

GRADE 5 LEARNING PACK

Sustainability: Systems, Trade-offs & Action

Evaluate sustainability proposals using environmental, social and practical evidence.

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

Evaluate sustainability proposals using environmental, social and practical evidence.

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 Sustainability decisions involve systems and trade-offs rather than one perfect solution.

2 Actions can shift impacts from one place or group to another.

3 Useful proposals include measurable goals and ways to check results.

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: Sustainability decisions involve systems and trade-offs rather than one perfect solution.

Use supplied evidence to test this idea: Actions can shift impacts from one place or group to another.

Compare two cases and explain where this principle matters: Useful proposals include measurable goals and ways to check results.

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

Review one local sustainability initiative with a trusted adult using public information.

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 school sustainability plan with baseline, action, measure and review date.

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

CHALLENGE

Think deeper

1. Is every action labelled green automatically effective?

2. Why measure a baseline?

3. What makes a proposal testable?

Quick review

1. In one sentence, explain the big idea of “Sustainability: Systems, Trade-offs & Action”.

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 gives a starting point for judging change.

3. Suggested response

It has a clear action and measurable outcome.

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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