



Take Away Homework



<p>Write a poem or song which summarises the topic.</p> <p><i>Make it informative but catchy and remember to include key terms...</i></p>	<p>Write a formal letter to an institution explaining the topic.</p> <p><i>Use a letter layout, remember key terms and use persuasive language to explain key issues...</i></p>	<p>Write a newspaper article relevant to the topic.</p> <p><i>Include specific, accurate facts with good English. You should include quotes and images...</i></p>
<p>Create a leaflet which summarises the topic.</p> <p><i>Use key terms, make it informative and eye catching...</i></p>	<p>Create a factsheet summarising the topic, but also add additional research and facts.</p> <p><i>Use correct terminology and use the internet to include extra facts (no copy & paste!)</i></p>	<p>Create a comic strip to explain the topic.</p> <p><i>Use pictures and key words to explain the process in a clear way...</i></p>
<p>Create a poster summarising the topic.</p> <p><i>Use key terms, make it informative and eye catching...</i></p>	<p>Create a flow diagram/chart to explain the topic.</p> <p><i>Use pictures and key words to explain the process clearly...</i></p>	<p>Create 10-15 challenging quiz questions linked to the topic.</p> <p><i>Write the questions with correct answers separate to test a peer...</i></p>
<p>Create a mind map summarising the topic.</p> <p><i>Use key terms, make it informative and eye catching...</i></p>	<p>Identify key terms and write a dictionary.</p> <p><i>Find the definitions of key words and write a glossary to help you to learn spellings...</i></p>	<p>Write 3 Tweets that could summarise the topic.</p> <p><i>No more than 140 characters; use #'s for key words and they must be informative...</i></p>

Homework Yr 9 –Throughout this year you have been designing and making a multi-functional games cube, you will now conduct some research about the different types of puzzles. Aim to find out where they originate from and the key principles behind them. Choose one of the ways above to record this information.

DUE ON