

GRADE 3 LEARNING PACK

Global Connections: Product Journeys

Trace simplified product journeys and identify how production, transport, work and consumption connect places.

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

Trace simplified product journeys and identify how production, transport, work and consumption connect places.

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 Products can involve materials, processing, transport and sale across several places.

2 Labels and reliable sources are better than guessing origin.

3 A product journey can have social, environmental and economic dimensions.

Talk about it

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

Sequence a fictional cotton T-shirt journey from fibre to shop.

Identify stages that transform materials versus move them.

Compare a local and imported product without assuming one is always better.

Write three questions about labour, transport or materials that need evidence.

Make a flow map with arrows showing connections between places.

Try it beyond the page

Real-world / hands-on connection

Inspect one product label with an adult and record only clearly stated origin/material information.

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 fictional product passport showing material, maker stage, transport, shop and end-of-life/reuse options.

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

CHALLENGE

Think deeper

1. Why not guess a product's origin?

2. Can a product involve several countries?

3. What is one dimension besides distance to consider?

Quick review

1. In one sentence, explain the big idea of “Global Connections: Product Journeys”.

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

Origin should be supported by reliable label/source evidence.

2. Suggested response

Yes.

3. Suggested response

Examples: materials, working conditions, energy, waste, durability, cost.

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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