

## MATHS

Create five addition and subtraction problems linked to the 'wild things' and show the working out.

e.g. Max saw 7 wild things swinging in the trees and 9 more on the island. How many wild things were there altogether?

## DESIGN & TECHNOLOGY

Create a 3D model (no bigger than a shoebox size please) of your own 'wild thing'. Let your imagination run wild!

You could alternatively make a collage out of your imaginary creature.



## SCIENCE

Complete a mini beast tally in your garden or local woodland. How many of each species can you find?

Make a bar chart or pictogram using your tally sheet.



## Squirrel Class – Summer 1 Where the Wild Things Are

### WHERE THE WILD THINGS ARE



STORY AND PICTURES BY MAURICE SENDAK

As part of our topic, we would like you to help your child to get involved at home. The children can choose which order to complete the suggested activities in; they may even come up with some of their own ideas!

Children need to complete 1 piece of homework per week (except for a 3D model that can take up to 2 weeks to complete).

Creations/work are to be returned each **Thursday (26<sup>th</sup> April and 3<sup>rd</sup>, 10<sup>th</sup>, 17<sup>th</sup> and 24<sup>th</sup> May)**

We cannot wait to see what you come up with and we will continue to display your work in class, for everybody to see.

Have fun!

Mrs Anderson and Mrs Wall

## ENGLISH

Write a story about your imagination, just like Max. What sorts of things happen to you on your journey? What does it look like? What creatures do you discover?

Draw some illustrations to go with your story.

## COMPUTING

Create a computer-generated poster to show all the wildlife that could be found in the garden and local woodland.

You could choose to focus on one creature and label it, adding more details and facts.

## GEOGRAPHY

Draw a map showing Max's bedroom, the ocean that he sails over and the place where the 'wild things' live. Use a key to show what colours or symbols represent.



