

## Art Options

<b>Category:</b>	<b>Art</b>
<b>Activity:</b>	Various activities
<b>Duration:</b>	1 hour +
<b>Age:</b>	Year 5 – Year 11
<b>Resources:</b>	Various
<b>Description:</b>	Specific art options and instructions will be emailed to you by Mrs Maciejewska; if you have not received them, please email her: <a href="mailto:e.maciejewska@kingswoodhouse.org">e.maciejewska@kingswoodhouse.org</a>

# DT Options

Project title	Skill Level 1	Skill Level 2	Skill Level 3
<p><b>Tessellation</b> Repeated patterns without gaps or overlapping. <b>Research.</b> Google.. Tessellation images</p>	Using a simple shape like a square or rectangle create a pattern on an A4 piece of paper, colour individual shapes to make an interesting design.	Create a simple design on A4 paper and stick to thin card (not cardboard). Cut out the coloured shapes to create a game to reassemble the pieces.	Design a tessellated design which does not have regular sides or straight lines on A4 paper. Cut out shapes and colour to make a game for others to assemble.
<p><b>3D Boxes</b> Making simple boxes from plain paper or card <b>Research.</b> Google.. paper box templates.</p>	Either download and print box template of your choice or try and draw it freehand from the images.	Transfer your drawing to a piece of card or stick your design on some card. Cut out your design and fold to make a box shape. Colour as you wish. Use thin card	Create a lid for your box or design and build a design with multiple sides, for example hexagon or a circle. Use thin card
<p><b>Levers and balance beams.</b> Make a simple lever/see saw experiment. <b>Research</b> Google.. How do levers work Sheknows.com</p>	Look at the design on She knows.com Try and draw a see saw design and colour. List items in your bedroom which you think would be equal on a see saw	Try and create a simple see saw balance beam from cardboard. Use the grain in the cardboard to give strength. Use a pencil for a pivot point to and make the supports from cardboard.	Experiment with different weights along the length of the beam. Use the see saw as a lever and try and see if you can use mechanical advantage to lift heavy weights. You will have to move the pivot point along the beam.
<p><b>Bird House</b> Try and draw/ make a bird house from the picture.</p> 	Draw a picture of the birdhouse and colour it in a design to be hidden in a garden. Using the 20p piece as a guide make the house twice as big ! Use a ruler to measure a 20p piece and then work out twice (2x) the size.	Go one step further, follow the instructions to double the size of the house but make a prototype out of cardboard.	Go another step , follow the instructions to double the size and try and create a birdhouse out of scraps of wood if you have any in the garage/shed. Ask your parents first! We can always finish this project at school.

<p><b>Playground design</b> Design an adventure playground to replace the school equipment. <b>Research</b> Google.. Adventure Playground images</p>	<p>Design , draw and plan an adventure playground suitable for our school. Look at the pictures to give you ideas. Slides, swings, roundabouts, zipwires maybe.</p>	<p>Go one step further and try and build one or more items from your design from card or cardboard. Paint / colour your design.</p>	<p>Try and design a zip wire from the Hall at school down to the astro area. Think of how the pulleys might run on a cable. Make a small model of the pulley system you have designed.</p>
<p><b>Tins of beans !</b> Design a new type of baked bean label with exciting pictures.</p>	<p>Take a tin from your kitchen . Cut a piece of paper that wraps around your tin exactly and start designing your ideas. If you don't like Baked Beans choose something cool !</p>	<p>One step further, try and find out where all the ingredients for your tin come from. For example where in the world are Baked beans grown ?</p>	
<p><b>Castles</b> Draw design and build a castle from the ideas in your history lessons. <b>Research</b> Google.. English castle images</p>	<p>Draw and design a castle you have seen on the internet or one you have visited. Try and label all the different areas of the castle</p>	<p>Using your design build a castle from cardboard with as many details as you can, use the Motte and Bailey layout if possible. This will be covered in your History lessons.</p>	<p>As a separate model , design and build a working drawbridge with working winding mechanisms and pulleys. Use card, string , cotton reels possibly.</p>
<p><b>Labyrinth or Maze</b> Design a maze which could be made in to a marble run. <b>Research</b> Google.. mazes images</p>	<p>Look at the designs on google images and choose either a square or circular maze design. Use a ruler for the square or different size plates for the circular design.</p>	<p>Take your design and use straws and stick to the paper/card to create edges for the maze. Try and create a marble run and challenge others in your family to a timed race.</p>	<p>The Labyrinth features in the Classics GCSE course , look up how this story fits in to the coursework.</p>

## Computer Science Options

<b>Category:</b>	<b>Computer Science</b>
<b>Activity:</b>	Minecraft Voyage Aquatic
<b>Duration:</b>	1 hour
<b>Age:</b>	Lower Prep / Upper Prep
<b>Resources:</b>	<a href="https://studio.code.org/s/aquatic/stage/1/puzzle/1">https://studio.code.org/s/aquatic/stage/1/puzzle/1</a>
<b>Description:</b>	Using block code, solve the 12 puzzles to complete the aquatic challenge

<b>Category:</b>	<b>Computer Science</b>
<b>Activity:</b>	Minecraft Adventurer
<b>Duration:</b>	1 hour
<b>Age:</b>	Lower Prep / Upper Prep
<b>Resources:</b>	<a href="https://studio.code.org/s/mc/stage/1/puz">https://studio.code.org/s/mc/stage/1/puz</a>
<b>Description:</b>	Using block code, solve the 14 puzzles to complete the adventure puzzle

<b>Category:</b>	<b>Computer Science</b>
<b>Activity:</b>	Minecraft Hero's Journey
<b>Duration:</b>	1 hour
<b>Age:</b>	Lower Prep / Upper Prep
<b>Resources:</b>	<a href="https://studio.code.org/s/hero/stage/1/puzzle/1">https://studio.code.org/s/hero/stage/1/puzzle/1</a>
<b>Description:</b>	Using block code, solve the 12 puzzles to complete the hero's journey

<b>Category:</b>	<b>Computer Science</b>
<b>Activity:</b>	Minecraft Designer
<b>Duration:</b>	1 hour
<b>Age:</b>	Lower Prep / Upper Prep
<b>Resources:</b>	<a href="https://studio.code.org/s/minecraft/stage/1/puzzle/1">https://studio.code.org/s/minecraft/stage/1/puzzle/1</a>
<b>Description:</b>	Using block code, solve the 12 puzzles to complete the designer puzzle

<b>Category</b>	<b>Computer Science</b>
<b>Activity</b>	Purple Mash activities
<b>Duration</b>	Allow 30 minutes for each activity
<b>Age</b>	All
<b>Resources</b>	<a href="https://www.purplemash.com/kingswood">https://www.purplemash.com/kingswood</a> - click on the computing section
<b>Description</b>	There are a variety of tasks, quizzes and writing tools which pupils can dip in and out of depending on their area of interest. All pupils have a school PurpleMash login which can be found on Page3 of their prep diary. Please email Mrs Webb if this cannot be found <a href="mailto:p.webb@kingswoodhouse.org">p.webb@kingswoodhouse.org</a>

<b>Category</b>	<b>Computer Science</b>
<b>Activity</b>	Scratch programming
<b>Duration</b>	Unlimited
<b>Age</b>	Years 3-8
<b>Resources</b>	<a href="https://scratch.mit.edu/">https://scratch.mit.edu/</a>
<b>Description</b>	Scratch is a block-based visual programming language and website targeted primarily at children. Users of the site can create online projects using a block-like interface.

<b>Category:</b>	<b>Computer Science</b>
<b>Activity:</b>	BBC bitesize
<b>Duration:</b>	1 hr each
<b>Age</b>	Upper Prep and Seniors
<b>Resources:</b>	<a href="https://www.bbc.co.uk/bitesize/subjects/zvc9q6f">https://www.bbc.co.uk/bitesize/subjects/zvc9q6f</a> 7 computer science KS3 topics
<b>Description:</b>	Learn and revise the KS3 Computer Science Topics.

<b>Category:</b>	<b>Computer Science</b>
<b>Activity:</b>	CodeCombat
<b>Duration:</b>	Variety of online programmes of differing lengths
<b>Age:</b>	Upper Prep
<b>Resources:</b>	<a href="https://codecombat.com">https://codecombat.com</a> (most pupils have accounts set up. If they have forgotten the account or not got one email Mrs Webb for set up)
<b>Description:</b>	Learn typed code through a programming game. Learn Python, Java Script and HTML as you solve puzzles and learn to make your own coding

<b>Category</b>	<b>Computer Science</b>
<b>Activity</b>	Coding challenges. Complete the challenges and unlock the puzzles to progress.
<b>Duration</b>	30 – 60 minutes per challenge.
<b>Age</b>	All
<b>Resources</b>	<a href="https://www.purplemash.com/#app/tools/all_challenges">https://www.purplemash.com/#app/tools/all_challenges</a>
<b>Description</b>	There are a variety of tasks, quizzes and writing tools which pupils can dip in and out of depending on their area of interest. All pupils have a school PurpleMash login which can be found on Page3 of their prep diary. Please email Mrs Webb if this cannot be found <a href="mailto:p.webb@kingswoodhouse.org">p.webb@kingswoodhouse.org</a>

<b>Category:</b>	<b>Computer Science</b>
<b>Activity:</b>	Codeingame
<b>Duration:</b>	Unlimited
<b>Age:</b>	Seniors
<b>Resources:</b>	<a href="https://www.codingame.com/start">https://www.codingame.com/start</a>
	CodinGame is a challenge-based training platform for programmers where you can improve your coding skills with fun exercises. The website supports a variety of programming languages. A great site to improve your coding expertise.

<b>Category</b>	<b>Computer Science</b>
<b>Activity</b>	Programming and coding tutorials for a variety of programming languages
<b>Duration</b>	Unlimited
<b>Age</b>	Seniors
<b>Resources</b>	<a href="https://www.w3schools.com/">https://www.w3schools.com/</a>
<b>Description</b>	W3Schools is a web developers site, with tutorials and references on web development languages such as HTML, CSS, JavaScript, PHP, SQL, Python, jQuery, Java, C++, C#, React, XML, W3. CSS, and Bootstrap, covering most aspects of web programming

<b>Category:</b>	<b>Computer Science</b>
<b>Activity:</b>	iDEA.org
<b>Duration:</b>	Long-term project. There are a number of different badges pupils can pick a badge of their choice and work through the tasks to earn the badges and points. Each new level requires a minimum amount of earned points. Pupils can move through the challenges at their own pace and their progress is monitored.
<b>Age:</b>	Currently year 9 are the only year group set up to do this
<b>Resources:</b>	Idea.org.uk
<b>Description:</b>	iDEA is an international online programme to develop digital, enterprise and employability skills. Year 9 pupils have been set up with user profiles which link them to Kingswoodhouse School. There is a series of online challenges and pupils can win badges, unlock new opportunities and, ultimately, gain industry-recognised Awards. They can access their account via any online device and

<b>Category:</b>	<b>Computer Science</b>
<b>Activity:</b>	Dance Party Warm Up
<b>Duration:</b>	1 hours
<b>Age:</b>	Lower Prep / Upper Prep
<b>Resources:</b>	<a href="https://youtu.be/tY09z2y8-xQ">https://youtu.be/tY09z2y8-xQ</a>
<b>Description:</b>	Learn how to program your own dance party. Use the assembled hit music and a team of great dancers for you to play with. Use blocks of code to choose different dancers, change their dance moves, make them respond to the music, and

<b>Category:</b>	<b>Computer Science</b>
<b>Activity:</b>	Keep on Dancing (follow on from Dance Party Warm Up)
<b>Duration:</b>	1 hours
<b>Age:</b>	Lower Prep / Upper Prep
<b>Resources:</b>	<a href="https://studio.code.org/s/dance-extras-2019/stage/1/puzzle/1">https://studio.code.org/s/dance-extras-2019/stage/1/puzzle/1</a>
<b>Description:</b>	There are no puzzles here - instead there are a bunch of projects that show different ways to make more complex dance parties. There are 8 levels, which you can do in any order. Jump around to look at how something was done in a previous level, or combine concepts between the projects. Try them all, pick your favourite, and spend your time working on adding to that project to make it your own.

## Music Options

<b>Category:</b>	<b>Music</b>
<b>Activity:</b>	Choir
<b>Duration:</b>	45 mins
<b>Age:</b>	Year 2 - 11
<b>Resources</b>	Teams Link below. All files are in this team. Anyone can join. <a href="https://teams.microsoft.com/l/channel/19%3aba33b015f39e4b6faf60dfa9929b7c74%40thread.tacv2/General?groupId=93bb70f0-3b02-4e01-a805-d12678ff91ac&amp;tenantId=a75b3db7-2cee-4d9b-8cb0-a18399cf62a0">https://teams.microsoft.com/l/channel/19%3aba33b015f39e4b6faf60dfa9929b7c74%40thread.tacv2/General?groupId=93bb70f0-3b02-4e01-a805-d12678ff91ac&amp;tenantId=a75b3db7-2cee-4d9b-8cb0-a18399cf62a0</a>
<b>Description:</b>	Join the Teams link above. On there you will find backing tracks and lyrics to sing to. You can then send in footage and I will edit you all together to create a virtual choir!

<b>Category:</b>	<b>Music</b>
<b>Activity:</b>	Music Ensemble
<b>Duration:</b>	45 mins
<b>Age:</b>	All
<b>Resources</b>	Teams group link <a href="https://teams.microsoft.com/l/channel/19%3adff441547f8a49b89c8a8550f8cbc8f5%40thread.tacv2/General?groupId=52907e14-af02-4161-b11c-c716aa769ef6&amp;tenantId=a75b3db7-2cee-4d9b-8cb0-a18399cf62a0">https://teams.microsoft.com/l/channel/19%3adff441547f8a49b89c8a8550f8cbc8f5%40thread.tacv2/General?groupId=52907e14-af02-4161-b11c-c716aa769ef6&amp;tenantId=a75b3db7-2cee-4d9b-8cb0-a18399cf62a0</a>
<b>Description:</b>	Join the Teams link attached. All music and guidance is uploaded to this team.

<b>Category:</b>	<b>Music</b>
<b>Activity:</b>	<b>Piano - Beginners</b>
<b>Duration:</b>	50 mins
<b>Age:</b>	7-13
<b>Resources</b>	Keep Calm and play Keyboard booklet
<b>Description:</b>	<p>Click this link to join the Beginner Keyboard team! I will be updating this weekly with new content.</p> <p><a href="https://teams.microsoft.com/l/channel/19%3a34c46319c98841689585bab7b9ae0cc8%40thread.tacv2/General?groupId=e-dd7e99e-b437-4afb-a2d9-d445e0f5846b&amp;tenantId=a75b3db7-2cee-4d9b-8cb0-a18399cf62a0">https://teams.microsoft.com/l/channel/19%3a34c46319c98841689585bab7b9ae0cc8%40thread.tacv2/General?groupId=e-dd7e99e-b437-4afb-a2d9-d445e0f5846b&amp;tenantId=a75b3db7-2cee-4d9b-8cb0-a18399cf62a0</a></p> <p>This booklet will introduce you to the keyboard, where the notes are on the keyboard and some basic tunes.</p> <p>I will follow this up next week with some harder tunes, then the next week with some pop songs. By the end of this lockdown you'll be a maestro!!</p> <p>Here is also a link to a YouTube video which explains where C is....!</p> <p><a href="https://www.youtube.com/watch?v=aovVKP02noU">https://www.youtube.com/watch?v=aovVKP02noU</a></p>

## PE Options

<b>Category:</b>	PE
<b>Activity:</b>	Various sports activities
<b>Duration:</b>	1 hour +
<b>Age:</b>	Year 5 – Year 11
<b>Resources</b>	Various
<b>Description:</b>	Specific weekly PE options will be emailed to you direct each week with details of PE activities that you can complete. If you have not received your weekly PE options, please email Mr Hendry: <a href="mailto:r.hendry@kingswoodhouse.org">r.hendry@kingswoodhouse.org</a>