Multiple Intelligences	Year 5 and 6 Into the Unknown Homework Grid Six Thinking Levels					
	Knowing	Understanding	Applying	Analysing	Creating	Evaluating
<u>Verbal</u> I enjoy reading, writing and speaking.	Find a book about an aspect of Into the Unknown that you are interested in. Learn three facts to tell the class.	Explain Shackleton's experiences during the Ice Trap ordeal.	Write a play script for when the Endurance got stuck in the ice.	Compare the routes taken by Shackleton and by Amundsen. Who took the better route?	Write a story about being stuck on the South Pole.	Watch Frozen Planet (BBC Attenborough. Write a review about it and explain how it links to the topic.
<u>Mathematical</u> ] enjoy working with numbers, science and engineering.	If it's 3.30pm in London, what time will it be in Tokyo, Christchurch, Mexio City and Cairo?	If it's 5am in London, explain why it is a different time in San Francisco and Delhi. Draw a diagram to show your understanding.	8/8/1914 - 20/5/1916. This is the total journey time, from start to finish. Plot a scaled timeline showing different parts of their journey.	A boat sailed from Southampton to New York. The journey was 5, 470km. If they travelled at a speed of 20km per hour, how long did the journey take?	Draw a scale model of the Endurance ship. Label key parts.	Evaluate the failings of the Endurance. How could it have been improved? Remember this was 1914!
<b>Visual</b> ] enjoy painting, drawing and visualising.	Draw the Endurance stuck in the ice.	Draw/paint a ship on a calm ocean. Then draw/paint a ship on a stormy sea.	Look at some examples of snow paintings. Have a go yourself.	Research how different artists paint snow. What are the similarities and differences?	Design a modern day expedition ship. What would it look like? What equipement/gadgets/tools would it have?	Evaluate the colours used to paint pictures set in Antarctica. What common colours are there? What do these colours represent?
<u>Kinaesthetic</u> ] enjoy doing hands on activities.	Look up the rules for a card game.	Visit the fishing museum. What did you learn?	Research and make a model boat.	Using only 15 lollipop sticks (or equal length sticks), make a model raft. Does it float? How much weight can it hold?	Use Scratch to make an interactive story set of Shackleton's journey.	Design and cook a nutritious meal for your crew for when they return. Evaluate the challenges of the task.
<u>Musical</u> [ enjoy making music and listening to music.	Listen to some whale music.	Listen to some whale music. Why are they making these noises?	Create and record some whale music of your own. How will you create these sounds?	Listen to Debussy's La Mer. What emotions does it convey? How does this change throughout the piece?	Create a piece of music that represents the tension and fear they must have felt.	Evaluate the importance of music/singing in times of difficulty.
Interpersonal I enjoy working with others.	With someone in your family make a model of the Endurance.	Play some trust/blindfold games. How will you make your partner feel safe and comfortable?	Create a shelter/den at home (inside or outside). What did you use? What did you have inside? How successfully did you work together? Take photos!	Question for debate: Was it ethical to use dogs on their expedition?	Write and perform a scene from the story Ice Trap.	In pairs, or small groups, imagine you are different members of the crew. Hotseat / interview them, asking them questions, hearing the story from their point of view.
Intrapersonal I enjoy working by myself.	Create a poster about nature in the Antarctic.	Watch March of the Penguins. What is it about? What themes are there within the story?	What questions would you ask Ernest Shackleton?	Imagine you are Shackleton. You are trapped in the ice. What words of encouragement would you give the crew? Why do they need this?	Create your own modern day Antarctic survival pack. What would it include and why?	You are a surviving crew member. You now want to set up your own expedition to the Arctic. What would you do differently? Why?