

English

- Create a glossary of unfamiliar words from the story - use a dictionary to find their definitions.
- Write a story involving a dragon – you might discover one, you may be riding one or you might even meet the dragon from the story!
- Write some diary entries as Syms while you're stranded on the island telling Darwin what you've seen and how you feel.

Art

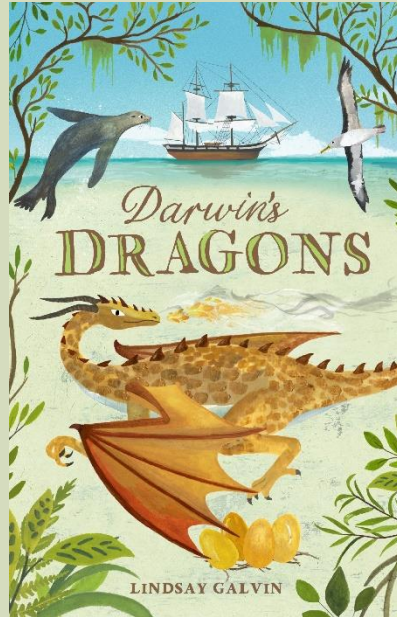
- Can you draw/design a creature that could survive in the volcanic island or under the water?
- Imagine you need to design a flag for The Beagle that tells people all about who you are and what you do. Think about the things that are important to the crew and what they do.

Design & Technology

- A chunk of the story takes place aboard a ship. Can you research, design, make and test your own paper ship that floats on water?
- Create your own survival kit – what tools might Syms need for surviving on the island?

PSHE

- Syms has Scratch on the island with him as he is stranded. The fiddle reminds him of his Pa. What things would you have with you on the island? Why? Who do they remind you of? How would they help you as you were stranded?



Music

- Can you write your own sea shanty that would keep your crew mates upbeat while you're gliding through the waves?



Maths

- Have a go at drawing your own map of the Galapagos islands. Use squared paper for your map and use co-ordinates to plot the different places.
- Investigate different animals and the speeds at which they can travel. Plot graphs of speed and compare them.

Science

- This book is based around the story of Charles Darwin and the theory of evolution he developed after visiting the Galapagos islands. Find out about the theory of evolution and Charles Darwin's impact on Science.

Geography

- Research different ecosystems around the world – which climate would be the hardest to survive in? Which would be the easiest? How does the climate change the types of plants/animals which can survive in different places?

History

- The crew of the ship travel across the seas to get to the Galapagos. Look at the history of boats and see what you can learn about them - how have ships changed over time?
- Can you research the history of sea voyages: when did the first one happen? Who was it? Where were they going?
- Different cultures and countries believe a variety of things about dragons. Look at the history and mythology surrounding them