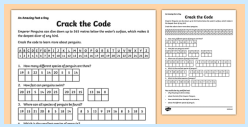
INSPECTOR GADGET

HOME LEARNING

Develop a code, which we can solve, and send us a secret message.



Investigate different ways of sending secret/coded messages and present your findings in a creative poster, keynote or video.



Make a model of your own spy gadget and explain how it works.



Write a character description of a villain for your own spy novel. You must include noun phrases, sophisticated language (Y5/6 standard).





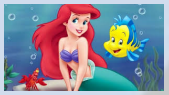
Draw and label a diagram of an evil genius' secret lair.



Create a board game with a spy/crime theme to play during wet breaks. You also need a set of rules/ instructions.



Create a 'Who am I riddle', for a famous character (fiction/non-fiction). For example: I live under the sea, I have lots of sisters, I long to live on land, I marry Prince Eric. Who am I?



Imagine you can disguise yourself as anyone in the world for one whole day. Who would it be and why?



Practise your spelling patterns and rules and complete your mental maths.

You can send home learning to:
gfielding@leverhouse.net
jltranah@leverhouse.net
smitchell@leverhouse.net
jrodgers@leverhouse.net

Read your home readers, bug club and library books frequently.
READING = CLEVERNESS

