

Carry out a science experiment involving ice.



Borrow a book on the Arctic, Antarctica, polar bears or penguins from the library. Share it with your family.

Find out which animals live in the Arctic and which live in Antarctica. Make a list or draw pictures and label.

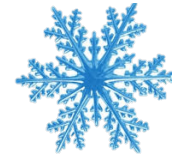


Create a piece of artwork using cold colours.

Pretend you are an explorer or create an explorer character. Write an exciting story about the adventure you/they might have.



Frozen Planet (Autumn 2)



Choose one activity to do each week in your learning log and hand it in on Wednesday. You can present your work how you like in your learning log.

The activities with an * you must do.
There are more activities than weeks.

* Create a game linking to our topic - eg - polar animal Top Trumps, Ernest Shackleton adventures board game, polar animal snap. You may have an even better idea. We will play these games at the end of term.

* Ernest Shackleton as well as other explorers needed to navigate to their destination. Draw a map, write directions or verbally give directions to your parent(s) from your house to school or back again.

An explorer needs energy. Make breakfast or a snack for someone in your family (with supervision from an adult).

Make a boat that is able to float.
How much can your boat hold?



Write a letter to Father Christmas.