

GRADE 1 LEARNING PACK

# Print & Repeat: Pattern Design

Create repeating visual patterns using simple original motifs.

**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

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## Learning objective

Create repeating visual patterns using simple original motifs.

## 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

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**1** a motif is a repeated design element

**2** patterns can repeat, rotate or alternate

**3** spacing affects rhythm

## Talk about it

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

Design one stamp motif on paper.

Plan an AB repeat.

Plan an ABC repeat.

Rotate the motif every second repeat.

Find and fix one deliberate pattern error.

## Try it beyond the page

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### Real-world / hands-on connection

Try the activity with safe household art materials and talk about choices rather than “perfect” results.

### Before you finish

What did you notice?

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What evidence, object or example helped you?

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What would you change if you tried again?

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# Create something

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## Your project

Create wrapping-paper style pattern for an imaginary bookshop.

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

CHALLENGE

# Think deeper

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1. Which art choice changed your work most?

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2. What did you revise after looking again?

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3. How could another artist solve the same prompt differently?

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# Quick review

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1. In one sentence, explain the big idea of “Print & Repeat: Pattern Design”.

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2. Draw or write one example that shows you understand.

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3. Choose one activity from this pack and explain the strategy you used.

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4. Write one question you still have.

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# Answer & discussion notes

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Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

## 1. Suggested response

Answers are reflective; expect specific evidence from the learner's work.

## 2. Suggested response

Revision may involve line, shape, colour, texture, form or arrangement.

## 3. Suggested response

Many different solutions can be successful.

## 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

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**I finished this BrightPencil learning pack.**

**One thing I understand better now:**

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**A strategy that helped me:**

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**Something I created or noticed:**

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**My next small question or goal:**

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**Print. Learn. Grow.**