

GRADE 1 LEARNING PACK

Young Designer: Make It Useful

Use a simple design cycle: notice a need, generate ideas, make, test and improve.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Use a simple design cycle: notice a need, generate ideas, make, test and improve.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Learn the idea

1 design starts with a user/need

2 there can be several good solutions

3 feedback supports improvement

Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

Choose a user: reader, gardener, pet owner or traveller.

Write one need.

Sketch three possible solutions.

Circle features that make one idea useful.

Ask a tester one question and plan an improvement.

Try it beyond the page

Real-world / hands-on connection

Try the activity with safe household art materials and talk about choices rather than “perfect” results.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Design a bookmark, organiser or carry-tool for a specific fictional user.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. Which art choice changed your work most?

2. What did you revise after looking again?

3. How could another artist solve the same prompt differently?

Quick review

1. In one sentence, explain the big idea of “Young Designer: Make It Useful”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

Answers are reflective; expect specific evidence from the learner's work.

2. Suggested response

Revision may involve line, shape, colour, texture, form or arrangement.

3. Suggested response

Many different solutions can be successful.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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