

<u>Survival!</u>	Hook for a book	<u>Survival Bag</u>
Write a first-person story or diary entry of a survival situation. How are you going to survivein a desert, on the ocean or in the Antarctic? Let your imagination run wild!	Design your own book trailer or book review for one of the texts you have read during the term – remember to make it engaging and hook the audience.	You are going on a trek or hike in a country of your choice. You will be packing a survival bag to take with you. What would you pack and how will it help you survive? Illustrate your packing list.
<u>Life Cycles</u>	<u>Smoothies</u>	<u>Game quest</u>
Create in your own way, the life cycle of an animal of your choice. For example: mammals, reptiles, fish, insects or birds.	Design a healthy smoothie that provides slow release energy. What will your smoothie be called and can you design a label to promote your product?	Design a board game that involves a quest. Who would your characters be? What, or where, are they trying to get to? What pitfalls, setbacks or obstacles might they come across?
<u>Travel snacks</u>	<u>Field sketch</u>	Free Choice
Can you design a healthy snack that would be useful to take on a trek or hike? What ingredients would you include and why?	Using the skills learnt at school, draw a field sketch of a special place in Billingshurst. Write some interview questions for friends and family about Billingshurst e.g. housing, transport, leisure. Present your data in your chosen form.	Create something to impress us!

