

GRADE 4 LEARNING PACK

Resources, Energy & Sustainable Choices

Compare renewable and non-renewable resources and evaluate realistic resource-use decisions using evidence and trade-offs.

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

Compare renewable and non-renewable resources and evaluate realistic resource-use decisions using evidence and trade-offs.

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 Resources provide materials or energy people use.

2 Renewable does not automatically mean impact-free.

3 Sustainable decisions consider environmental, social and practical effects over time.

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 introductory examples as renewable or non-renewable.

Compare two fictional energy choices using cost, reliability and environmental impact data.

Identify an overclaim such as “this option has no impact”.

Rank five waste-reduction actions by likely practicality in a school context.

Write a recommendation that acknowledges one trade-off.

Try it beyond the page

Real-world / hands-on connection

With an adult, inspect one household or school resource routine such as lighting or waste and choose one measurable improvement.

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 resource plan with three actions, expected benefits and one limitation.

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

CHALLENGE

Think deeper

1. Does renewable mean zero impact?

2. Why measure an action before and after?

3. What is a trade-off?

Quick review

1. In one sentence, explain the big idea of “Resources, Energy & Sustainable 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

No.

2. Suggested response

To check whether the action made a difference.

3. Suggested response

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

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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