


<p style="text-align: center;">Science & DT</p> <ul style="list-style-type: none"> • Design and test out a parachute (using a toy or weight and different materials) that would allow a member of the RAF to land safely. (4 Dojo points) • Write or cook a menu using only ingredients available during rationing. (3 Dojo points) 	<p style="text-align: center;">Art</p> <ul style="list-style-type: none"> • Make a model of an air raid shelter. (2 Dojo points) • Design a WW2 themed game. (3 Dojo points) • Made do and mend - create a toy or item using only recycled materials. (5 Dojo points) 	<p style="text-align: center;">English</p> <ul style="list-style-type: none"> • Imagine you have been evacuated. Write a letter home to your parents. (2 Dojo points) • Research and write a biography on a significant individual from the Second World War. (4 Dojo points) • Research and write a newspaper report about a significant event that happened during the war. (3 Dojo points)
<p style="text-align: center;">PSHCE & ROB</p> <ul style="list-style-type: none"> • Research the Jewish faith. Write 10 facts about it. (1 Dojo point) • Play a game of battleships with a friend or family member (1 Dojo point) 		<p style="text-align: center;">Maths</p> <ul style="list-style-type: none"> • Research old British currency and write some WW2 maths money problems. (2 Dojo points) • Design a gas mask box, you will need to make a neat net for a cube or cuboid to construct. (1 Dojo point)
<p style="text-align: center;">Expressive Arts</p> <ul style="list-style-type: none"> • Write a song to boost morale (2 Dojo points) • Make a collage of a Second World War scene. (1 Dojo point) • Learn a wartime song and perform to friends or family members. (2 Dojo points) 		<p style="text-align: center;">Geography</p> <ul style="list-style-type: none"> • Draw or trace a map of the world and mark the countries which were involved in WW2. (1 Dojo point) • Write 10 facts about how life has changed since the 1940s. Present neatly. (3 Dojo points)