

Year 6 Autumn 1 Homework: Leisure Through the Ages

Over the next three weeks, please complete ONE of the tasks below each week. You may choose which task you would like to complete. Take care with the presentation of the work and ensure that you put the same effort in as you would into your school work. Please return your completed work on Monday 1st November 2021.



Keep a Diary

Leisure time can be spent alone or can often be used to help spend time with friends and family. Think about how you and the people around you at home probably organise leisure time. Create a diary that keeps a record of all the leisure activities that you do over the next three weeks. At the end of three weeks, see if you can find a way to group the different activities together, perhaps as individual, friend and family events.



The Sound of Music

Music has been an important form of entertainment since prehistoric times - the first flutes might have been made over 67,000 years ago! What music do you listen to? BBC Radio Four has a programme that has been running since 1942 called 'Desert Island Discs'. On it, people are asked to choose their eight most important pieces of music. Can you choose eight pieces of music that are important to you and explain why? What can you find out about those pieces of music?



World of Sport

The first Olympics was held in 776 BCE - that's 2,797 years ago! Today, we see sports all of different kinds as part of our daily lives - whether we play them or watch them. In the modern day Olympics there are three competitions that are made up of a combination of events (modern pentathlon with five events; heptathlon with seven events; decathlon with ten events). If you had to create a new multi-event competition for an individual athlete, what events would you include and why? Could you use your knowledge of Pop Art to design a logo for your competition?



Make a Game of It.

Board games have been another way in which people have chosen to spend their spare time throughout the different eras (since the Royal Game of Ur was created about 4,600 years ago in Mesopotamia). Did you know that the buying and selling of board games is worth about £5.3 billion a year? Can you devise a board game to rival Monopoly which has sold over 275 million copies? Your task here is to design a board game that will appeal to a whole family, explain how to play it and, importantly, how to win it? Can you find a way to incorporate money as part of how your game works?