BADGERS HOME LEARNING

ART

A Sense of Depth
Draw an Alpine landscape with a foreground, middle ground and background. Experiment with shading and size to make the mountains look near or far away.

PE

Find Your Way
Create a simple map and a trail of clues around a safe space at home. Challenge someone to follow your route. How will you make your directions clear and accurate?

COMPUTING

Teach a Machine
Invent a machine that sorts objects. Draw it and describe the examples you would use to train it. What might happen if it only learned from a small range of examples?

SCIENCE

Forces in Action
Investigate how far a toy car travels on two different surfaces from the same ramp. Keep the ramp height the same and record your results. Explain how friction could affect the distance.

GEOGRAPHY

An Alpine Adventure
Plan a day in the Alps for a visitor. Include a simple route map and explain how the landscape, weather and season affect your activity choices.

DT

A Bag with a Purpose
Design a bag for an Alpine day trip. Label your choice of fabric, fastening and pockets. Explain how your design would suit the person using it.

MUSIC

A Song with a Message
Write a verse and chorus about an issue you care about. Choose words that communicate your message clearly. You could perform it as a song or rap.

PSHE

Speak Up
Create a comic or short script about someone being treated unfairly. Show how a bystander could speak up safely and get support from a trusted adult.

ENGLISH

The Last Cable Car
Write a suspense story beginning with: “The last cable car had gone, and the mountain was falling silent…” Use the Alpine setting to build atmosphere

FEN DITTON C.P SCHOOL

Choose from these nine open-ended challenges. Share your learning through writing, drawings, models, photographs or a performance. Homework due in every Wednesday.
Complete one challenge a week in any order. Up to 5 house points for your house per challenge (with a total of 30 house points to earn per half term!)