


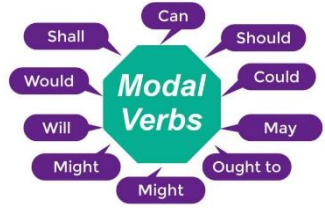


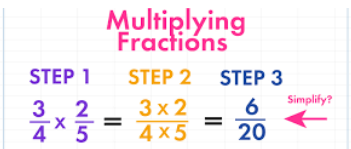
**Spring 1 2024**

**Year 6 Project homework based on our theme this half term:**

**'Survival of the fittest'**

Children in Year 6 receive English and Maths homework weekly. Alongside this, you should complete at **least 3** projects from the grid below. You could also come up with your own project linked to our theme.

Please talk to your teacher if you require any help or support with ideas or resources.

<b>Biography</b> Write a biography about Carl Linnaeus. 	<b>Take a Trip</b> Write a brochure/travel guide for a South American country of your choice. Include pictures so it will be eye-catching!
<b>Number patterns</b> Research the Maya number system. Can you spot a pattern?  Write the numbers 1-100 using the Maya number system. Additional challenge-Write calculations using the Maya number system.	<b>Information page</b> Create a fact page about a SPaG objective that you need to revise. It could be relative clauses, colons, modal verbs etc... 
<b>Rain Dance</b> Compose and perform a rainforest dance (perhaps with a friend or friends). What music would fit with the rainforest theme? What movements could you do? 	<b>PowerPoint</b> Create a PowerPoint about your learning in RE. Try to include facts others may not already know.
<b>Game Play</b> Create your own South America board game. Decide what the track will be, number of players, adventures, obstacles, rewards, quiz questions, etc. Try to make it so the players learn about the country as they play.	<b>Identity</b> Research what is meant by identity and create a fact page 
<b>Maths</b> Create a fact page about a maths objective that you need to revise. It could be long multiplication or division, fractions or word problems. 	<b>Animal Creation</b> Combine the features of two animals to create your own new animal. What name would you give it? Which features did you choose and why? You could use: <a href="http://switchzoo.com/zoo.htm">http://switchzoo.com/zoo.htm</a>