

History: The Windrush

- Imagine you are one of the passengers arriving in Britain for the first time. Write a postcard home. How would it have felt? What would have been different to home? What would you tell your family back at home?
- Imagine you're going on a long journey to a new place. What things would you take with you from home?
- Map the Windrush Generation journey to Britain.
- Create a Windrush quiz for your family or class to complete. You might even like to create this quiz on PowerPoint, Scratch etc.
- The cost of the fare from the Caribbean to the UK in 1948 was £28 and 10 shillings. How much would a journey cost from the different Caribbean islands today?
- Interview someone in your family or someone you know in your community to find out what they remember of the Windrush Generation.
- Create a fact file on a Caribbean country. Include things on: population, location and surrounding countries, capital city, flag, terrain/landscape, a famous landmark and languages.
- Create an informative presentation on the differences between life in the Caribbean and in England.
- Read the poem, 'Call of the Motherland' and write your own version.
- Plan and create a piece of carnival music.
- Imagine you are a news reporter who has been sent to meet people to find out more about their experience of moving to Britain from the Caribbean. If you could ask them 5 questions, what would you ask?

Free choice:

What else would you like to learn about the Windrush? We look forward to seeing what you find out.



Art and Design Technology

- Althea McNish was a textile designer from Trinidad. Her designs were often inspired by her Caribbean roots. Create your own printed designs. You could do this on paper or fabric.
- Draw or create a model of HMT Empire Windrush.
- Research and make a famous Caribbean dish. This could be: jerk turkey, fish stew, mango chicken etc.
- Create a Notting Hill Carnival costume.



Spring Half Term 1 Year 5 Learning Challenges



Health and Well-Being

- Create your own game which focuses on throwing and catching skills.



Science: Living Things and Their Habitats

- Create a leaflet describing how to care for a pet or another animal. What does it eat? Where does it sleep? How does it exercise? Etc.
- Research vulnerable animals which are close to extinction. Create a poster which persuades people to help save the endangered animals. Are there specific charities people could help support?
- Draw and describe the life cycle of an animal of your choice.
- Write a comparison of two animals from different animal groups. This could include animals that are mammals, reptiles, insects etc. Identify the similarities and differences.
- Make a model of an animal's habitat. Remember to include what it likes to eat.

