

GRADE 2 LEARNING PACK

Journeys & Transport Choices

Compare transport modes using distance, purpose, accessibility, time and environmental considerations.

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 transport modes using distance, purpose, accessibility, time and environmental considerations.

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 Transport choices depend on context rather than one mode always being best.

2 Journeys connect people, goods and services.

3 Walking, cycling, public transport and vehicles each have different constraints and benefits.

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 mode for five fictional journeys and explain each decision.

Compare two modes using time, distance and carrying capacity.

Explain why accessibility needs can change a transport choice.

Order stages in a simple journey involving walking and public transport.

Suggest one way a community could make a short journey safer or easier.

Try it beyond the page

Real-world / hands-on connection

With an adult, discuss one regular journey and name the factors that influence how you travel.

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 transport plan for a fictional school event using at least two modes and accessibility considerations.

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

CHALLENGE

Think deeper

1. Is there one best transport mode for every journey?

2. Name two factors that influence a transport choice.

3. How can transport connect a community?

Quick review

1. In one sentence, explain the big idea of “Journeys & Transport Choices”.

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

No.

2. Suggested response

Examples: distance, time, safety, access, cost, load, weather, environmental impact.

3. Suggested response

It helps people reach homes, work, services and one another.

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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