

Decisions: Options, Consequences & Values

Make everyday decisions by identifying options, likely consequences, values and who may be affected.

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

Make everyday decisions by identifying options, likely consequences, values and who may be affected.

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 Good decisions consider more than the quickest reward.

2 Consequences can affect self, others and future options.

3 Values such as fairness, safety and responsibility can guide choices.

Talk about it

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

Use an options-consequences table for four fictional school decisions.

Identify short-term and longer-term effects.

Spot when peer pressure is influencing a choice.

Choose when more information is needed before deciding.

Write a reasoned decision that names one value.

Try it beyond the page

Real-world / hands-on connection

Discuss a harmless real decision with an adult using options, consequences and values.

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 decision compass with **Safety, Fairness, Evidence, Future and Help.**

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

CHALLENGE

Think deeper

1. What is peer pressure?

2. Why consider future consequences?

3. Can asking for more information be a decision?

Quick review

1. In one sentence, explain the big idea of “Decisions: Options, Consequences & Values”.

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

Influence from peers that can affect choices.

2. Suggested response

Some effects appear later.

3. Suggested response

Yes.

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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