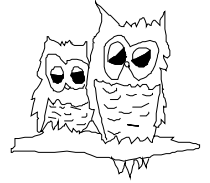
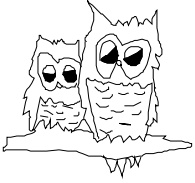


Class 4 Summer Topic Home Learning



Evolution and Inheritance

Creative Homework:

Below is a range of different activities for you to complete for topic. These tasks are for the duration of the 6 weeks of summer half term, no need to do them all at once! 😊

Tasks

Create a piece of work that identifies how animals and plants are adapted to suit their environments in different ways

Investigate who first created the idea of evolution

Design and make your own model example of evolution

Create a bright, colourful poster about evolution and inheritance and explain certain areas within it

Make examples of types of species 'evolving' through time into cards to use in a game or a board game about evolution

Write a poem or song about evolution and inheritance

Draw a labelled diagram/picture to recognise that living things have changed over time

Prepare a presentation (PowerPoint) or A3 poster about evolution and inheritance. Think about the work of Charles Darwin and evolution.

Create a cartoon strip about fossils and provide information about living things that inhabited the Earth millions of years ago

Draw an artistic scene of your choice about evolution and inheritance - can you identify the names and types of evolution and include different species and information about their inheritance?

Animals Including Humans

Design and make your own model of an animal habit and label everything within it, e.g. farmyard with animals listed - you could build it, draw it, paint it or use technology

Create a piece of work that identifies how animals and plants are adapted to suit their environments and habitats in different ways. Include maths/art/D.T/geography/etc.

Research different living things and their habitats

Create a bright, colourful poster about living things and their natural habitat.

Make a game/board game about living things and their habitat - e.g. matching species to their habitat

Write a poem or song about living things and habitats

Draw labelled diagrams/pictures to show & describe how living things are classified into different groups. Show different micro-organisms, plants and animals

Design and make an animal feeder from recyclable objects, e.g. a bird feeder, automatic dog/cat feeder

Prepare a presentation (PowerPoint) or A1 poster about a range of living things and habitats. Think about specific and common characteristics, similarities and differences.

Go on an animal/minibeast hunt, what can you find?

Conduct a table/graph to show how many different creatures/animals you can find locally; what does it show?

The Mayans – Ancient Maya Civilisation

Finished above? What can you remember about the Maya?

Try this if you have finished everything else above! 😊

Design and build your own Mayan civilization using materials of your choice.

Write a newspaper report about the Ancient Maya and what they discovered – imagine it's been discovered for the first time!

Draw a labelled diagram/picture of traditional Mayan things – you could draw a Mayan person for examples and label how they dressed, where they lived or what they ate. What did the Mayans, Aztecs and Incas eat/drink?

Create a PowerPoint or A3 information poster all about all the Mayans.

Collect data of indigenous animals native to South America or of those you would have found in a Mayan rainforest and display this information in various ways. You might include tables, graphs, pie charts, tally charts, etc.

Write a poem or a song about the Mayans or perform a Mayan song/dance.

Draw an art scene of your choice from the Mayan civilization – you could include a Mayan village, clothes, houses, art, buildings, games or anything you find interesting about Mayan culture.

Use the Mayan system and your mathematics skills to create a calendar.

The Mayans were very religious – investigate and record their beliefs and any religious aspects of their culture.

Research Mayan writing, symbols and 'glyphs' – present this in a creative way.

Rainforests and rivers made up a large part of Mayan life and still do today in South America – create a model example of the geographical landscape including these features. You could also include people, animals, settlements and its environmental features.