

GRADE 3 LEARNING PACK

How Communities Make Decisions

Understand simple roles of local/community decision-making and practise evidence-based civic choices without party-political advocacy.

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

Understand simple roles of local/community decision-making and practise evidence-based civic choices without party-political advocacy.

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 Communities make decisions about shared services and spaces.

2 Different people can have legitimate different priorities.

3 Good civic reasoning listens, checks evidence and explains trade-offs.

Talk about it

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

Read three fictional proposals for a park budget and identify the need each addresses.

Sort comments into evidence, preference and question.

Choose two stakeholders who might be affected differently.

Write a balanced recommendation using two reasons.

Identify what extra information would improve the decision.

Try it beyond the page

Real-world / hands-on connection

Discuss a low-stakes community decision with an adult, such as where a new bench might go, focusing on needs and evidence.

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 council page with three proposals, stakeholder notes and a reasoned recommendation.

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

Think deeper

1. Is a preference the same as evidence?

2. Why can people disagree reasonably?

3. What improves a recommendation?

Quick review

1. In one sentence, explain the big idea of “How Communities Make Decisions”.

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

No.

2. Suggested response

They may value different needs or experience different impacts.

3. Suggested response

Relevant evidence, reasons and recognition of trade-offs.

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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