

CLASS	Sennen – Year 2
TERM	Autumn
TOPIC	The Gunpowder Plot
POINTS	

# CHILLI CHALLENGE HOMEWORK

Choose your homework from the menu below. The peri-ometer shows you the level of challenge. You need to reach a minimum of ten points to achieve your homework target for the half term!



<p><b>Mosque Model:</b> Build a simple model of a mosque using recyclable materials. Label key features like the minaret, dome, and prayer hall.</p>	<p><b>Create a Guy Fawkes Mask:</b> Draw and decorate a Guy Fawkes mask using coloured paper, markers, and other craft materials. Write a short paragraph about who Guy Fawkes was and why he is remembered.</p>	<p><b>Habitat Matching Game:</b> Make a set of cards with pictures of animals and another set with pictures of habitats. Play a matching game to connect each animal with its correct habitat.</p>
<p><b>Firework Safety Poster:</b> Design a poster to teach younger children about firework safety, linking it to the story of Bonfire Night.</p>	<p><b>Hot vs. Cold Country Collage:</b> Make a collage showing the difference between a hot country and a cold country. Include pictures of animals, plants, and clothing appropriate for each climate.</p>	<p><b>Create a Ball Skills Obstacle Course:</b> Design an obstacle course in your garden or living room that involves different ball skills (e.g., dribbling, throwing, catching). Write instructions for someone else to follow.</p>
<p><b>Ball Skills Challenge Video:</b> Film yourself performing a ball skills challenge, such as throwing and catching with a partner or dribbling around objects. Share it with your class.</p>	<p><b>Create a Mini Habitat:</b> Build a small model of a habitat (e.g., a forest, desert, or pond) using materials from around the house. Write about which animals live there and how they survive.</p>	<p><b>Gunpowder Plot Storyboard:</b> Make a simple storyboard of the key events in the Gunpowder Plot. Include drawings and a sentence or two for each event, from the planning to the capture of Guy Fawkes.</p>
<p><b>Animal Fact File:</b> Choose an animal from a specific habitat and create a fact file. Include details like what it eats, where it lives, and interesting facts about its behaviour.</p>	<p><b>Design a New Ball Game:</b> Invent a new game that involves using a ball. Write the rules and draw a picture of how to play. Try it out with your family or friends.</p>	<p><b>Create an Islamic Art Tile:</b> Research geometric patterns in Islamic art and design your own tile using paper and coloured pencils. Try to include symmetrical patterns.</p>