

Blue Class Home Learning Grid—Week Two, 11th January 2021

Focus	Read It	Write It	Paint It	Build It	Do It
TOPIC '60s and '70s fashion NOTE: Parents/carers, please check any internet links/searches used for this week's topic activities, prior to your child researching the areas, to ensure they are suitable.	Research fashion from the '60s/'70s. A good starting point might be this BBC Bitesize clip: https://www.bbc.co.uk/bitesize/clips/zh72tfr . The V&A Museum website also has information.	Find out about Mary Quant and Zandra Rhodes. What was the same/different about their designs? What was Mary Quant famous for inventing in fashion?	Copy a clothing design by Mary Quant, or Zandra Rhodes. Look carefully at the colours and patterns used in their designs.	Create a peg doll, or a small model, to dress in an outfit (made with paper, fabric or recycled materials) inspired by Mary Quant. Alternatively, you could create an outfit for a doll or teddy bear you have at home!	
Computing Purple Mash, 2Animate <u>'Cracking Contraptions'</u> Build on your knowledge of what we've done for animation so far. Remember the tools we used (onion skin, background, sounds, copying). Find out about a different style of animation this week called 'stop motion', which uses objects instead of pictures. Start by watching the <u>Wallace and Gromit 'Cracking Contraptions'</u> video clips for ideas (these are on YouTube—ask an adult to check the link for you first).	Visit the <u>Wallace and Gromit 'World of Invention'</u> website. Find out about one of the following, by clicking on the headings at the top of the webpage: <ul style="list-style-type: none"> Films History Nick Park. What can you find out? Record what you have learnt in some way (could be a fact file, a recording of you talking etc).	Write about your contraption/machine. This could be: <ul style="list-style-type: none"> A description of it and what it does? Why did you decide to design it? A set of instructions for making it. What materials did you need etc? An advert/poster to encourage people to buy one. 	Draw a plan, with labels, of your cracking contraption model/design idea.	Build a model of your cracking contraption, using recycled materials and things you have at home?	Design your own 'cracking contraption' idea (a machine to do a job) and use 2Animate to create an animation about it?