

Alchemy Island- Parent information

We're going on a magical journey to find the gold hidden somewhere on Alchemy Island.

This half term, a mysterious visitor will arrive to present us with artefacts from the island. Reading stories set in fantasy worlds will inspire our story openings. We'll manipulate digital photographs, adding fantastical special effects. Our geography skills will improve as we look closely at maps of Alchemy Island, plotting routes and using coordinates. We'll examine samples from the island, explore the properties of materials and experiment with changes of state. If we're going to find gold, we'd better find out all about it! In English we'll write soliloquies and poems inspired by the island's magical powers and dramatic landscape. The coding programme Scratch will help us to plot and correct errors in our route, and we'll use technology to create beautiful digital images. We'll compose raps and use sound effects and mood music to reflect the atmosphere on Alchemy Island.

At the end of the project, we'll perform songs about our amazing adventure and present what we have learned. We'll design a map for a new app and a board game based on our adventures.

Help your child prepare for their project

Start your mysterious journey to Alchemy Island at home! Why not investigate foods together that change state when they are heated or cooled? You could also visit the library to find a book to read together which is set in a fantasy world. Alternatively, create a map of your own fantasy island – what landmarks will you include?

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| Suggested text | A Wizard of Earthsea – Ursula Le Guin; The Lion, the Witch and the Wardrobe – C.S. Lewis; The Tempest (A Shakespeare Story) - Andrew Matthews; Shadow Forest - Matt Haig; Tom's Midnight Garden - Philippa Pearce; Ignis - Gina Wilson |
| Memorable experience | Chief Alchemist's riddle |
| Innovate challenge | Game soundtrack |
| English | Fantasy narratives; Non-chronological reports; Soliloquies; Poetry; Lyrics |
| Music | Composing; Recording and editing software; Music; Graphic scores |
| Computing | Photography; Debugging programs; Gaming |
| D&T | Electrical circuits; Designing a board game |
| Geography | Map reading; Using coordinates; Human and physical features |
| Science | Properties and changes of materials; Working scientifically |
| Science investigations | Can you clean dirty water? Do all solids dissolve? Will it erupt? Which materials conduct heat? |

Home learning ideas - What will you choose to do?

Activities

1. Find out if your family owns any objects that contain gold or another precious metal or gemstone. Write a fact sheet about the properties and common uses of one or more of these precious elements.
2. Find out about the work of an alchemist and write a non-chronological report, including facts, diagrams and illustrations.
3. Make a list of foods that change state when heated or cooled, such as eggs, water, butter and chocolate. Plan and make a dish for your family that includes foods from your list.
4. Look at the periodic table. Can you learn the atomic numbers and symbols for different metals, such as lead, copper, silver, zinc, iron and platinum?
5. Find out about the life and works of famous chemists in history. Write a short biography of a chemist who sparks your interest, such as Marie Curie or Robert Boyle.
6. Research popular children's stories that feature portals into other worlds. Draw a picture of your favourite portal from one of the stories and surround it with descriptive phrases.
7. Find the words to the Song of the Witches from Macbeth. See if you can learn it off by heart and make a recording.
8. Finish your home learning by writing a summary of the topic, explaining what you have learned about alchemy, precious metals and changes of state.