



Newchurch Primary School Homework Grid    Class: Attrill    Summer- 2nd Half Term

The homework grid allows you to *choose* which homework you will do each week and hand in to your teacher.

There are various tasks shown below and we ask that you do 6 as a minimum, and for those who like a challenge you can complete all 9 tasks! You must also read for at least 10 minutes a night.



Key Skills	Coordinating conjunctions are: for, and, nor, but, or, yet, so. We used the acronym FANBOYS to help us remember them. Design a poster to help you remember. You might even change FANBOYS to something else, whatever helps you to remember.			
We are looking at Changes and reproduction, and mapping skills	<p><b>RE/Literacy</b> Research a religious festival that you do not usually celebrate. Present it in whichever way you choose.</p>	<p><b>PSHE/Art</b> Make a collage picture that represents you - all the things you like, do, places you have been to, people who are influential and important in your life. You could include the future - what you would like to do/be.</p>	<p><b>Maths</b> Use a timetable to plan a journey somewhere you'd like to go, include at least 2 changes. Can you find out how much the journey would cost? Include a map of the journey.</p>	 <p>Design a poster to help you to remember prime numbers.</p>
	<p><b>Geography</b> Create a fact file about a country you have never visited. What natural resources does the country have?</p>	<p><b>Literacy</b> Write a diary adventure of what one of your toys gets up to when no humans are around. You could do a week of adventures.</p>	<p><b>Science/DT</b> Design a machine that could help you to do a task. Ensure you label the parts of the machine. Include a detailed description of what the machine does and how it works. How much would this machine cost to buy? What would the running costs be each week?</p>	
	<p><b>Literacy</b> The day after.....once you have finished your book, write your own chapter of what you think happens to the character the day after the book ends.</p>	<p><b>Science</b> Create your own creature, it can be an insect, bird, mammal or reptile. Create a lifecycle for it (remember the criteria for each creature). Describe the habitat where your creature lives. You can use pictures and diagrams for this work.</p>	<p><b>Maths</b> Explore 3D shapes around your house. Record your findings. What is the most/least common 3D shape? Can you make a net of this shape? (if you need squared paper ask Miss Wetherick)</p>	