



Year 6 Homework (Autumn term 1 2026 – Explorers and Adventurers)

Can you collect 10 points by Friday 16th October?

1 point tasks

- Teach the teacher! Create an A3 information page about an explorer of your choice. Include details about the expeditions, findings and routes they took. You can use your homework book to draft your writing. Let your teacher know if you need A3 paper.
- Draw or paint a detailed picture of an animal from South America or your favourite type of leaf!
- READ! Choose a book, read it from start to finish and write an honest book review. You can explain what the book is about, discuss what you liked about it (and why), mention anything you did not like (and why), round up your review and rate it out of 5! If you are looking for a challenge, why not read *Harry Potter and the Philosopher's Stone*, *The Wolf Wilder* by Katherine Rundell or *When the Sky Falls* by Phil Earle.
- Imagine you are going on a long sea voyage with an explorer. Draw a bag and the equipment you would take with you. Label each item and write a short explanation about why it would be useful.
- Create a poster that explains the difference between an active and passive digital footprint.
- Create 10 questions for another Year 6 child using numbers up to 10 million. Include rounding, the four operations, factors/multiples and fractions. You must provide an answer sheet.
- Choose a microorganism and create an information card explaining what it is, where it is found and whether it is helpful, harmful or potentially both.

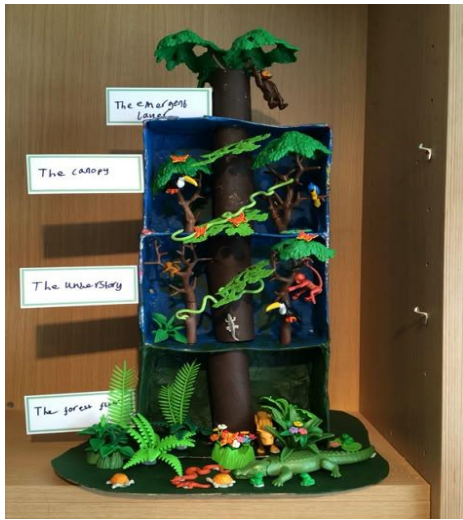
3 point tasks

- Research and create a fact file on a South American country of your choice. You should include the capital city, the major rivers and mountains, any famous landmark or natural wonders, any key facts about the climate and natural resources and a brief history of the country. Extension: draw or print a map of South America and label it.
- *'We desperately scrambled up the rocks and began to look for a hiding place. I should have known we wouldn't make it in time. Suddenly, there it was. Standing in front of us, looking larger and more ferocious than any of us could have ever imagined.'* Write an adventure story using this extract as your starting point. Add as much detail about the setting as possible – you may want to research your setting first! Remember to draft each section.
- Choose five animals or five plants. For each one, state: the kingdom it belongs to (e.g. animalia, plantae), whether it is a vertebrate or invertebrate (for animals) or flowering or non-flowering (for plants) and one interesting fact about how it survives in its habitat. Challenge: create a classification key (like a flowchart) that could be used to identify these organisms.
- *'Explorers should be responsible for the ethical consequences of their work.'* Do you agree or disagree? Research the positive and negative consequences of exploration and write a balanced argument. You could choose deep-sea exploration, space exploration or continue your learning about South America.
- Choose a value that is important to you, such as kindness, honesty, fairness or courage. Find out how two different religious or non-religious groups show or encourage this value. Then explain:
 - What do the two groups have in common?
 - What is different about the way they show or encourage this value?
 - Why do you think this value is important?

You can present your ideas as a poster, information page, mind map or short piece of writing.

5 point tasks

- Create a 3D rainforest, showing the different layers of the rainforest. Use your DT skills to create a winding mechanism that can wind a model bird from the forest floor to the emergent layer.



- Use TinkerCAD to design a new gadget that could help an explorer in a challenging environment (jungle, desert or polar region). The model should have at least 3 features that make it useful for exploration. Write a brief description of how the gadget works and what problem it will solve. Challenge: Write a short instruction manual explaining how to use the gadget and any safety precautions that the user should take.
- Imagine you have discovered five completely new species on an unexplored island! Create five imaginary animals or plants and decide how scientists could classify them. For each species, include:
 - A name
 - A labelled drawing
 - Its habitat
 - At least three characteristics that help scientists identify it
 - Which kingdom it belongs to
 - For animals: whether it is a vertebrate or invertebrate
 - For plants: whether it is flowering or non-flowering

If your child would like an extra challenge, please speak to their class teacher for further ideas.