Year Five Term 3 Homework Menu

Once you have completed an activity highlight the box.

The following week choose an activity from a different section.

Researching and creating





What qualities and skills do you possess to become a secret agent? Have you got good powers of observation? What about a special talent?

Design an application form for MI6. Use the following headings:

Name:

Code Name:

Top Qualities and Characteristics: - state qualities eg bravery, loyalty etc but give an example of when or how you have demonstrated that quality...

Physical Skills: eg good balance / karate training / gymnastics / swimming level ...

Technical Ability: eg expert computer gaming skills, ability to use a camera effectively ...

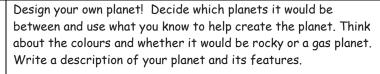
Special Talent: eg ability to speak with different accents, ability to apply make-up for disguises, good at mental maths ... Personal Statement: Please add a short description of why you believe you would be suitable for the position of secret agent.

All spy stories need a villain. Create your own villain. This could be entirely from your imagination, or you could take different aspects of well-known baddies to create your own villain. Draw your villain and annotate (label) their features. You should consider their age, appearance, clothing and personality. Then write a paragraph describing your villain's characteristics.

Spies need a good gadget to help them in sticky situations. Design a gadget. Draw a diagram of your gadget with labels explaining how it works.







Research rockets and make a rocket to display in the classroom.



Write a fact file on Neil Armstrong or another famous astronaut.



