Year 6 Homework Challenges

We have given you 10 activities to choose from and would like you to complete any 7 of these over the Autumn 1 term. We are sure that you will put in a lot of effort for each piece and you will enjoy presenting your homework to the rest of the class, sharing all your hard work. Each activity is worth a different amount of dojo points. As you complete the activities please bring your homework into school on a Wednesday – one per week.

Compulsory tasks:

Reading 15-20 minutes everyday

Times tables based on the weekly focus which will take place every FRIDAY

Spellings based on the test which will take place every FRIDAY

Spennigs based on the test which will tak				
RE	Spellings	ART	Computing	Science
Create your own 'Code for Living'	Take your weekly spellings	Draw a portrait of a family	Design a poster to inform	Design a poster informing
for younger people in your family	and put them into a	member. Like we would have	people how to stay safe	someone of the work of
or younger friends. What rules	sentence. Please ensure this	discussed in class, look	online.	either Charles Darwin or Mary
would you give these people to	is completed in your neatest	carefully at the size and		Anning. Please include
hope they live a good life? You	handwriting and you include	shape of their features.	5 points	information of their
can present this in any way you	full stops and capital letters.	10 points		childhood and what
like.				difference their work made.
5 points	10 points			10 points
English	PE	Puzzle creator (Maths)	Geography	PSHE
English Write a fiction story about	PE Think of a new game which	Puzzle creator (Maths) Create a board game with	Geography Research one of the mills in	PSHE Create a quiz about yourself
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Write a fiction story about	Think of a new game which	Create a board game with questions to be solved	Research one of the mills in	Create a quiz about yourself ready for someone else in class
Write a fiction story about	Think of a new game which the class can play during	Create a board game with questions to be solved	Research one of the mills in Stockport. What was it used	Create a quiz about yourself ready for someone else in class
Write a fiction story about someone stranded on a boat.	Think of a new game which the class can play during Active Play. Consider how the	Create a board game with questions to be solved Rounding	Research one of the mills in Stockport. What was it used for originally? What it is used	Create a quiz about yourself ready for someone else in class
Write a fiction story about someone stranded on a boat.	Think of a new game which the class can play during Active Play. Consider how the whole class can get involved	Create a board game with questions to be solved Rounding Place value	Research one of the mills in Stockport. What was it used for originally? What it is used for today? Are there any	Create a quiz about yourself ready for someone else in class
Write a fiction story about someone stranded on a boat.	Think of a new game which the class can play during Active Play. Consider how the whole class can get involved and any rules they will need	Create a board game with questions to be solved Rounding Place value Negative numbers	Research one of the mills in Stockport. What was it used for originally? What it is used for today? Are there any interesting facts you have	Create a quiz about yourself ready for someone else in class
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Write a fiction story about someone stranded on a boat.	Think of a new game which the class can play during Active Play. Consider how the whole class can get involved and any rules they will need to follow.	Create a board game with questions to be solved Rounding Place value Negative numbers Roman numerals	Research one of the mills in Stockport. What was it used for originally? What it is used for today? Are there any interesting facts you have found out about this mill?	Create a quiz about yourself ready for someone else in class to answer.