

3 POWER Points:

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 for Dragon's Den.
- ◆ Create a settlement near water on MINECRAFT.

2 POWER Points:

Extend your research skills:

- ◆ Research how we get water into our homes. Create a diagram.
- ◆ Research paintings of water - rivers lakes and seas - write a little about your favourite "style" of painting.
- ◆ Research how charities such as WATER AID help people in need. Create a booklet to explain.
- ◆ Water is cleaned for us to use in our homes... Where does it go?



This half term's POWER Project is: **WILD WATERS**



Choose projects to achieve your

8 POWER Points.

You can add with your own ideas too! Tick off what you have completed to achieve your points.

2 POWER Points:

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—flooding. How would you advertise? What would you need to plan? How much would it cost? How will you record how much your raise?

1 POWER Point: Explore:

- ◆ <http://www.primaryhomeworkhelp.co.uk/rivers.html>
- ◆ Rivers in our locality **(BE SAFE!)**.