

<u>Survival!</u>	<u>Hook for a book</u>	<u>Survival Bag</u>
Write a first person narrative of a survival situation. How are you going to survivein a desert, on the ocean or in the Antarctic? Let your imagination run wild!	Design your own book trailer or book review for one of the texts you have read during the term – remember to make it engaging and hook the audience.	You are going on a trek or hike in a country of your choice. You will be packing a survival bag to take with you. What would you pack and how will it help you survive?
<u>Life Cycles</u>	<u>Smoothies</u>	Game quest
Create in your own way, the life cycle of an animal of your choice. For example: mammals, reptiles, fish, insects or birds.	Design a healthy smoothie that provides slow release energy. What will your smoothie be called and can you design a label to promote your product?	Design a board game that involves a quest Who would your characters be? What, or where, are they trying to get to? What pitfalls, setbacks or obstacles might they come across?
<u>Travel snacks</u>	Map Reading	<u>Platinum Jubilee</u>
Can you design a healthy snack that would be useful to take on a trek or hike? What ingredients would you include and why?	Using a map of the UK, can you identify the six-figure grid references for: Buckingham Palace, Stonehenge, Eden Project, Lock Ness, Wembley Stadium and Billingshurst Primary School? Research other landmarks and find their grid-references.	Why is this so important? What can you find out about this event? Present your learning in your own way.

