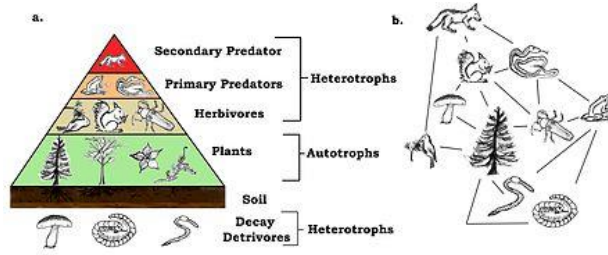


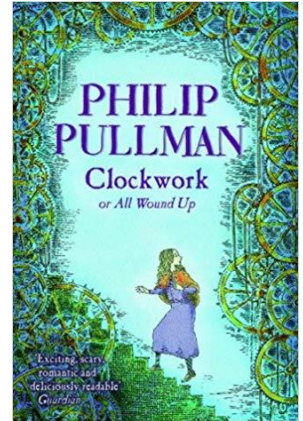
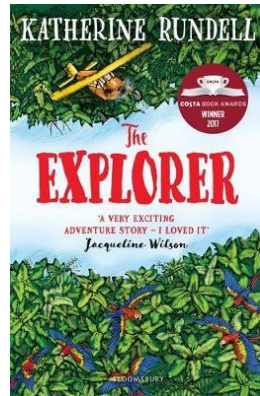
Year 6 Autumn Term Home Learning Challenge

'Living Things & Life Processes'

'Brazil'



'Clockwork'



Each term we would like to give you the opportunity to apply your knowledge of the topics we explore through completing one or more of our challenges. The challenges will give you the chance to investigate an area of your choice, in a little more depth. These challenges can be brought into school at any time during next half term before we break up for Christmas.

Which challenge will you choose?

Challenge 1 (Design and Technology): Construct a model.

This could be:

- *A model of a scene from one of our novels: The Explorer or Clockwork.*
- *A model of a food web or evolution.*
- *A model of a human or physical feature of Brazil etc.*
- *Or an idea of your own that is linked to our learning this term.*

Challenge 2 (Computing): Create an animation or video.

This could be:

- *An animation of a scene from one of our novels: The Explorer or Clockwork.*
- *An animation to show food webs or evolution.*
- *A documentary video or an animation of how animals have adapted to suit their environments.*
- *A news report video to report on an exciting event from one of our novels: The Explorer or Clockwork.*
- *Or an idea of your own that is linked to our learning this term.*

Challenge 3 (Writing): Create your own book.

This could be:

- *A children's book to explain food webs, adaptation or evolution.*
- *A narrative based in Brazil.*
- *A narrative based upon the same genre and theme of clockwork.*
- *Or an idea of your own that is linked to our learning this term.*

Challenge 4 (Art): Create your own piece of artwork.

This could be:

- *A piece that is inspired by Brazil.*
- *A piece inspired by Clockwork.*
- *A piece that reflects your favourite work from our first term in Year 6.*
- *Or an idea of your own that is linked to our learning this term.*

We can't wait to see your challenges and look forward to sharing them.