

Home Learning Menu - Ash Class

Autumn 1: Somewhere to Settle	Spring 1: Seeking Refuge	Summer 1: Myths and Legends
 Design your own perfect settlement. Draw a map of your settlement and label all the essential features that make it perfect. Write instructions for how to get from home to school. Draw a picture of the view from a window in your house. Create a leaflet persuading people to visit West Sussex.	 Make a room in a shoebox that represents the importance of home for you. Learn a few words in a different language. 'Welcome' is a great one! Write a letter to a refugee who has recently arrived in the UK. What would you like to tell them to make them feel welcome?	 Make a myth or legend into a comic strip. Design your own mythical creature. Make a model of it using recycled materials. Design your own maze using drawings, blocks (like Lego) or computing.
Autumn 2: Out of Africa	Spring 2: Off with her head!	Summer 2: Go with the flow
Write a story about going on a safari in Africa. Research an African animal and use the facts to create a poster. Research African fabric. Design a pattern for an African fabric. Create a geographically accurate map of Africa. 	Design a quiz about the Tudors. Research Tudor food. Compare food eaten by the poor to food eaten by the rich. Choose how to present the information. Design a flag or shield to represent you and your family. Research Tudor-style purses and re-create one. 	Research which living things can be found in and around the rivers of the UK. Choose how to present the information. Research a famous river (UK/world). Choose how to present the information. Make a model of a river from source to mouth. Label the different parts. 