

GRADE 2 LEARNING PACK

The Last Piece Clue

Use a story to model deduction, elimination and verification.

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 a story to model deduction, elimination and verification.

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

Four puzzle pieces were labelled red, blue, green and yellow. One had to go in each corner of a square board.

PART 2

The clue said red was not beside blue. Green was above yellow. Blue was on the bottom row.

PART 3

Lina first guessed, then erased her guess because it made the second clue impossible.

PART 4

She made a tiny table and crossed out positions that could not work.

PART 5

When one arrangement satisfied every clue, Lina checked all three clues again before calling it solved.

Why did Lina erase her first guess?

What strategy did she use next?

What does “satisfy every clue” mean?

Why check after finding an arrangement?

Could there be more than one solution if the clues were weaker?

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. What strategy did she use next?

2. Why check after finding an arrangement?

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 Last Piece Clue”.

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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