

Team Projects: Roles, Feedback & Accountability

Work in teams using clear roles, respectful feedback, shared records and follow-through.

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 in teams using clear roles, respectful feedback, shared records and follow-through.

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 Clear roles reduce duplicated or forgotten work.

2 Feedback should refer to criteria and behaviour, not personal attacks.

3 Accountability means tracking commitments and communicating when plans change.

Talk about it

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

Build a clear model or organiser that shows: Clear roles reduce duplicated or forgotten work.

Use supplied evidence to test this idea: Feedback should refer to criteria and behaviour, not personal attacks.

Compare two cases and explain where this principle matters: Accountability means tracking commitments and communicating when plans change.

Find one weak claim or assumption and revise it so it matches the evidence.

Write a short conclusion that states evidence, limitation and next question.

Try it beyond the page

Real-world / hands-on connection

Complete a small family/class project with agreed roles.

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 board with goal, roles, tasks, check-in, blockers and reflection.

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

CHALLENGE

Think deeper

1. Is leadership the same as controlling everyone?

2. What makes feedback useful?

3. What should happen if a task cannot be completed?

Quick review

1. In one sentence, explain the big idea of “Team Projects: Roles, Feedback & Accountability”.

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 is specific, respectful and linked to the work or criteria.

3. Suggested response

Communicate early and revise 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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