouse	____	D. Where the vegetables grow
Water pump	____	E. Holds water and is home to frogs and water bugs

Activity 2: What Do Plants Need?

Tick what a plant needs to grow. Cross what it does not need.

Thing	Plants need it	Plants don't need it
Sunlight	[ ]	[ ]
Water	[ ]	[ ]
Soil	[ ]	[ ]
Air	[ ]	[ ]
Chocolate	[ ]	[ ]
A television	[ ]	[ ]
Space to grow	[ ]	[ ]

Think About It

* Which part of a garden do you think is the most important? Why?

* Why do you think the compost area helps the vegetable beds?

Four Hours to Fix It

A class has four hours to fix their project before the school fair. They start work at 8 o'clock and the fair begins at 12 o'clock. Let's count the hours.

Activity 1: Count On by Hours

Fill in the time after each hour.

Hours Worked	The Time Is...
Start	**8 o'clock**
After 1 hour	_____ o'clock
After 2 hours	_____ o'clock
After 3 hours	_____ o'clock
After 4 hours	_____ o'clock

They finished with one hour to spare. What time did they finish? _____ o'clock

Activity 2: Time Puzzles

1. Fixing a water pump takes 20 minutes. You start at 8 o'clock. Will you finish before 9 o'clock? Yes / No

2. Someone paints for 1 hour each evening for three evenings. How many hours is that? _____ hours

3. How many hours are there from 9 o'clock to 12 o'clock? _____ hours

Think About It

* Why does it help to know how much time you have before you start?

* If you only had one hour, what would you fix first?

Stronger Design Lab

When something breaks, engineers ask: why did it break? Then they design it to be stronger. Breaking is part of how good designs are made.

Activity 1: Problem to Stronger Idea

Read each problem. Write or draw a way to make it stronger.

Problem	My Stronger Idea
A tall block tower falls over	
A paper bridge sags in the middle	
A model gets knocked when someone walks past	
A straw pump snaps in two	

Activity 2: Design It Better

DRAW SOMETHING YOU WOULD MAKE STRONGER. LABEL WHAT YOU CHANGED:

The change that makes it stronger: _____

Think About It

* How can fixing something make it better than before?

* What is one thing you have made better on your second try?

Two Thoughts at Once

Note to students:
This worksheet explores personal feelings. There are no right or wrong answers -- your thoughts are your own. Sharing is always optional. If any question brings up big feelings, please talk with a trusted adult.

When something goes wrong, we can have two thoughts at once: *I should tell someone* and *What if nobody finds out?* Having both thoughts is normal. What we choose next matters.

Activity 1: Feeling Check-In

Circle the words that show how you feel.

When I make a mistake, I feel:
Worried Sad Embarrassed Okay Scared Other: _____

Before I tell someone about a mistake, I feel:
Nervous Shaky Brave Unsure Other: _____

After I tell the truth, I feel:
Relieved Lighter Proud Calm Other: _____

Activity 2: Helping Thoughts

Write or draw something you could say to yourself to help you tell the truth:

A grown-up I could talk to: _____

Think About It

* Why might someone stop and think before walking away from a mistake?

* What could you say to a friend who is scared to own up to a mistake?

Owning It: Accident or Choice?

Being responsible means owning what you do. An accident is something that happens to you. What you do next is something you choose.

Activity 1: Accident or Choice?

Tick whether each one is an accident or a choice.

What Happened	Accident	Choice
A bag strap knocks a model off the table	[ ]	[ ]
Walking away so nobody finds out	[ ]	[ ]
Telling the team what happened	[ ]	[ ]
Tripping over a shoelace	[ ]	[ ]
Helping to fix what broke	[ ]	[ ]

Activity 2: My Responsibility Plan

Think of a time something went wrong. Write or draw your answers.

What happened? _____

Was it an accident, a choice, or a bit of both? _____

What would I do now? _____

What did I learn? _____

Think About It

* Why is it hard to fix a problem if nobody admits it happened?

* Why does owning a mistake make people trust you more, not less?

My Owning-It Goals

Here is a challenge: if something goes wrong, practise saying 'I made a mistake. How can I help fix it?' Owning a mistake is the first step toward fixing it.

Activity 1: My Owning-It Goals

Write or draw one goal for each time.

Goal Tier	My Goal	How I Will Do It	When I Will Start
THIS WEEK			
THIS TERM			
THIS YEAR			

Activity 2: Owning-It Challenge Tracker

Colour a star each day you do it.

I did it!	Mon	Tue	Wed	Thu	Fri
I said 'I made a mistake'	*	*	*	*	*
I asked 'How can I help fix it?'	*	*	*	*	*
I told the truth when it was hard	*	*	*	*	*
I said sorry and meant it	*	*	*	*	*
I thanked someone for being honest	*	*	*	*	*

Think About It

* Write your own 'owning it' motto in 10 words or fewer.

* Who is someone you trust? What makes you trust them?

Teacher's Companion

No Prior Reading Required
This pack is fully standalone. No book or characters are referenced. Any student can complete these worksheets without prior reading. Suitable for classroom, library, and home learning programmes. This pack is an excerpt of a full book-specific learning pack available with purchase at **learningsmart.au**

Australian Curriculum Alignment

Learning Area	Strand	Year Level	Content Description (summary)
English	Language for Interaction	F-Yr 2	Use language to explain, apologise and discuss problems (WS4, WS5)
Science	Biological Sciences	F-Yr 2	Living things have basic needs; parts of a garden support plant growth (WS1)
Mathematics	Measurement	Yr 1-2	Tell time to the hour; count on by hours; describe duration (WS2)
Design and Technologies	Design Processes	F-Yr 2	Identify problems and redesign for strength (WS3)
Health and PE	Personal, Social and Community Health	F-Yr 2	Describe feelings and strategies for honest choices (WS4)
Gen. Capabilities	Ethical Understanding	F-Yr 2	Explore honesty, responsibility and the difference between accidents and choices (WS5)
Gen. Capabilities	Critical and Creative Thinking	F-Yr 2	Sort and compare situations; generate improved designs (WS3, WS5)

16 Key Honesty and Owning Mistakes Lessons

#	Lesson
1	Everyone makes mistakes -- a mistake is not the end of the story.
2	An accident is something that happens to you. What you do next is a choice.
3	Making a mistake isn't the problem. Running from it often is.
4	Hiding a mistake usually makes things worse.
5	You can't fix a problem you haven't admitted to.
6	Telling the truth face to face shows respect.
7	It is normal to feel scared before owning up.
8	Saying sorry clearly, without excuses, helps people listen.
9	Helping to fix things shows you mean your apology.
10	Working together without blame gets problems solved faster.
11	Things that break can be redesigned to be stronger.
12	A second try can turn out better than the first.
13	Honesty builds trust -- people trust those who own their mistakes.
14	Thanking someone for their honesty makes it easier next time.
15	A mistake is not a verdict. What you do next shows your character.
16	Motto: Owning a mistake is the first step toward fixing it.

Answer Keys and Discussion Guidance

WS1 -- Garden Science (Answers)
Vegetable beds = D; pond = E; compost area = C; greenhouse = A; water pump = B. Plants need sunlight, water, soil, air and space to grow. They don't need chocolate or a television.

WS2 -- Four Hours to Fix It (Answers)
8, 9, 10, 11, 12 o'clock. They finished at 11 o'clock. Puzzles: 1. Yes (20 minutes is less than an hour); 2. 3 hours; 3. 3 hours.

WS3 -- Stronger Design Lab (Guidance)
Accept any sensible idea: a wider base for the tower; folds or supports under the bridge; moving the model or adding a guard rail; a thicker straw or tape. Praise explaining WHY the change helps.

WS4 -- Sensitivity Note for Educators
Some children feel strong shame about mistakes. Do NOT require students to share a real mistake. Offer drawing or private writing as an alternative. If a student discloses a concern, follow your school's wellbeing and child safety protocol.

WS5 -- Accident or Choice? (Answers)
Accidents: the bag strap; tripping over a shoelace. Choices: walking away; telling the team; helping to fix it. Discuss how a choice can follow an accident.

WS6 -- Challenge Tracker
There are no correct scores. Celebrate every attempt; any day left blank is a chance for a gentle reminder, not correction.

Upsell Note for Educators
This generic pack is based on the Learning Smart book series. The full book-specific learning pack -- which references the characters, story moments, and adventure narrative -- is available with book purchase or subscription at **learningsmart.au**. Book-specific packs significantly increase student engagement and reading motivation.

Differentiation Strategies

Level	Strategy	Example Application
Below Level (support)	Reduce written output; use sentence starters; allow verbal responses; pair with peer.	WS2: use a teaching clock to count on by hours. WS4: use feeling faces instead of writing.
On Level (standard)	Complete all activities as written. Use discussion partner for Think About It sections.	Standard completion with class debrief of Think About It questions.
Extension (enrichment)	Role-play owning up and offering to help fix a problem; write a short 'I made a mistake' script.	WS1: plan a real class garden bed. WS3: build and test a stronger model and record what changed.

7 Discussion Questions

1. Why might someone stop before walking away from a mistake?
2. What happens to trust when a mistake is hidden?
3. What happens when a team stops blaming and starts fixing?
4. Have you ever had to tell someone something difficult? How did you feel before -- and after?
5. Why does owning a mistake make other people trust you more, not less?
6. How can we make it easier for others to be honest with us?
7. What is the difference between an accident and a choice?

Classroom Display Ideas

Stronger Second Tries: Display WS3 designs: 'It broke, so we made it stronger.'

Accident or Choice Chart: A class sorting chart from WS5 with new examples from students.

Our Class Garden Map: A labelled garden poster from WS1 showing what each part does.

Owning It Words: A wall of helpful phrases: 'I made a mistake.' 'How can I help fix it?' 'Thank you for telling me.'

Time to Fix It Clock: A large clock showing a four-hour countdown from WS2.

Trust Tree: Students add a leaf: 'I trust people who...' -- display as a tree.

Want the Full Adventure?

This free activity pack is inspired by the **Learning Smart book series** -- everyday adventures about character, confidence and growing into a kind, capable leader.

The Full Book-Specific Learning Pack Includes:

* Worksheets tied directly to the book's characters and story moments
* Story-based Think About It questions that deepen reading comprehension
* A Teacher's Companion with book-specific discussion questions
* Access to the full Learning Smart resource library

Available with book purchase or subscription at:

learningsmart.au

Books in the Learning Smart Series

Title	Topic
Belinda Owns Her Mistake	Honesty and Owning Mistakes
The Treasure Map of Money Mountain	Financial Literacy
Professor Bee's Body Expedition	Human Body and Science
Belinda and James: Beach Smart	Sun and Water Safety
Guardians of the Web	Internet Safety
The Magical ABC Adventures: Letters A-F	Early Literacy and Phonics

learningsmart.au

Discover, Dream, Learn -- One Adventure at a Time

Share this free pack -- every copy that travels is a door to learningsmart.au