

# 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.

## 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.

## 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.



## 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.



## 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.



## 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.

## 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.

## 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.

