

CREATIVE EXPRESSION PROJECT IDEAS

The Influencers

ACTIVITY: Influencer War

Instructions:

List 20 people whom you trust to provide you with accurate information and valid perspectives on the world. They can be people you know personally or public figures. Put the name of each of these “influencers” on a note card.

Partner with another student, and using your deck of influencer cards, play the classic card game “War” (in which both players simultaneously reveal the top card from their deck). The goal of the game is to engage both players in dialogue about why the name on their card is trustworthy (in relation to the name on their partner’s card).

Through their conversations, partnerships may (or may not) determine that one influencer is “more trustworthy” than the other, but that’s not really the point. Rather, the objective of the game is to spark conversation and reflection about how we decide who to trust.

#playing #sharing #listening #reflecting

***This activity aligns with the following [RI Social Studies Anchor Standards](#):**

CG.P.1: Identify what political power is and who has political power in a society.

H.HP.1: Identify key people, central ideas, and the mechanisms by which stories are told and retold regarding an event or series of events, centering the voices of historical actors and groups engaged in resistance and change.

PROJECT: The Trust Compass

Instructions:

Design an engaging graphic that visually illustrates the key elements people consider when deciding whom to trust. The image could feature indicators such as credibility, integrity, expertise, emotional response, social status or relationship, transparency, etc. with the purpose of guiding viewers to critically assess the trustworthiness of influencers.

Discuss the intentions behind your graphic, the creative decisions you made, and how the image reflects your personal perspectives on trusting opinion-leaders in a 300 word artist statement.

#visualcommunication #criticalthinking