

GRADE 3 LEARNING PACK

Resources, Needs & Sustainability Choices

Explore how people use water, energy, materials and land, and reason about more sustainable choices without simplistic moral labels.

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

Explore how people use water, energy, materials and land, and reason about more sustainable choices without simplistic moral labels.

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 Natural resources support human activities and ecosystems.

2 Choices can have environmental, social and economic consequences.

3 Sustainability involves meeting needs while considering longer-term impacts.

Talk about it

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

Match everyday products to broad resource categories.

Compare reusable and single-use options in a fictional scenario using several factors.

Identify a trade-off in an energy-choice card.

Explain why “natural” does not automatically mean harmless.

Propose one realistic resource-saving action and a way to measure whether it helped.

Try it beyond the page

Real-world / hands-on connection

With an adult, choose one household or school resource use and discuss what evidence could show a reduction without shaming normal needs.

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

Design a fictional community challenge to reduce one type of waste and track results for a week.

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

CHALLENGE

Think deeper

1. What is a trade-off?

2. Why measure a sustainability action?

3. Does one action solve every environmental issue?

Quick review

1. In one sentence, explain the big idea of “Resources, Needs & Sustainability Choices”.

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

A choice where gaining one benefit may involve a cost or drawback elsewhere.

2. Suggested response

To see whether it actually changed the intended outcome.

3. Suggested response

No.

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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