

Spring 2 Home Learning Project

We are starting an exciting new Geography project, and I need your creativity and brilliant ideas!

Your task is to design and make your own river model. This project will help you show your understanding of how rivers work and the important features they have.

What your river model should include:

Please make sure your model shows the key parts of a river, such as:

- Source – where the river begins (often in the mountains or hills).
 - Tributaries – smaller streams that join the main river.
 - Meanders – bends or curves in the river.
 - Floodplain – the flat area next to the river.
 - Riverbank – the sides of the river.
 - Riverbed – the bottom of the river.
 - Mouth – where the river ends, flowing into the sea, lake, or ocean.
- Delta or Estuary – optional, but great if you want to challenge yourself!

What you can use:

You can use any materials you like, such as:

- Cardboard or a shoebox
 - Sand, soil, clay, or playdough
 - Paint, tissue paper, or coloured card
 - Sticks, stones, or recycled materials
- Be as creative as you like! Your model can be 2D or 3D.

Your goal:

Your river model should:

- Be clearly labelled
 - Show the journey of a river from source to mouth
 - Be strong enough to bring into school
- Show the effort and imagination you put into it!

When it is due:

Please bring your finished model to school by 13th March 2026

