

# Remarkable Rainforests

WC: 29th  
June 2020

## R.E.

This week as part of our 'What can we learn from visiting Sacred Places' work please have a go at researching mosques. What are they? Who uses them? What do they look like? Can you find out where some are in the North West? Create a fact sheet about Mosques.

What this video to help you: <https://www.bbc.co.uk/teach/class-clips-video/religious-education-ks2-my-life-my-religion-east-london-mosque/zmctvk7>

## Science

Watch this video to find out how seeds are made:

<https://www.bbc.co.uk/bitesize/clips/zfx76sg>

Fabulous Flowers (Lesson Guidance) – With an adult, read through the information. This resource will explain what you need to know, in order to complete the 2 activities. (You do not need to print out this resource just discuss it and use it as a guide).

Roll And Draw A Flower Game (Activity 1) – Using the game instructions, can you be the first to construct a complete flower from its different parts?

Pollination Process (Activity 2) – Cut and stick or write out the statements in the correct order, to show how plants are pollinated. The answers are provided on the second page!

## Geography

To investigate the climate of the rainforest.

Work through and read the slides on the climate in rainforests.

Have a go at using the information on the Weather Graphs activity to create your own graph either on the printout or on paper. Then ask the questions based on your information.

Try and create your own 'Weather Forecast' using the 'Weather Forecast Activity' sheet to help you.

## Art

This week you will be thinking about which animal you might have in the centre of your picture.

Choose a rainforest animal that you would like to include like Rousseau uses a tiger in surprised.

Create your own picture of the animal you have chosen using any media—paint, collage, pencil crayon.

Next week you will be creating a rainforest background to put your chosen animal into.

## Computing

Here is this week's coding learning <https://studio.code.org/s/express-2019?section.id=2793409>

Lesson 15 – Harvesting with Conditionals

Lesson 16 – Functions in Minecraft