

GRADE 4 LEARNING PACK

Settlements, Services & Planning Trade-offs

Analyse how population, transport, physical features and public services influence settlement planning.

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 population, transport, physical features and public services influence settlement planning.

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 Settlements contain interacting land uses and services.

2 Access can be measured in more than distance, including time, mobility and transport options.

3 Planning decisions involve trade-offs among different needs.

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 land use on a fictional town plan.

Choose a location for a health clinic using access, noise and transport evidence.

Compare green-space access in two neighbourhood layouts.

Identify one group who may experience a route differently because of mobility needs.

Write a planning recommendation that names one benefit and one drawback.

Try it beyond the page

Real-world / hands-on connection

Inspect a public map with an adult and identify broad patterns such as services near transport routes; avoid 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 fictional district to improve access to services, safe movement and green space while preserving existing uses.

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

CHALLENGE

Think deeper

1. Why is distance not the only measure of access?

2. What is a planning trade-off?

3. Why should planners consider different users?

Quick review

1. In one sentence, explain the big idea of “Settlements, Services & Planning Trade-offs”.

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

Time, mobility, cost, safety and transport options also matter.

2. Suggested response

Improving one need can affect another, so choices must be balanced.

3. Suggested response

People may have different needs and barriers.

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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