

Trade and Supply Chains Year 5/6 Homework—Spring Term

Homework in Years 5 and 6 will consist of reading at home as well as Doodle Maths and learning multiplication tables. The grid below contains extra activities, ideally one homework to be completed every two weeks, to be shared on a Friday.

Trade Journey



Mild Choose one product. Draw a simple picture journey showing where it comes from and where it is sold. Label with single words.

Spicy Create a journey map with at least 4 steps. Add short explanations for each stage.

Hot Create a detailed journey map. Explain how trade affects price, jobs, or the environment.

Design an advert to sell a traded product.

Imagine you are a trader. Create a poster or a radio or TV advert to persuade people to buy your product. Think about price, quality, and where it comes from.



Create a Currency

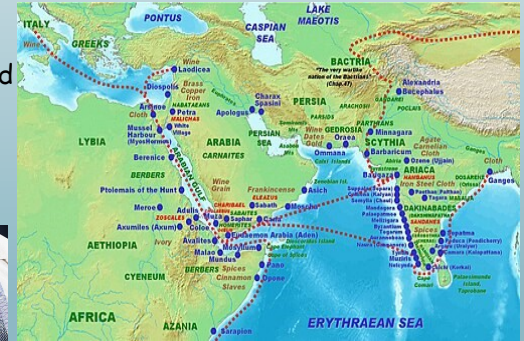
Mild Design one coin or note and label its value.

Spicy Design a set of coins/notes and explain the symbols you have chosen.

Hot Explain how your currency helps trade and what could happen if it lost value.



Time-Travelling Trader



Mild Write or draw 3 things you see at a market in the past.

Spicy Write a diary entry describing what you buy and sell and how you feel.

Hot Compare trading in the past with trading today in your diary.

Market Stall



Mild Draw a market stall and label the items you are selling with prices.

Spicy Create a stall sign and price list. Explain why customers should buy from you.

Hot Explain how supply and demand affects your prices and profit.

Fair Trade Detective

Mild Create a poster showing what Fair Trade is using pictures and keywords.

Spicy Explain how Fair Trade helps farmers and workers.

Hot Explain what could happen without Fair Trade and give your opinion.



Traded Food Menu



Mild Create a menu with pictures of foods from different countries.

Spicy Label foods as local or imported.

Hot Explain why some foods must be imported and how this affects price and choice.

Design a simple board game about trade.

The aim could be to earn money, trade goods, or travel trade routes.

Mild Create a game board with pictures and labels. Explain the aim of the game.

Spicy Add rules, event cards, and explain how players trade and earn money.

Hot Explain how your game shows real trade ideas such as profit, risk, supply and demand, or global trade.

