ColourAcorn

Pocket Park

Plan, Check and Explain



Six connected activities for ages 8 to 11

A paper planning project, not outdoor construction

A Guide for Grown-ups

Read evidence, check calculations and accept useful revisions.

Work over several short sessions. Read the brief aloud if useful and keep it nearby. Each grid square is one tile position, not a real measurement. Letters F, G and P identify flower, grass and path tiles in black and white. The cover is decorative and supplies no answers.

Read, count and locate

Pages 3–5

Use the written brief and the fixed example plan. Row 1 is at the bottom. A grid reference names a square, not a crossing point.

Budget and check

Pages 6–7

Treat the stated token costs as invented values. Compare both sign choices and check each proposed plan against all three tile criteria.

Create and test

Pages 8

Draw a new plan using the same criteria. Ask a partner to read and count it before explaining. Record the actual response and improve one feature.

Paper planning only. No outdoor construction, water, planting, cutting, real purchases or real personal details are needed. Token prices are invented for this activity. Print at 100% on the chosen paper size.

Read the Pocket Park Brief

Keep these criteria nearby throughout the project.

A class is designing a pretend pocket park on paper. Its square plan has four columns and four rows, making 16 tile positions. Every square needs exactly one tile.

All four squares in the bottom row must be path tiles. Use exactly six flower tiles and six grass tiles in the other squares. Give the park a readable name outside the grid.

The budget is 18 pretend tokens. Each path tile costs 2 tokens, each flower tile 1 token and each grass tile 0 tokens. Choose one name sign: small costs 1 token; large costs 4. These are invented activity values, not real prices.

1. How many tile positions are there altogether?

2. Where must the four path tiles go?

3. How many flower tiles and grass tiles are needed?

4. What is the token budget?

Count and Check the Tile Positions

One letter in a square represents one tile.

Count the letters in this fixed example. Each square is one tile position. Use row-by-row counting to avoid missing or counting a square twice.

F = flower tile G = grass tile P = path tile

	A	B	C	D
4	G	G	F	G
3	F	F	G	G
2	G	F	F	F
1	P	P	P	P

Flower tiles: _____ Grass tiles: _____ Path tiles: _____

Total tile positions: _____

How do the three counts show every square is used once?

Read Squares and Follow Three Moves

Count a move only when you enter the next square.

Columns A to D run left to right. Row 1 is the bottom row. A reference names a square. Use this same fixed example plan.

F = flower tile G = grass tile P = path tile

	A	B	C	D
4	G	G	F	G
3	F	F	G	G
2	G	F	F	F
1	P	P	P	P

Tile at A3: _____ C3: _____ D2: _____ B4: _____

Start at A1. Move right by one square three times. Record the finishing square and tile type.

Finish: _____ Tile: _____

Moves made: _____ Different squares visited, including A1: _____

Choose a Sign Within the Budget

Token values are invented for this paper activity.

Use the fixed example: 4 path tiles, 6 flower tiles and 6 grass tiles. Complete the subtotals. The total budget is 18 pretend tokens.

Tile type	Number	Cost each	Subtotal
Path	4	2	_____
Flower	6	1	_____
Grass	6	0	_____

Base tile total: _____ tokens

Choose one sign. Work out both options before choosing. A small name sign costs 1 token; a large name sign costs 4 tokens.

Small sign: total _____ Tokens left from 18: _____

Large sign: total _____ Tokens left from 18: _____

My choice: _____ Why? _____

Check Two Proposed Plans

Use all three tile criteria from the brief.

Check both proposals against the brief: four bottom-row path tiles, six flower tiles and six grass tiles. Do not judge by appearance alone.

F = flower tile G = grass tile P = path tile

Plan A

	A	B	C	D
4	G	G	F	G
3	F	F	G	G
2	G	F	F	F
1	P	P	P	P

Plan B

	A	B	C	D
4	G	G	F	F
3	F	F	G	G
2	G	F	F	F
1	P	P	P	P

Plan A: Path _____ Flower _____ Grass _____

Plan B: Path _____ Flower _____ Grass _____

Which plan meets every tile criterion? _____

Name one square to change in the other plan. Write its reference, its old letter and its replacement.

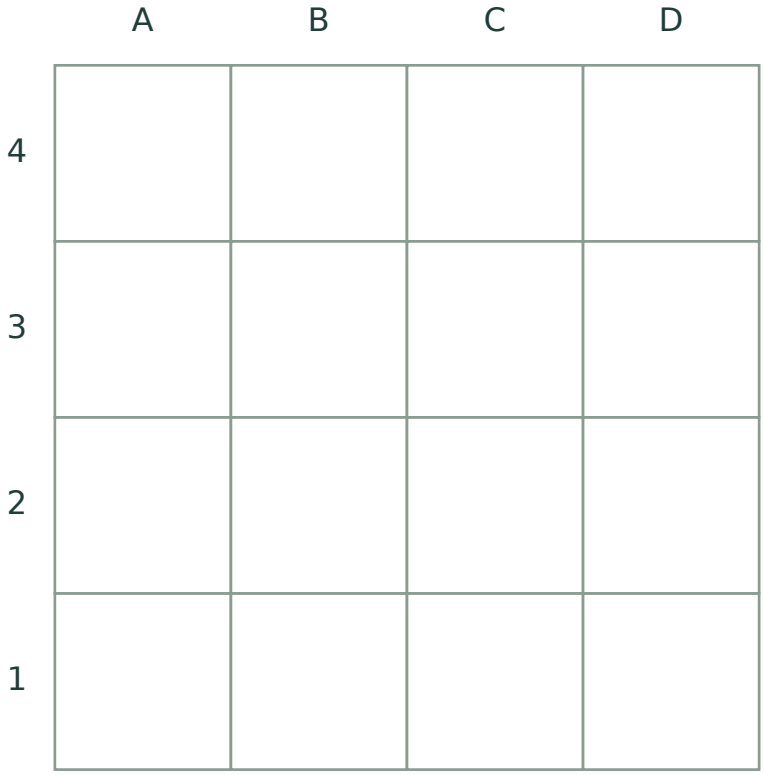
Square: _____ Change _____ to _____

Design, Test and Improve Your Park

Use the same brief, but make your own arrangement.

Draw your own plan. Put P in all four bottom-row squares. Put F in six other squares and G in the remaining six. Write a park name outside the grid. Your arrangement may differ from the example.

Park name: _____



Sign choice: _____ Total token cost: _____

Ask a partner to read and count your plan before explaining it. Record their actual counts and one comment. Improve one feature, then check again.

Partner counted P: ____ F: ____ G: ____

Comment: _____

My change and recheck: _____