

GRADE 2 LEARNING PACK

Settlements & Services: Why Places Grow

Explore how homes, services, transport and physical features contribute to different settlements.

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

Explore how homes, services, transport and physical features contribute to different settlements.

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 A settlement is a place where people live.

2 Services can include schools, shops, healthcare, parks and transport.

3 Settlements differ in size, layout and available services.

Talk about it

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

Compare a fictional village and town using population clues and services.

Choose where to place a bus stop on a simple settlement plan and explain.

Identify which services might be used daily, weekly or occasionally.

Explain why not every settlement needs exactly the same facilities.

Find one benefit and one challenge of living farther from a service in a fictional scenario.

Try it beyond the page

Real-world / hands-on connection

On an adult-selected map, notice how services and transport routes are arranged without entering private addresses.

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 small fictional settlement for 200 families and justify the location of five services.

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

CHALLENGE

Think deeper

1. What makes a group of homes a settlement?

2. Why do transport links matter to services?

3. Should every settlement be designed identically?

Quick review

1. In one sentence, explain the big idea of “Settlements & Services: Why Places Grow”.

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

It is a place/community where people live, often with shared routes/services.

2. Suggested response

They help people reach services and move goods.

3. Suggested response

No; needs and geography vary.

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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