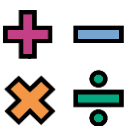
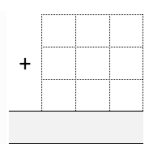


STEAM Challenges

Year 6 - Autumn 2

Science 	To be completed during the week beginning 10th November 2025 Choose an animal and create a fact sheet explaining three adaptations that help it survive (e.g. penguin feathers, camel humps, owl eyes). Optional extension: Explain what might happen if the animal's environment changed (e.g. climate change, habitat loss).
Technology 	To be completed during the week beginning 17th November 2025 Create a poster, leaflet or slideshow teaching children how to stay safe online (e.g. passwords, sharing info, trusted adults, cyberbullying). Key ideas to include: Never share personal info What to do if something feels wrong How to spot fake accounts or scams Optional extension: Include 3 "real-life scenarios" and explain the safe choice.
Engineering 	To be completed during the week beginning 24th November 2025 Build the tallest free-standing tower you can using only recycled materials (e.g. toilet rolls, cardboard, paper, plastic bottles). Rules: No glue to stick tower to the floor or table Must stand for at least 10 seconds
Arts 	To be completed during the week beginning 1st December 2025 Design and make a 2D or 3D creature that blends into a real background in your house or garden. Take a photo of it "hiding".
Maths 	To be completed during the week beginning 8th December 2025 Play the game dicey operations. Find a partner and a six-sided dice, or preferably a 0-9 dice if you have one. Throw the dice. Each player decides where to place that number in their grid. Continue until all the cells are filled. Whoever has the sum closest to 1000 wins. https://nrich.maths.org/games/dicey-operations 

Children in Year 6 can bring any STEAM Challenge work they complete into school or submit it to the year group homework email address – year6homework@watlingprimary.org.uk