

GRADE 2 LEARNING PACK

The Clockwork Garden

Use evidence to distinguish what a device really does from an exaggerated claim.

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 evidence to distinguish what a device really does from an exaggerated claim.

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

Mara found a broken kitchen timer in a box marked “reuse for projects”. She wondered whether its turning dial could help water seed trays fairly.

PART 2

With an adult, Mara tied the timer to a cardboard pointer. The pointer did not water anything; it simply reminded the group which tray to check next.

PART 3

On Monday, one tray was still damp, so Mara wrote “no water needed” instead of following the reminder blindly.

PART 4

By Friday, the class had a record showing which trays dried fastest near the sunny window.

PART 5

Mara changed her project label from “automatic watering machine” to “watering reminder”, because accurate names matter.

What was the timer actually used for?

Why did Mara sometimes skip watering?

What evidence did the class record?

Why did she change the project label?

What is one responsible lesson from the story?

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. Why did Mara sometimes skip watering?

2. Why did she change the project label?

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 “The Clockwork Garden”.

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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