

GRADE 3 LEARNING PACK

Settlements, Land Use & Services

Analyse how land use, transport, services and physical features influence settlement patterns.

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

Analyse how land use, transport, services and physical features influence settlement patterns.

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 Land use describes how areas are used, such as housing, farming, recreation or services.

2 Settlements change over time as needs and connections change.

3 Planning involves trade-offs rather than one perfect layout.

Talk about it

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

Classify areas on a fictional town plan by land use.

Choose a suitable location for a new library using access and noise clues.

Identify one advantage and one drawback of placing homes beside a busy road.

Compare two settlement layouts for access to green space.

Propose one change that improves access without removing every existing use.

Try it beyond the page

Real-world / hands-on connection

Look at an adult-selected public map and identify broad land-use patterns without focusing on private homes.

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

Redesign one district of a fictional town to improve access to services, green space and safe movement.

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

CHALLENGE

Think deeper

1. What is land use?

2. Why are planning decisions trade-offs?

3. Name one factor that can influence where services are placed.

Quick review

1. In one sentence, explain the big idea of “Settlements, Land Use & Services”.

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

How an area is used.

2. Suggested response

Different needs can compete for limited space/resources.

3. Suggested response

Access, population, transport, safety, terrain, cost or existing uses.

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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