

GRADE 4 LEARNING PACK

Teamwork & Leadership: Roles, Voice & Follow-through

Work collaboratively by clarifying roles, sharing voice, tracking commitments and adapting when a plan changes.

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

Work collaboratively by clarifying roles, sharing voice, tracking commitments and adapting when a plan changes.

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 Leadership includes listening and organising, not controlling everyone.

2 Clear roles reduce duplicated or forgotten work.

3 Teams need ways to handle disagreement and changing information.

Talk about it

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

Match roles to a fictional project: coordinator, researcher, designer, checker.

Identify a task that has no owner.

Practise inviting a quieter group member to contribute.

Use a simple action tracker with person/role, task and due point.

Revise a plan when one resource becomes unavailable.

Try it beyond the page

Real-world / hands-on connection

Complete a small family/class project and notice which teamwork behaviour helped most.

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 team project board with goal, roles, actions, check-in and reflection.

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

CHALLENGE

Think deeper

1. Is leadership the same as giving orders?

2. Why assign roles?

3. What should happen when a plan changes?

Quick review

1. In one sentence, explain the big idea of “Teamwork & Leadership: Roles, Voice & Follow-through”.

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 clarify responsibility and coordination.

3. Suggested response

The team should communicate, revise responsibilities and update the plan.

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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