

HIAS CREATIVE HOME STUDY RESOURCE

Get Moving!

Creative Home Study Project Week 7

HIAS Teaching and Learning Team
Summer 2020
Final version

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HIAS Creative Home Study resource

Using the Home Learning Materials

The materials

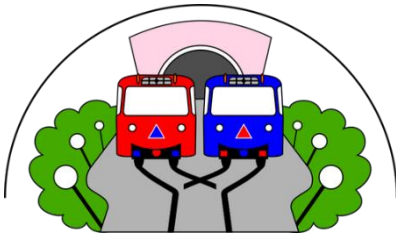
- Each resource contains an overarching weekly theme and all the activities relate to this.
- There will be a new theme each week, but activities can be carried over from one week to the next.
- There is no time limit to the activities, and they may take more than one week.
- All the activities can be adapted for different age groups, even though age recommendations are given.

How to use

- Read the instructions carefully before you start an activity.
- Parents or carers may have to help with resourcing the activities, but children can mostly work independently.
- Each activity has ideas and question prompts to consider.
- The activities are all planned with limited resources in mind.

How can parents, carers and siblings help?

- Select the activities that most interest your child. They have been considered to have a high level of independence with the role of the parent/ carer being an encourager not a teacher
- Read the activities aloud with your child and discuss how they could be adapted.
- Help your child select the appropriate activities and talk through the safety aspects of each task.
- Adapt any of the resources and materials as you feel necessary to support your child's needs.



Get Moving!



Key theme:

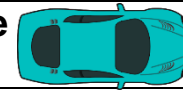
This theme is based on transport and ways that we get around and move ourselves.

These activities can be adapted and used with all year groups or as a family, as appropriate.

The big idea



Design a car for the future Years 2, 3, 4, 5 and 6



How to do it

Think about how transport has changed over the last hundred years. The way we get around is so different from those times when people moved around using horses, trams, or trains. Cars are quite a recent mode of transport and are now used all the time in our everyday life.

This activity is about designing a car for the future. You could draw and label your car or write a booklet about it. You could even have a go at making a version of it in 3D!

Think about:

- When in the future your car will exist. If you are designing a car for existence in the next twenty years, it may look quite different from a car that we might use in fifty years
- What the roads might look like in the future. Our roads have changed a huge amount in the last twenty years due to extra traffic and the need for people to commute further than their local area, so your car may be travelling on quite different road systems
- The different things that people might do in the future and how transport will need to adapt to meet the needs of people
- Researching car prototype websites which will show you the first version of something before it is made

Features that your car may have:

- Interesting wheels or possibly a different way to move around
- The lights - where they are situated on the car and what they do e.g. some lights now move around as the car goes around a corner
- Engines - how they are powered and where they are situated on the car
- The speed that the car can go

- The outside finish of the car
- How people and their objects sit in the car or are transported
- Inside the car e.g. the radio, seats, gear stick etc.
- The roof of the car and what that can do
- How the doors operate and where they are on the car

Completing the activity:

You can complete your activity in different ways, and these could be:

- Drawing and labelling your car. You could use different colours to make your picture more interesting. You could also write a small description by each part of the car, showing the features and how they work
- Making a booklet about your car. This could take the form of a non-chronological report (a non-fiction report that is not written in time order). This could have a section for each part of the car with different drawings to illustrate this

Making a 3D model of your car:

You could use:

- A small cardboard box – a cereal box or shoe box would be good for this
- Silver foil for the lights and grill at the front
- Material for the seats
- Plastic or cardboard to make the dashboard or windows
- Stickers to make the trim
- Paint for the outside finish of the car

It may take you some time to finish your car as you will need to allow the materials to dry overnight.

What you will learn

Designing your car for the future will help you to:

- Use your imagination
- Improve your art skills
- Improve your writing skills

Useful websites: different car prototype websites

www.redtedart.com <http://buggy+buddy.com> <http://kidscraftroom.com>

The big idea



Invent a game to keep you fit All Primary year groups



How to do it

It is always important to get up and get moving to keep ourselves fit and healthy and this activity is all about inventing a game to help us do just that!

Getting started:

- Decide whether your game is one that is going to be played outside or inside. You may wish to get permission to play your game in an area of the home or garden
- Think about whether your game is for one person or can be played with others in a team
- Consider what you have already that could help you make the game. Recycled objects could be useful
- Consider whether to give your game a theme. It could be based around a football team that you support or something else that you enjoy

Designing the game – think about:

- The materials that you have available. You could use balls, bats, cones (or something similar) if you are going outside
- Chalk may be useful to mark out areas, but get permission before you mark anything outside in your garden
- Plastic bottles could be used to create markers
- If your game is to be played inside, then you might not need extra materials. You could try creating a game using timers to compete against yourself e.g. complete several jumps against the clock
- Consider making a scorecard for your game. This would work whether you are competing against others or yourself

What you will learn

Designing your game will help you to:

- Use your imagination
- Get fitter!

Useful websites: <https://mommypoppins.com/newyorkcitykids/25-exercise-games-indoor-activities-for-kids>

The big idea



Create a space rocket

All Primary Year groups



How to do it

This activity is all about creating the ultimate space rocket for travel to another planet. You can choose to complete this activity in many ways. These could be:

- Designing drawing and labelling
- Designing and making a 3D model

Getting started:

- Research some current spaceships and rockets to give you an idea of their features before you start. There are lots of ideas about what a spaceship looks like on the Nasa website
- Consider what type of activity you are going to do – this will affect the materials that you will need
- Plan out some ideas before you begin

Space rockets have:

- A nose cone – this carries the cargo
- Fins at the side
- A rocket body
- An engine

However, you could add in some different features to make your rocket more interesting.

A design using a drawing:

- Use a large piece of paper or card for your picture
- First draw the outline of your spaceship, making sure that it fills the size of your paper but has room for some labels
- Complete the detail on your spaceship, showing the different features
- Design the outside of your space rocket using transfers. These are the markings on the outside of the rocket
- Consider writing small captions or labels around the outside of your drawing, giving more information

A 3D model of a space rocket:

Materials that you could use:

- Paper plates
- Shoe boxes or small cardboard boxes
- Silver foil
- Coloured paper to make the outside
- Glue or sticky tape to fix it together

This activity may take several days so that the materials can dry.

What you will learn

Designing and making your space rocket will help you to:

- Use your imagination
- Improve your drawing and writing skills
- Improve your DT skills

Useful websites: www.nasa.gov www.sciencemuseum.org.uk

The big idea



Create a card game linked to different vehicles

Years 3, 4, 5 and 6



How to do it

You can create your game around some popular games like 'Snap', 'Happy Families' or 'Top Trumps'. You can research these games online or get someone to show you the rules.

Think about:

- Whether your game will be based on one type of transport or several different types
- Whether your game can be played alone or with a small team of people
- The rules of your game. You might have to write these down and practice first before you play the game
- The materials that you have available to make your game

How to make your game:

- Start by researching the types of transport or the information related to the vehicle before you begin to make the game as you might need to write down the key information first
- Card could be used to make the cards for your game. When you are drawing the objects, you might want to draw a rectangle on the paper and complete the pictures first before you cut them out
- Consider using dice or other objects to play the game and make it more interesting
- Consider writing definitions for one card and then the parts of a vehicle for the other. These could be drawn on one set of cards with the definitions written on the other set
- Now make up the rules of the game. You might need to write these down and alter things as you play it.

What you will learn

Making up your card game will help you to:

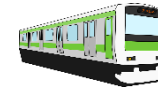
- Learn more about the different types of transport
- Improve your DT skills

Useful websites: Google

The big idea



Research how one form of transport has changed over time Years 3, 4, 5 and 6



How to do it

The different ways that we get around and the transport that we use to do it has changed over many years. This activity is about finding out how one form of transport has changed over time. There are many ways that you could record your findings.

Getting started:

- First decide on the type of transport that you want to study. The different modes of transport are air, water, and land. Types of transport could be ships, cars, trains, trams, aeroplanes, or helicopters but there are many more that you could find out about
- Then research how the transport has changed over time. You could use the internet or books to help you do this. Make sure that you take notes as you go

Recording your activity:

Now decide how you are going to record your findings. You could do this by:

- Completing a non-chronological report (a report that is not in time order) with headings and subheadings. You could split this into the different historical periods
- Making a timeline with pictures and information
- Making a storyboard with pictures for each part of history
- Writing a postcard about the mode of transport as if you were a person in that historical period. This would mean you would have to describe the features of the type of transport

What you will learn

Writing about how transport has changed over time will help you to:

- Learn more about the history of a type of transport
- Improve your researching skills
- Improve your writing skills
- Improve your drawing skills

Useful websites: www.ltmuseum.co.uk www.dkfindout.com

The big idea



Draw your 5 favourite cars Now sell them! All Primary Year groups



How to do it

There are many different makes and models of cars and we all have our favourites! This is your chance to become a car salesperson and draw 5 of the cars that you like best. You can make this activity even more exciting by writing a salesperson's 'pitch' to sell them.

Completing the activity:

- First you need to choose your favourite cars. The best way to do this is to do some online research or use books or magazines if these are available
- Now find some paper and carefully draw the outline of each car. You could draw one car on each piece of paper or combine them all on one piece. You could also use tracing paper, if you have any, to trace around the outline of a picture. This will make your picture even more realistic
- Now carefully colour in the car but take care to use light pencil crayons as the details of the car will need to go over the colour
- Now finish your drawing with the details of the car e.g. the lights, door handles, wheel finishes etc.

KS2 - selling your car:

You can now try to sell the cars that you have drawn by writing a salesperson's 'pitch'. A 'pitch' is when a salesperson tries to get you to buy something.

Remember to:

- Use persuasive phrases that might give details e.g. 'For example', 'as evidence', 'in support of this'
- Use emotions to sell the car e.g. 'I strongly believe that...' 'I urge you to...'
- Tell the buyer the main features of the car and how it stands out against the competition

What you will learn

Drawing your cars and writing a sales pitch will:

- Help you learn more about the cars
- Improve your drawing skills
- Improve your use of persuasive language

Useful websites: type in specific car websites into Google for pictures and information

The big idea



Test the speed of your vehicle! Years 1, 2 and 3



How to do it

This is an activity to see how far different toy vehicles can travel when they go down a ramp or slope.

To complete this activity, you will need:

- Different toy cars or vehicles
- Some cardboard to make a ramp
- Something to balance your ramp on, like a small box
- Some tape to stick it together
- A tape measure to measure how far it goes
- A chart to record your findings

Think about:

- Gathering a selection of cars together that you will want to use in your test. Make sure they are all quite different, so you get different results
- Building your ramp by cutting a strip of card to make a runway
- Resting your ramp on a box or something similar and making sure it is attached carefully

Completing the test:

- You might need to test your vehicles on a smooth floor rather than carpet where the cars might 'stick'
- You must make sure that the same person sends the vehicles down the ramp from the same position and at the same speed if you can. This will ensure that your results are fair and is called a 'fair test'
- Run your vehicle down the ramp and see where it lands. Now measure the point that it gets to using a tape measure from the end of the ramp and make sure that you measure either the back or front of the vehicle. Make sure that you always measure the same point of each vehicle to keep it fair
- You could record your findings on a chart

What you will learn

Making a ramp and testing your vehicles will help you to:

- Improve your DT skills
- Improve how you complete a fair test

Useful websites: <https://www.bbc.co.uk/bitesize/clips/zdbygk7>

The big idea



Invent a dance a day All Primary year groups



How to do it

At this time, it is important to keep fit and dancing is a really good way to do this.

This activity is about inventing a different dance each day. You can make up this dance alone or with other people and it is a quick activity that will be enjoyable as well as being good for you.

There are many different types of dance that you could base your dance on, or you can just make up your own moves!

Some different types of dance are:

- Ballet
- Jazz
- Tap
- Ballroom
- Modern

Think about:

- The different music that you like. This can be modern music with lyrics or classical music
- Listening to the beat or the words of the music to help you make up the steps
- Jotting down your ideas or make up a song to help you remember the order of the steps
- Breaking the dance down into small parts until you can remember it all
- Performing your dance on your own or to an audience!

What you will learn

Making up a dance will help you to:

- Use your imagination
- Keep fit and improve your coordination

Useful websites: <https://www.inspirationsdancewear.com/blogs/dance-news/the-top-10-types-of-dance>

HIAS Teaching and Learning Team

The HIAS Teaching and Learning Team give practical and supportive advice through coaching and mentoring teachers to improve outcomes for all pupils. They use a 'plan, do, review' approach to teaching and learning which broadly includes observation of teaching, personal target setting with areas given to improve, planning, demonstration of lessons and team teaching. The team focus their work on impact within the classroom.

They also work with Senior and Middle Leaders to develop the coaching model in their schools.

For further details referring to Primary Teaching and Learning support, please contact **Sarah Sedgwick**, Teaching and Learning Adviser: sarah.sedgwick@hants.gov.uk

For further details on the full range of services available please contact us using the following details:

Tel: 01962 874820 or email: hias.enquiries@hants.gov.uk.