# <u>Develop your creativity (3</u> points):

- Paint a scene from the Great Fire of London including the houses and the fire.
- Create a board game with a Great Fire of London theme.
- Create a model of 1666
   London on fire! Include houses, smoke and flames. You may also include part of the River Thames and The Tower of London in it.

### **Explore your locality (3 points):**

- Visit a local bakery. What does a bakery look like today? What do they sell?
- Go for a walk in your local area and see what the houses are built from. Then compare this to houses built in 1666. What is the same/different?





## This half term's POWer Project is:

London's Burning HAND IN BY: end of term



Choose projects to achieve your minimum

5 POWer Points.

By all means go over 5points!

Tick off what you have completed to achieve your points.

### **Explore your skills (2 points):**

- The Great Fire of London was thought to have started in a bakery in Pudding Lane.
   Have a go at baking something at home. Take a picture of the final product to show us.
- Write instructions for the baking that you did.
- Samuel Pepys kept a diary of events during The Great Fire of London. Keep your own diary for a weekend and write about all the things you do.

# Extend your research skills (2 points):

- Research the causes of the Great Fire of London and write down some key facts.
- Research how London was rebuilt after the fire.