

Cavendish Junior School – Homework Assignments



Class: 6V	Term: 1	Deadline: Last Monday of every term
Pupil's Name:		

Note to pupils: You are required to complete assignments totalling between 40-50 house points – you may complete them ALL if you wish to. Any pupils not completing the required number of assignments will be required to attend a lunch-time homework club.

Note to parents: We would still very much appreciate you reading with your child plus practising multiplication tables and spellings as well as supporting them with the assignments below:

House Points Value	Assignments	I Have Chosen
10	1. Research how the development of drugs in the past century has contributed to the elimination or control of certain diseases, the general improvement in people's health and an increased life expectancy. This can be presented in a format of your choice.	
10	2. Cut out articles about drugs and drugtaking from newspapers and magazines to create a display board, together with written comments, saying what the stories and articles tell you about drugs and how they affect people's lives.	
5	3. Design an advertising poster aimed at children your age, which includes information about the damaging effects of smoking and which aims to discourage people from smoking.	
5	4. Create a powerpoint presentation warning young people of the dangers of drinking.	
10	5. Draw a detailed comic strip showing a scenario/story involving peer pressure.	
15	6. Design and make a board game based on the theme of cyber bullying. This game should encourage children and young adults to think about good and bad choices online and what they should do if they encounter online bullying.	
10	7. Design an information leaflet for parents and carers warning them of the dangers of volatile substances used in the home and the dangers that can happen if they are available to children.	
15	8. Write a short story about someone who commits a crime/breaks the law and what happens to them.	
10	9. Research sundials. Write about their history and how they evolved.	
15	10. Make a working sundial.	