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**Practical**

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|  | **Create a learning dice**Using the information for the task that you have been given you are to present it as a learning dice. This should break the information down into 6 sections which are then presented on a 6 sided box to create a dice. You will need to construct the dice as well. |  |  |
|  | **Create a popup card**Using the information for the task that you have been given you are to present it as a popup card. Consider how you will represent the information required through the use of images that can be cut out and then use a simple mechanism to make them stand up when the card is opened. |  |  |
|  | **Create a stage scene**Using the information for the task that you have been given you are to present it as a stage scene. Create a simple box with sides and then make a scene and characters to represent the learning from the task. |  |  |
|  | **Create a hanging mobile**Using the information for the task that you have been given you are to present it as a hanging mobile. Your mobile will need to represent the key points from the task you have been set. |  |  |
|  | **Create a mini sculpture**Using the information for the task that you have been given you are to present it as a mini sculpture. You will be given a collection of resources which you can then model into a 3D image related to the task. |  |  |
|  | **Create a package**Using the information for the task that you have been given you are to present it as a piece of packaging. This must be in the form of a box and needs to include a title, slogan, images and written details which can be displayed on each of the sides. |  |  |
|  | **Create a small board game**Using the information for the task that you have been given you are to present it as a small board game. Choose a well-known board game and then apply the key points from your task to each of the pieces and the board to reflect the learning taking place. |  |  |
|  | **Create a spinner**Using the information for the task that you have been given you are to present it as a spinner (a hexagon or octagon that can be slotted onto a pencil to spin). One side must have a set of question with the answers underneath. |  |  |