Shottermill Junior School Year 5 - Autumn 1 2020

You need to choose 6 activities from the tables below to complete over the half term. You may present your work in an appropriate style of your choice. Note to parents: If a project is completed in depth, it may count as 2 homework activities (at your discretion).

Homework should be handed in each Tuesday – please send any electronic files to: homework@shottermill-jun.surrey.sch.uk marked FAO Year 5 teachers.

Choose at least two activities from this grid.

The Lost Thing (English)

Create a 'Lost' poster for your very own Lost Thing. Think about what information you would need to include to make it effective.

Comic strip (English)

Create a short comic strip involving 2 of your favourite superheroes and villains. What happens to them?
Who wins? Is the day saved?

Ancient Maya (History)

Research an area of the Ancient Maya civilization. Present your findings in any way you wish. E.g. sacrifice, the ball game, pyramids, way of life, farming etc.

James and the Giant Peach (English)

Write a book review of a Roald Dahl book. Include a summary, the reason why you like it and your favourite character.

Scratch (Computing)

Explore Scratch and create a simple animation trying out different characters and backgrounds.

Take a screenshot or photo of your amination.

Forces (Science)

Visit the education quizzes webpage and complete the Forces quiz.

https://www.educationquizzes.com/ks
2/science/forces-01/

Write down your score and any questions you get wrong.

Forces (Science)

Design an investigation to find out how the size or shape of an elastic band affects the distance a ball of paper can be catapulted.



Buddhism (R.E/PSHE)

Buddhists believe in Karma, which is the law that every cause has an effect, i.e. our actions have results. Watch this short animation:

https://www.youtube.com/watch?
v=WLdfpBNjdDc

Create a short film of your own to show good or bad Karma, using toys/lego/plasticine etc.

Container (Art)

Choose an interesting container from home. Do an observational drawing/painting of it in detail, using any medium you wish.

E.g. pastels, paints, felt tips, watercolours, pencil etc.

Container (Art)

Choose an interesting container and create a 3D model of it.

You could use the following materials: clay, papier mâché or plasticine.

Place Value

(Maths)

Create a game for others to play, which requires the player to answer place value questions.

If done to a high standard, this can be a two-week piece of work.

Ancient Maya

(History/Making)

Choose an area of the Ancient Mayans and create a model of it e.g. temple, ball court. You may use any material you wish e.g. clay, card, paper, etc.