

Europe (English)

- A: Write a setting description about an imaginary island yet to be discovered.
- B: Write a short newspaper report about a famous discovery by a famous explorer.
- C: Write a biography about a famous explorer and how their mode of transport helped them in their discoveries.

North America (SMSC)

- A: Think of 3 rules or laws for life on a desert island. E.g Don't drink sea water!
- B: You have been stranded on a desert island and can only choose 5 things to survive. Make a list, draw them and give reasons.
- C: You have met some inhabitants on the island. Write them a letter to explain how you got there and ask for permission to stay on the island.

Asia (Personal Development)

- A: Create a set of symbols and follow the trail around your garden or somewhere else outside.
- B: Create a map of the world using a paint program. Plot Christopher Columbus's journey to the Americas
- C: Research music in America and the UK – How is it similar? How is it different?

Year 4

Anywhere Island

Design Technology

During the second half term of this year, the children will be learning about explorers and what different vehicles may benefit them and why. They will design and develop a motorized vehicle and learn about climate zones of the world, Christopher Columbus and his journey, as well create landscapes using paint.

Remember to pick one from each subject box to travel 'around the world' on your topic passport.



Antarctica (TOPIC Geography & DT)

- A: Draw a map of an island (real or imagined) and create a key to match.
- B: Write a fact-file about an existing island including geographical features.
- C: Create your own 3D island Think about the materials you will use to create it and how you will join them together. Try to include a moving part.

Africa (Maths)

- A: Find the morning and afternoon temperatures for a week in Solihull and America.
- B: Create a map using coordinates of your room or garden. Give points for where objects are e.g. The TV is at (3,4).
- C: Using a world map, use a compass and knowledge of turns to navigate an explorer from Spain to America in as many ways as you can.

South America (Healthy Schools)

- A: Draw and label a survival kit for an explorer.
- B: Make a homemade compass. <https://www.sciencebuddies.org/stem-activities/magnetic-compass>
- C: Go on a long walk or hike and plot your route.

Australasia (TOPIC Art & Design and History)

- A: Create a timeline of key dates in Christopher Columbus' life.
- B: Sketch an island landscape scene - add tone and texture with your pencil.
- C: Create a sculpture inspired by the art of the pacific islands. Type 'Moai' into a search engine for ideas.