

Year 6 Home Learning 2

Here are some topics which you can work from at home. All work can be recorded in a way you choose.

Literacy	Numeracy	Physical	Science	Creative
Can you interview a family member about what school was like when they were a child?	The Ancient Romans used Roman Numerals. How were they different to our numbers? Write out your birthday and your family members' birthdays.	Measure and record your pulse. Run for one minute. Measure and record your pulse again. Explain the difference. Why is there a difference?	Research Charles Darwin's Theory of Evolution. What is it? What does it mean?	Create a Tudor style map of our local area.
Find out about our author, Emma Carroll, and write a biography about them.	Complete MyMaths and TT Rockstars work. Work through your text books or SATs papers.	Create your own exercise circuit. Think about: - Amount of stations - Intensity of exercises - Targeted body parts	Create a comic strip based on your research of Charles Darwin's Theory of Evolution.	Create a menu for a Tudor banquet.
Write an application for your dream job. Why are you the perfect applicant?	Complete MyMaths and TT Rockstars work. Work through your text books or SATs papers.	Design your own fitness programme. Think about a diet and exercise plan.	Write a biography about a scientist of your choice.	Design your own restaurant for children. Think about: - Layout - Design - Features - Menu
Can you predict how 'Letters from the Lighthouse' will end?	Complete MyMaths and TT Rockstars work. Work through your text books or SATs papers.	Come up with ways of exercising in the house. Make it as interesting and exciting as possible.	Research the effects of global warming on the North and South Poles.	Design your own sport! Will it be a team sport or an individual sport?
Make a list of spellings you find difficult. Can you create methods to remember these words?	Complete MyMaths and TT Rockstars work. Work through your text books or SATs papers.	Can you choreograph a dance to your favourite song?	Find out some interesting facts about the deepest parts of the ocean. How deep is it? Can any living things survive?	Create a new, exciting board game. Think about a target audience and design it with them in mind.