

GRADE 4 LEARNING PACK

Community Decisions: Needs, Evidence & Voice

Understand how community decisions can use evidence, representation, discussion and transparent reasons.

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 how community decisions can use evidence, representation, discussion and transparent reasons.

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 contain people with different needs and preferences.

2 Decisions can use evidence and consultation rather than popularity alone.

3 A fair process explains how a decision was reached.

Talk about it

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

Compare preference and evidence in a fictional park decision.

Identify which groups may need to be consulted about a crossing.

Rank three types of evidence for a library-hours decision.

Practise summarising two different viewpoints fairly.

Write a decision note with reason, evidence and next review date.

Try it beyond the page

Real-world / hands-on connection

Discuss one harmless community decision with an adult and identify who might be affected.

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 youth council page showing issue, evidence, viewpoints, decision and review.

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

CHALLENGE

Think deeper

1. Does fair mean everyone gets their first choice?

2. Why record reasons?

3. What is consultation?

Quick review

1. In one sentence, explain the big idea of “Community Decisions: Needs, Evidence & Voice”.

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

It makes the process transparent and reviewable.

3. Suggested response

Asking affected people for views or information before deciding.

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.

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:
