










S1 Home Learning Challenge

**Technologies: August- October**

- You choose which activities to complete to extend your learning at home
- You can get any resources you might need from your class teacher or use your own if it suits you
- As you complete each activity, ask your class teacher to sign and date it
- Complete a row diagonally, horizontally or vertically to get 10 House Points
- Earn 50 House Points if you complete the whole grid for the Faculty
- Hand in your signed sheets to Mr Duncan by 31<sup>st</sup> October for the House Points to be awarded

 <p><b>Computing Science:</b> Your challenge is to log on to GLOW at home. Then send an e-mail to your class teacher. The e-mail should contain one fact you learned in Computing Science.</p> <p><b>Class teacher signature and date:</b></p>	 <p><b>Computing Science:</b> Your task is to find out what security software (if any!) your computer at home has. Complete the checklist sheet.</p> <p>Ask your teacher for a checklist to complete at home.</p> <p>An electronic copy is also available on the school website</p> <p><b>Class teacher signature and date:</b></p>	 <p><b>Computing Science:</b> Research the ILOVEYOU virus. Fill out the key facts worksheet</p> <p>Ask your teacher for a checklist to complete at home.</p> <p>An electronic copy is also available on the school website</p> <p><b>Class teacher signature and date:</b></p>
 <p><b>Engineering Science:</b> Identify, and list, at least 4 items found in your home that would have been designed by each of the following types of engineer – Electrical, mechanical, structural and chemical.</p> <p><b>Class teacher signature and date:</b></p>	 <p><b>Engineering Science:</b> Keep a diary of how many electrical items you use in one day, and write down what you used them for e.g. calculator - maths homework.</p> <p><b>Class teacher signature and date:</b></p>	 <p><b>Graphic Communication:</b> Sketch two different pictorial views of a cube and render them using shade and tone. Choose from the following pictorial techniques – 1 point perspective, 2 point perspective, oblique or isometric.</p> <p><b>Class teacher signature and date:</b></p>
 <p><b>Graphic Communication:</b> Sketch an elevation of a watch of your own design. Render it to show the materials used in your watch design.</p> <p><b>Class teacher signature and date:</b></p>	 <p><b>Design and Manufacture:</b> Look around your home and identify three items that are made from wood, three items that are made from plastic and three items that are made from metal.</p> <p><b>Class teacher signature and date:</b></p>	 <p><b>Design and Manufacture:</b> Produce a design for a new gaming chair. Add comments to explain its features.</p> <p><b>Class teacher signature and date:</b></p>

Name: \_\_\_\_\_ Class/ House: \_\_\_\_\_

*S1 Home Learning Challenge*

Name: \_\_\_\_\_ Class/ House: \_\_\_\_\_