



SILVER CLASS HOME LEARNING

Summer 1 Charles Darwin

Daily / Weekly

- **Reading:** please ensure your child is reading for at least 30 minutes a day
- **Spellings:** spelling pattern word list will be uploaded to Seesaw every half term. You may use this to support your child at home. Noticing spelling patterns in everyday life such as on posters in shops or in their reading book is a great conversation starter and will help reinforce the spelling rules.
- **Maths:** two Mathematics tasks every **Friday** and practise times tables up to 12 x 12.

Topic related activities

We would like you to complete at least 3 of these (but you can do more!)

- Look at photos of different archipelago islands that Charles Darwin visited. Design and draw your own archipelago island.
- Make a fact file of different fossils, and if possible, visit the Sedgwick museum to see their fossils.
- Create a true or false quiz about Charles Darwin and his scientific expedition on HMS Beagle.
- Explain how animals such as polar bears, monkeys and sharks have evolved to suit their environment. Design a new fantastical creature that has evolved to suit its unique environment.
- Create a word search.
- Research the ship, HMS Beagle, and create a fact-filled poster.
- Find out more about other famous scientists who have an interest in evolution and inheritance, such as Alfred Wallace or Mary Anning.
- Imagine you are the young scientist, Charles Darwin, out on a scientific expedition on HMS Beagle. Write an extract from his journal that describes part of the journey. It could be the start of the voyage, arriving at one of the islands, or discovering different animal species.
- What can you discover about Lonesome George, the last giant Pinta Island tortoise? Research conservation charities, such as the World Wildlife Fund, to learn about current endangered species.
- Visit the Great Plant Hunt website and be a plant detective – just like Charles Darwin!

*These can be brought into school at any time **before 22nd May** and will be shared with the class.*

Have fun!