

Develop your creativity:

- ◆ Create a simple model of a European landmark using modelling equipment, cardboard boxes, LEGO or even Minecraft!
- ◆ Use paint/pastels or other materials to create a piece of artwork based on a European landmark or key place to visit.
- ◆ Write a diary for 'A day in the life' of your 'Sports Women of the Year'.

Out and About:

- ◆ Visit a travel agent and pick up some different brochures for various types of European holiday e.g. summer sun, city breaks, skiing. Plan a weekend trip to Europe. Where would you stay? Plan the itinerary.
- ◆ Who are the local important sports women in your area? They can be past or present. Create a mini fact-file to add to class book.
- ◆ Visit a local library and research sports women who have broken barriers in sport throughout history.



This term's POWER Projects are:

**'A Journey through Europe:
European Landmarks' and 'Wonder
Women: Breaking Barriers'**

Due: 25th March 2020



Choose 5 activities to achieve your

5 POWER Points.

***Tick off what you have completed to
achieve your points. Remember to include
evidence in your POWER project book.***

Explore your mathematical skills:

- ◆ Research exchange rates for the pound and the euro. Create a simple conversion chart. Take five shopping items; calculate the cost in euros.
- ◆ Calculate the cost of a city break. Use flight and hotel websites to find the cost of return flights, accommodation, transport and so on. Compare costs of different destinations – remember to include spending money!
- ◆ Create a Top Trumps! Maths game for a variety of sports women throughout history.

Research:

- ◆ Research the major European landmarks. Which is the oldest, tallest and so on? Create fact files or PowerPoints. Which would you most like to visit and why?
- ◆ Interview friends and family about gender equality in sport. Do they feel that we have gender equality in sport today? Devise a list of arguments to this question.