

English

- ❖ Write a setting description of the forest (see resource sheet 1 for pictures). What can you see? Hear? Smell? Feel? 
- ❖ Write a word you associate with the forest, then make a word chain. Your next word has to begin with the final letter of the previous word, e.g. trees, snake, ecosystem.... How many words can you think of?!
- ❖ **Watch this episode of The Animals of Farthing Wood:** https://www.youtube.com/watch?v=CROm60VaXKw&list=PLP22qIfK2ZNTfa_-7ovE6a-XL9b8KGKOB **Write the next episode. You could make a cartoon strip, act it out, write a story, draw a story map, write a play etc. You could record your story to share with other people.**

In the Forest Year 3 and Year 4

Weekly Learning Tasks for week beginning 30.3.20

These tasks cover various skills
English, Maths, Creative and
Investigative.

We recommend completing 8 or more of these tasks this week. The activities that are **bold and underlined** may require more adult support. Enjoy! 😊

Maths

- ❖ Research areas of the world that are covered by rainforest. What is the total area that is covered by rainforest? Order the world's rainforests from smallest to largest.
- ❖ Over the week, make a tally of the animals, birds and bugs that you see in your garden or on your daily walk. Choose how to present your data. You could use a bar chart, pictogram or table.
- ❖ **Look at the graph in resource sheet 2. Use the data to answer the questions.**



Creative

- ❖ Imagine you are walking through the forest (see resource sheet 1 for pictures). What sounds might you hear? Use objects around the house to make a soundscape of your journey through the forest. 
- ❖ Use outdoor materials e.g. leaves and twigs, to create a portrait of a woodland animal.
- ❖ **Create a barefoot sensory walk through your garden. Take your family members on a barefoot journey through your forest!**



Investigative

- ❖ Research animals found in the forest. Make a set of Top Trump cards to compare them.
- ❖ What do humans need in order to survive? Design a forest that you could live in. Think about your shelter and how you would eat and drink.
- ❖ Explain the lifecycle of a plant. You could draw it, act it out, make up a song or make a TV documentary!
- ❖ The bugs need somewhere to stay. Design a bug hotel!