

# Opportunities for Extended Learning in Year 5

## English

**Descriptive Writing:** Rewrite a well-known space story (like the moon landing or the Dragon shuttle) from the perspective of an alien watching it happen. Where could they be watching from? You could create a comic!

**Non-Chronological Report:** Write a report about your favourite planet or a made up alien. What do they eat? Where do they live? How do they survive?

## Geography/History

**Design** a futuristic energy source for a colony on Mars and explain what it can be used for and how it works.

**Research:** Investigate renewable and non-renewable energy sources and how they might be used on a space station. Create a poster showing the differences.

## Creative Arts

**DT:** Design and make a model of a space habitat using recycled materials. Think about what they will need to survive and how they would like to live.

**Drawing:** Create a piece of art inspired by space – use paints, crayons or collage to show planets, stars and galaxies. Can you layer media like we did last half term?

## Wellbeing

**Breathing exercise:** Spend 5 minutes laying down imagining you are in space. How does it make you feel, physically and mentally?

**Calming Creative Activity:** Go for a walk with a notebook and pencil and sketch what you see.

**Vision board:** Use collage and drawing to create your own vision board with your goals and dreams for the future and positive affirmations.

## Reading

**Book Cover:** Design a front cover and blurb for a book you have enjoyed recently. It could be for Rooftoppers or Cosmic.

**Reading Challenge:** Set yourself a reading challenge and ask your family to join. It could be to read a certain amount of pages a day or a number of articles a week.

## Extras

**Food and nutrition:** Create a meal that could be taken into space and write out the recipe step by step.

**Board game:** Create a space themed or energy themed board game. To win you might have to use the most renewable energy or make it to another galaxy!