

GRADE 1 LEARNING PACK

# The Map Under the Table

Understand map vocabulary and cause-effect through narrative.

**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

Understand map vocabulary and cause-effect through narrative.

## 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** Stories have characters, events and a sequence.

**2** Good readers use details as evidence.

**3** Talking and drawing after reading can deepen understanding.

## Talk about it

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

Read story scene 1: Pip drew a treasure map of the living room using simple symbols.

Read story scene 2: A square meant the table, a circle meant the rug and a star meant the treasure spot.

Read story scene 3: His sister could not understand the symbols until Pip added a key in the corner.

Read story scene 4: She followed the route from the door, around the rug and beside the table.



## Try it beyond the page

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### Real-world / hands-on connection

Retell the story using first, next, then and finally. Keep the important details.

### 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

**Draw a six-box comic or scene map showing the most important change in the story.**

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



CHALLENGE

# Think deeper

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1. What did the star mean?

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2. Why was the key important?

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3. What route clues were used?

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# Quick review

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1. In one sentence, explain the big idea of “The Map Under the Table”.

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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 should use details stated or clearly supported by the story.

## 2. Suggested response

Accept equivalent wording when evidence is accurate.

## 3. Suggested response

Open responses should be plausible and connected to the text.

## 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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