

GRADE 1 LEARNING PACK

My Local Area: Place, Route & Landmark

Build a sense of place by describing familiar locations, landmarks and routes.

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

Build a sense of place by describing familiar locations, landmarks and routes.

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 Places have features that help us recognise them.

2 Routes connect a starting place to a destination.

3 Landmarks are useful reference points when giving directions.

Talk about it

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

List four places a child might find near home or school and write one feature of each.

Draw a simple route from a home symbol to a library symbol using three turns.

Choose the best landmark for giving directions: a tall clock tower, a small pebble, or a loose leaf. Explain.

Use beside, opposite, near and between in four location sentences.

Compare two routes to the same place: which is shorter, clearer or safer to explain?

Try it beyond the page

Real-world / hands-on connection

Take a short adult-led walk or inspect a familiar route. Notice three landmarks and one change in direction.

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 mini neighbourhood map with a key, five places and one highlighted route.

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

CHALLENGE

Think deeper

1. Why is a landmark useful when giving directions?

2. If the shop is opposite the park, where is the park from the shop?

3. What should a useful map key explain?

Quick review

1. In one sentence, explain the big idea of “My Local Area: Place, Route & Landmark”.

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 gives a recognisable reference point.

2. Suggested response

Opposite the shop.

3. Suggested response

What the symbols or colours on the map represent.

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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