

## NICER Curriculum: Home Learning Challenges

Year Group: **6**

Challenge Pack: ***Goblins and Ghouls***

Challenge: ***How can we create our own Chronicles?***

Outcome: ***Published writing books***

How Hungry are you for a Home Learning Challenge? How many Challenge dishes will you choose?

Choose which Home Learning Challenges you would like to complete from the Menu of Dishes below.

How Hot do you like your Meal?! The hotter the dish you chose, the more challenging it will be! Yellow: Warm, Orange: Medium, Red: Hot

### Small Dish Challenges

You could chose to complete just 2 of these, or more, or chose 1 to start you off before moving on to a Large Plate Challenge!

Use your creative skills to design a new front cover for either the Spiderwick book or the film.

Create a map that shows the Spiderwick estate and identify the best places for a Field guide to keep safe

Create questions that you would want to ask the author of Spiderwick, then write them a letter to ask your questions.

### Large Plate Challenges

You could chose to complete just 1 of these spending a number of weeks on this and building up your learning every time!

Design a set of Top Trump cards for the different characters in Spiderwick. What would your categories be for scoring? Create an image for each character and give them scores.

Design a trap to catch a goblin. Work up your design on paper first, and then progress to building a model that shows how it might look or work. Write a set of instructions for how the trap would work.

Design either a board game or an ICT based game for other children themed around Goblins and Ghouls. Think of a brand, and create a pitch to persuade a company to produce your game.

<i>Name:</i>		<i>Class:</i>	
<b>Small Dishes</b>		<b>Large Plates</b>	
<p>Use your creative skills to design a new front cover for either the Spiderwick book or the film. Once you have completed this, have a go at writing the blurb for the story to feature on the back of the film or book cover. What is this story all about? Make sure you use your spellings and grammar from this term in your writing!</p>		<p>Design a set of Top Trump cards for the different characters in Spiderwick. What would your categories be for scoring? Create an image for each character and give them their appropriate scores. You must have at least 6 cards for your game to be playable with someone! Use your numerical skills when working out your scores – what is your total for your scores? Make sure you write each total as a fraction.</p>	
<p>Create a map that shows the Spiderwick estate and identify the best places for a Field guide to keep safe by hiding. Use a key to show different areas of the map to use your Geography skills.</p>		<p>Design a trap to catch a goblin. Work up your design on paper first, and then progress to building a model that shows how it might look or work. Lastly, write a set of instructions for how the trap would work. Make sure you use your spellings and grammar from this term in your writing!</p>	
<p>Create a bank of questions that you would want to ask the author of Spiderwick. Think about the kind of questions that will help you with ideas for your own writing. Once your questions are formed, write a letter to the author, drawing on your best questions that you want to ask. Make sure you use your spellings and grammar from this term in your writing!</p>		<p>Design either a board game or an ICT based game for other children themed around Goblins and Ghouls. What is the purpose of the game? How is it played? How do you win? Once you have created your game concept, think of a name and a slogan for it, and create a pitch to persuade a company to produce your game. Make sure you use your language and grammar from this term in your writing!</p>	

Which dishes have I chosen?

What have I completed and created?

How have I found completing the Challenge Pack Homework?