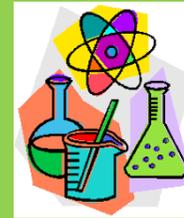


## Art and D&T Challenges

1) Draw or paint an illustration of the setting of Kensuke's Kingdom for display in our Y6 library. This could be an illustration of the following:

- Stormy sea
  - Island
  - Rainforest
- (10 dojos)

2) Build Kensuke's Island - use junk, materials or anything you have spare! (15 Dojos)



## Year 6 Enrichment Day Challenges

5.2.21



## Writing Challenges

- 1) Choose a piece of writing that you have produced during lockdown that you're proud of and write it up for display in our classroom. You could illustrate too. (20 dojos)
- 2) Write some dialogue between two characters in your favourite book, or choose 2 characters from different books – what would they say to each other?! (15 Dojos)
- 3) Choose a location that you love to visit and write a setting description of it. (15 Dojos)
- 4) Write a poem about Spring! (15 Dojos)



## Reading Challenges



- 1) (10 dojos) Choose a book you have read recently and create a book review of it. You can illustrate it too. This could include information about the following:
  - Author
  - Genre
  - Plot
  - Main characters
  - What you liked/didn't like
  - What rating you would give it
- 2) Choose a story and count how many words you can read in 1 minute (the year 6 average is 140!) (10 Dojos)
- 3) Use the Reading VIPERS to create some comprehension questions about your favourite book (5 dojos)

## Science Challenges

- 1) Heart Rate Challenge: find your pulse on your wrist and count how many beats you have in 10 seconds. Multiply this by 6 to get your beats per minute. Do 5 minutes of exercise and then repeat counting your heart beats. What happens? Create a graph to show your results. Extension: try different types of exercise. (10 dojos)
- 2) Create a poster about the circulatory system (5 dojos)



## Mathematics Challenge

- 1) Choose a maths topic that we've learned about recently and create your own set of revision resources to bring in for display in the classroom. This could include; flashcards, games and posters. (10 dojos)
- 2) Create a board game that uses a range of maths skills! (10 Dojos)
- 3) Create your own arithmetic Friday style quiz (10 dojos)