

GRADE 2 LEARNING PACK

Two Plans for the Bridge

Read a design narrative and identify fair comparison, evidence and collaboration.

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

Read a design narrative and identify fair comparison, evidence and collaboration.

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.

Read the story

PART 1

Ivo and Suri had twenty craft sticks and a challenge: span a gap between two books without glue.

PART 2

Ivo wanted to stack the sticks quickly. Suri wanted to overlap them in a repeating pattern. They agreed to test both ideas with the same gap.

PART 3

The stacked bridge slipped after one counter. The overlapped bridge held six before one stick moved.

PART 4

Instead of declaring one person “better”, they drew both designs and discussed why the overlap spread the load differently.

PART 5

For the final version, they combined Ivo’s wide base idea with Suri’s overlap pattern.

What made the comparison fairer?

Which design held more counters in this test?

Why did the team avoid saying one person was better?

How did the final design use both ideas?

What could they test next?

Try it beyond the page

Real-world / hands-on connection

Retell the story to an adult using beginning - problem/question - evidence/action - ending.

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

Create a sixth scene or short response that fits the evidence and tone of the story.

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

CHALLENGE

Think deeper

1. Which design held more counters in this test?

2. How did the final design use both ideas?

3. What message can you infer without pretending there is only one “correct moral”?

Quick review

1. In one sentence, explain the big idea of “Two Plans for the Bridge”.

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

Use the relevant story detail.

2. Suggested response

Use the relevant later story evidence.

3. Suggested response

Accept a reasonable inference supported by the text.

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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