

Develop your creativity:

- ◆ Make a model to explain the journey of a river.
- ◆ Design an invention to help people who live in areas prone to flooding
- ◆ Create a settlement near water on MINECRAFT or similar software.

Extend your research skills:

- ◆ Research how we get water into our homes. Create a diagram.
- ◆ Research how a major city (such as London) developed around a river.
- ◆ Research how charities such as WATER AID help people in need. Create a booklet to explain.
- ◆ Find out about Claude Monet - Where did he live? Why was he important for Impressionism?
- ◆ Research impressionism and impressionist artists.
- ◆ Research paintings of water— rivers, lakes and seas— write a little about your favourite 'style' of painting.



This half term's POWER Project is:

'Water all around us'

HAND IN: 23rd – 26th March



Choose 5 activities to achieve your

5 POWER points.

Tick off what you have completed to achieve your points. Remember to include evidence in

Explore your mathematical/ entrepreneurial skills:

- ◆ Carry out a water survey. How much water is used in your home? Present your data in charts and graphs.
- ◆ Plan a journey down one of the world's rivers. How long would it take? How far? What provisions? Cost?
- ◆ Plan a charity event to raise money for those in need or flooding. How would you advertise? What would you need to plan? How much would it cost? How will you record how much your raise?

Explore your artistic abilities

- ◆ Use your choice of materials to create a picture of a water scene (maybe a canal, stream or sea).
- ◆ Combine different materials to create an 'impression' of a water scene (e.g. Use recycled materials like blue or green sweet wrappers to create the water).
- ◆ Paint or draw and colour your own version of your favourite painting by one of the impressionist artists.
- ◆ Visit an Art Gallery (including online galleries) and draw your favourite picture involving water.