

GRADE 2 LEARNING PACK

How Messages Travel: Communication Systems

Compare ways people send information and choose a suitable method for a purpose.

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

Compare ways people send information and choose a suitable method for a purpose.

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 Messages can travel through speech, writing, signs and digital systems.

2 Different methods vary in speed, privacy, permanence and audience.

3 Children should use digital communication under appropriate adult rules.

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 suitable method for an emergency adult message, party invitation, road warning and classroom reminder.

Compare a spoken message and written note: what can each preserve?

Explain why private information should not be posted publicly.

Sequence sender - message - channel - receiver in a simple model.

Identify one reason a message can be misunderstood.

Try it beyond the page

Real-world / hands-on connection

Play a classroom message game using safe, non-private information and compare spoken versus written accuracy.

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 communication system for a fictional treehouse club with a privacy rule.

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

CHALLENGE

Think deeper

1. What is a communication channel?

2. Why might writing be useful for exact details?

3. Should children share private contact details publicly?

Quick review

1. In one sentence, explain the big idea of “How Messages Travel: Communication Systems”.

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

The method/path used to carry a message.

2. Suggested response

It can preserve wording/details for later reference.

3. Suggested response

No.

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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