

GRADE 5 LEARNING PACK

The Two Good Designs

Use design criteria and testing to evaluate creative work.

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

Use design criteria and testing to evaluate creative work.

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.

Read the story

PART 1

For a library poster, Finn designed a bold page with one large image and very little text. Grace designed a quieter page with more information and smaller visual elements.

PART 2

Their group tried to choose a winner by asking which looked 'more professional'. The teacher asked them to return to the design brief instead.

PART 3

The poster needed to be readable from a doorway, explain three rules and work in black-and-white printing. Finn's design was easier to notice, but one rule was missing. Grace's included every rule, but the text was too small.

PART 4

They tested both at actual viewing distance and printed greyscale copies. Then they combined the strongest features and revised the hierarchy.

PART 5

The final poster was not a compromise for its own sake. It was a response to criteria and testing.

Summarise the problem in no more than three sentences.

Identify the turning point where the character changes method or interpretation.

Match each inference to the strongest story evidence.

Write an alternative choice and predict a plausible consequence.

Explain the transferable strategy from the story in your own words.

Try it beyond the page

Real-world / hands-on connection

Retell the reasoning problem to a trusted adult and explain which evidence mattered 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 one-page response: key evidence, inference, strategy learned and a new scenario where it could help.

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

CHALLENGE

Think deeper

1. Why was “more professional” a weak criterion?

2. What tests did the group perform?

3. Why did the final design improve?

Quick review

1. In one sentence, explain the big idea of “The Two Good Designs”.

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

It was vague and not tied to the brief.

2. Suggested response

Viewing-distance and greyscale tests.

3. Suggested response

It used evidence against clear criteria.

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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