

GRADE 2 LEARNING PACK

Young Designer: Solve for a User

Use an iterative design process: understand a need, generate options, 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 an iterative design process: understand a need, generate options, 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 begins with a need/user, not decoration alone

2 constraints can help focus ideas

3 testing reveals improvements

Talk about it

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

Read a fictional user need and list two must-have requirements.

Sketch three possible solutions quickly.

Choose one using reasons rather than “I like it”.

Test a paper prototype against the requirements.

Record one improvement after feedback.

Try it beyond the page

Real-world / hands-on connection

Try one process with real art materials or the BrightPencil Creative Studio. Focus on exploration rather than copying a finished example.

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 simple organiser, sign, bookmark or desk tool for a fictional learner and include a short design note.

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

CHALLENGE

Think deeper

1. Which artistic choice was most deliberate?

2. What changed after you looked again or tested the work?

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

Quick review

1. In one sentence, explain the big idea of “Young Designer: Solve for a User”.

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

Name a specific choice involving line, shape, colour, texture, space or form.

2. Suggested response

Describe a revision based on observation/testing.

3. Suggested response

Many different solutions can be successful when they communicate the intended idea.

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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