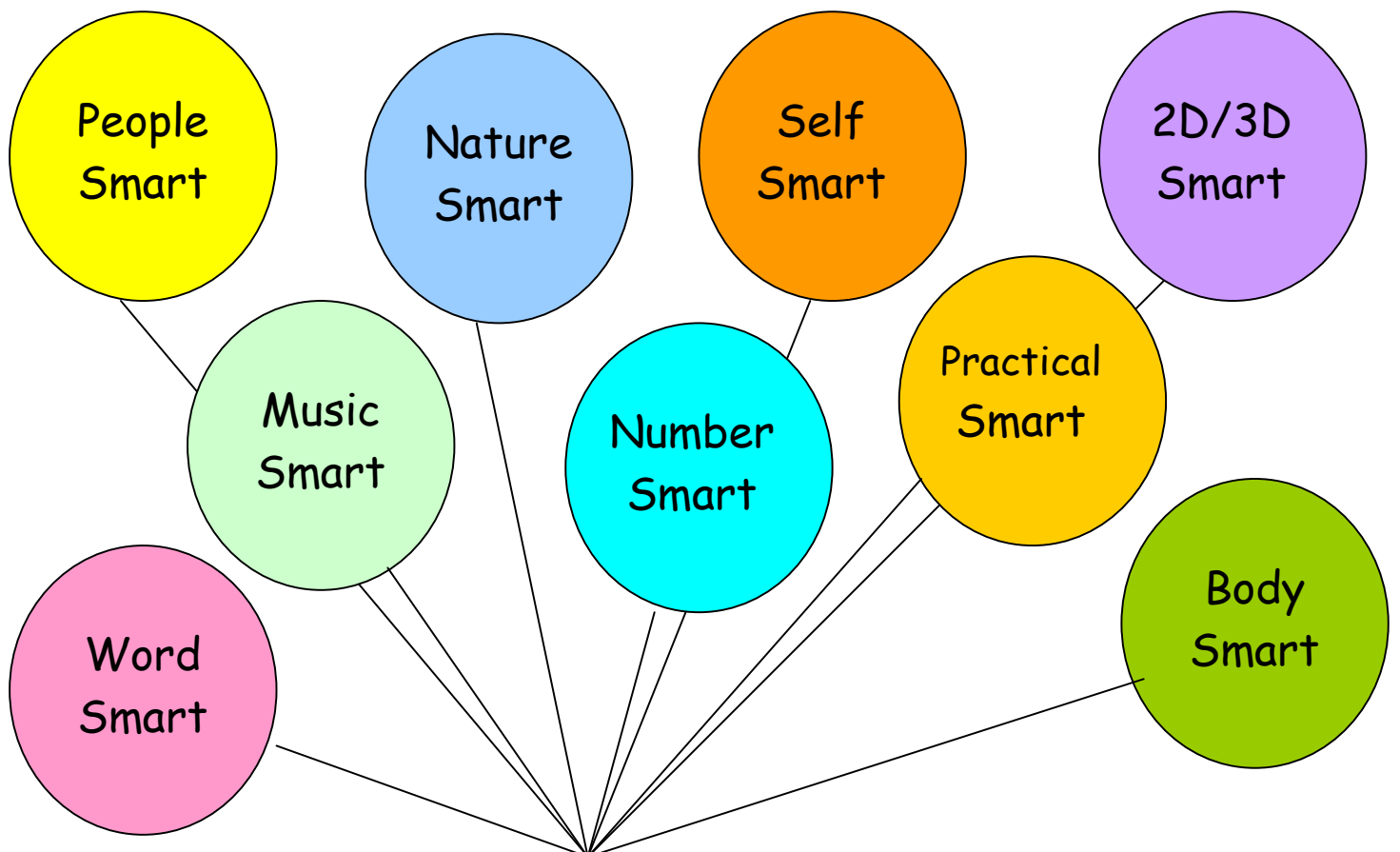


# BENSON SCHOOL



## SMART AWARD

How smart are you?



## SMART AWARD AIMS

To encourage  
AFL  
(Assessment  
for Learning).

To nurture  
individual  
talents and  
independent  
learning skills.

To develop  
a global  
awareness.

To promote  
creativity  
and thinking  
outside of  
the box.

To develop  
your SMART  
awareness  
(intelligences).

To ensure  
a broad  
and  
balanced  
curriculum.

To offer  
challenge,  
engagement  
and  
excitement  
in learning  
activities.

## AWARDS

### Rainbow

Year 2 - Carry out 1 from each SMART module to achieve your RAINBOW award. 9 points

### Bronze

Year 3 - Carry out another 2 from each SMART module to achieve your BRONZE award. 18 points

### Silver

Year 4 - Carry out another 3 from each SMART module to achieve your SILVER award. 27 points

### Gold

Year 5 - Carry out another 4 from each SMART module to achieve you GOLD award. 36 points

Year 2 - 9 points

Year 3 - 18 points

Year 4 - 27 points

Year 5 - 36 points

} = 90 points

**You will now be ready to take your Year 6 Benson Baccalaureate. You must have evidence of each task and present in a folder/portfolio. Each task should be carried out to the best of your ability.**

# BENSON SCHOOL SMART AWARD - HOW SMART ARE YOU?

## WORD SMART

1. Create and record a TV advertisement to encourage children to attend ABS.

*Verified by:*

*Date:*

2. Write and present a speech to the class to be a member of the School Council/or talk about a hobby of yours to the class.

*Verified by:*

*Date:*

3. Prepare for and take part in a debate about an aspect of ABS life e.g. pros/cons of uniform. Self assess your part in the debate.

*Verified by:*

*Date:*

4. Find a recipe from another country, follow it and make it for everyone in your class to sample. Evaluate your recipe.

*Verified by:*

*Date:*

5. Take part in role play/drama with your class. Produce any genre of writing about it. Be as creative as you can.

*Verified by:*

*Date:*

6. Produce an item for the school newsletter and have it published, about an event/trip at ABS.

**Verified by:**

**Date:**

7. Present something you have created during your class assembly.

**Verified by:**

**Date:**

8. Create some puppets, make up a short story and tell it to the class using the puppets.

**Verified by:**

**Date:**

9. Work with a talk partner and plan a piece of writing about any changes you would like to make at ABS. Prepare the writing and present to School Council.

**Verified by:**

**Date:**

10. Read 3 different genres (styles) of book. Write a review on them.

**Verified by:**

**Date:**

11. Design a tourist brochure for a country you are studying at school. Use pictures and be persuasive in your writing to encourage people to visit.

**Verified by:**

**Date:**

12. Be a story teller. Invent your own story, learn it and present it to another class using expression. Include the story in your folder and photographs of you telling it.

**Verified by:**

**Date:**

13. Find as many different types of poems about school as you can. Illustrate two of them and write your own school poem about Archbishop Benson.

**Verified by:**

**Date:**

14. Create a presentation highlighting interesting aspects of a European country. Present to your partner class/your class.

**Verified by:**

**Date:**

15. Help a buddy/younger child with their reading on a weekly basis for a term. Find out what type of books they like and create a book for them.

**Verified by:**

**Date:**

16. Take some photographs of life in school for a term and present creatively as a collage, writing captions to go with them.

*Verified by:*

*Date:*

17. Prepare a video of life in your class over a period of time/or an important event. Provide the commentary for it. Present to an audience.

*Verified by:*

*Date:*

18. Write questions to interview a character from a traditional tale (ask open ended questions). With a friend role play.

*Verified by:*

*Date:*

19. Create a story sack for a fairy tale. Tell your story using the items to a younger class.

*Verified by:*

*Date:*

20. Turn a nursery rhyme into a story. Write your story out with illustrations.

*Verified by:*

*Date:*

## PEOPLE SMART

1. Assess a classmate's work for half a term. Use 3 stars and a wish. Write a report out for them.

*Verified by:*

*Date:*

2. Find 6 differences and 6 similarities between you and 10 people in your year group. Present creatively.

*Verified by:*

*Date:*

3. Set up a friendship station and use it to help other children who find playtimes difficult.

*Verified by:*

*Date:*

4. Invent a new circle time game and teach it to your class.

*Verified by:*

*Date:*

5. Create a questionnaire about any aspect of ABS and give it to a selection of children/staff/parents. Present your findings to the class in a creative way.

*Verified by:*

*Date:*

6. Make a link with children at a school in another country and e-mail them regularly. Find out about their lives and present to your class.

*Verified by:*

*Date:*

7. Interview an elderly person about their life. Invite them to talk to your class. Present creatively as a biography.

*Verified by:*

*Date:*

8. Hear a younger child read on a regular basis or read to an older child on a regular basis. Keep a record of strategies used etc.

*Verified by:*

*Date:*

9. Come up with ways to stop arguments, developing and mediating if they do. Present to your class creatively and display.

*Verified by:*

*Date:*

10. Find 5 positive things about everyone in your class. Display creatively.

*Verified by:*

*Date:*



11. Find out about the life of a child in the period of history you are studying this year. Come up with at least 10 ways their life is different to yours.

**Verified by:**

**Date:**

12. Be the teacher! Prepare a mini lesson and teach the class something new. Evaluate your lesson.

**Verified by:**

**Date:**

13. In pairs teach your partner class some words from a non-European language. Prepare cards/actions to illustrate each word. Get the class to self assess your lesson.

**Verified by:**

**Date:**

14. Design a friendship bench/make a mini model of a friendship bench. Evaluate your design.

**Verified by:**

**Date:**

15. Raise money/seek sponsorship to immortalise your friendship bench in school.

**Verified by:**

**Date:**

16. Find out about 3 different jobs in school. Present as a report.

**Verified by:**

**Date:**

17. Interview a member of staff at Archbishop Benson School. Present the interview creatively.

**Verified by:**

**Date:**

18. Ask 10 adults in school which famous person, living or dead, they most admire and why. Present creatively.

**Verified by:**

**Date:**

19. Establish a link with a younger/older pupil in school and share ideas with them about your day for a week. Present your findings as a diary.

**Verified by:**

**Date:**

20. Ask everyone in your class for one thing that makes them happy/feel good. List. Design badges for them to illustrate this and when someone is unhappy cheer them up with 'their' badge.

**Verified by:**

**Date:**

## SELF SMART

1. Keep a diary for one month about your school day. What have you learnt from it? Using this redesign your school day.

*Verified by:*

*Date:*

2. Keep a learning log. At the end of each school day evaluate how you have done. From this create a learning toolkit.

*Verified by:*

*Date:*

3. Create an autobiography about your life so far. Present in any way you want.

*Verified by:*

*Date:*

4. Read your teacher's comments about how you can improve your work. Show that you have listened, responded to the comments and used them to improve your work.

*Verified by:*

*Date:*

5. Either write a ABS report for yourself using the school format, or invent a new report format of your own. Show your strengths and weaknesses. How can you improve?

*Verified by:*

*Date:*

6. Know what graded level (A, B, C) you are in English, Mathematics and Science. Find out what you need to do to move to the next graded level.

**Verified by:**

**Date:**

7. Present creatively all your achievements so far.

**Verified by:**

**Date:**

8. Make a list of all the things (your goals) you would like to achieve by Year 6. Present using Powerpoint.

**Verified by:**

**Date:**

9. Make sure you know your targets for English, Mathematics and Science. Make a plan to achieve them and use them in other curriculum areas. Talk to your teacher and parents/carers about how you have achieved them.

**Verified by:**

**Date:**

10. Design and create a poster showing your hopes and dreams.

**Verified by:**

**Date:**

11. Start a collection of objects that interests you. Find out all you can about your collection. Present creatively.

**Verified by:**

**Date:**

12. Give a 5 minute presentation about your collection to the class using multi media. Answer questions after your presentation.

**Verified by:**

**Date:**

13. Invent your own system of self assessment and design the appropriate symbols. Try it out during a lesson.

**Verified by:**

**Date:**

14. Design your own learning toolkit. Present it to your class and use it during a lesson.

**Verified by:**

**Date:**

15. Research and present a 5 minute speech to your class about someone you admire.

**Verified by:**

**Date:**

16. Find out and list all the major languages spoken in Europe. Find out and illustrate as a poster how to say 'Hello' in them.

*Verified by:*

*Date:*

17. Design and create a kite in your favourite colours. Say why you have chosen the colours.

*Verified by:*

*Date:*

18. Find out the origin of your Christian/Surname. Find out what your name means. Present creatively.

*Verified by:*

*Date:*

19. Design an advertisement and application form for your ideal job. Complete the application form.

*Verified by:*

*Date:*

20. Find out about your family tree. Present creatively.

*Verified by:*

*Date:*

## 2D/3D SMART

1. Design and create a new school logo. Present to School Council.

*Verified by:*

*Date:*

2. Create a new model for the collection of House Points in your class/school.

*Verified by:*

*Date:*

3. Design/draw/make a new school uniform for ABS.

*Verified by:*

*Date:*

4. Make a map to show your journey to school.

*Verified by:*

*Date:*

5. Think globally and imagine you are going to visit a country abroad in 2050. Write/draw what you expect to find when you get there.

*Verified by:*

*Date:*

6. Make a poster promoting an event in school to the wider community.

**Verified by:**

**Date:**

7. Make a 3D Christmas tree decoration and take part in a whole school tree decorating ceremony. Invite your parents to watch.

**Verified by:**

**Date:**

8. Do a survey and find out when children in your partner class were born. Present on a graph. Create/design/make a birthday card for a child in your partner class. Present it to them.

**Verified by:**

**Date:**

9. Using photographs, create a montage to show how different areas of ABS could be used for different things e.g. school hall.

**Verified by:**

**Date:**

10. Make a model to show your ideal classroom/make a model to show a school of the future in 2050.

**Verified by:**

**Date:**

11. Draw/make a traditional costume from a European/non-European country. Find out why it is traditional.

**Verified by:**

**Date:**

12. Make a model of a famous landmark in the country you are studying at school. Evaluate it.

**Verified by:**

**Date:**

13. Research a famous Cornish landmark and make a model/collage/picture of it.

**Verified by:**

**Date:**

14. Create a model of a football game between 2 European countries at a famous European sporting arena.

**Verified by:**

**Date:**

15. Find out about a Cornish inventor and paint a picture of their invention.

**Verified by:**

**Date:**

16. Create a model/design to show a new use for the outside space at Archbishop Benson school. Present to School Council.

**Verified by:**

**Date:**

17. Design a new school garden with different learning areas/zones. Present to the class.

**Verified by:**

**Date:**

18. Create a new invention to help keep the school litter free. Self assess your invention.

**Verified by:**

**Date:**

19. Design/make a new traditional costume for a European/non-European country. Say why you have chosen the new costume.

**Verified by:**

**Date:**

20. Collect photographs of beaches in Cornwall. Show on a map of Cornwall where the beaches are.

**Verified by:**

**Date:**

## NATURE SMART

1. Design and create a nature trail for use in school.

**Verified by:**

**Date:**

2. Raise money as a class and use it to plant a tree in ABS grounds. Create a photographic record of its growth.

**Verified by:**

**Date:**

3. Design a multi-sensory garden in the school grounds. Write down all the things it could be used for in learning (cross curricular).

**Verified by:**

**Date:**

4. Explain the lifecycle of an animal/bird that inhabits ABS grounds. Present creatively.

**Verified by:**

**Date:**

5. Look after your pet for a month without any help. Present creatively a list of instructions for doing so. Talk to the class about how you did it.

**Verified by:**

**Date:**

6. Design and make a game for taking care of the environment. Play it with your friends. Get your friends to evaluate it.

*Verified by:*

*Date:*

7. Use ICT to identify and describe why some animals in another country are endangered.

*Verified by:*

*Date:*

8. Design a poster to prevent litter in the school grounds. Organise a rota to prevent it.

*Verified by:*

*Date:*

9. Go on a woodland/beach walk. Take photographs and find the differences in each habitat.

*Verified by:*

*Date:*

10. Design and make a bird table in ABS grounds. Record for a month which birds come and at what times.

*Verified by:*

*Date:*

11. Find out about Islamic gardens. Design one of your own. Explain your design.

**Verified by:**

**Date:**

12. Explain the lifecycle of any animal found in a non-European country. Present creatively, or create a picture outdoors using natural materials (create the frame first). Photograph it and explain how you made it.

**Verified by:**

**Date:**

13. Find out how animals camouflage themselves. Design a new camouflage skin for an animal that lives in a Cornish garden.

**Verified by:**

**Date:**

14. Take parts of different animals and create a 'new' one that is suited to living in a hot or cold habitat. Present your 'new' animal to the class with reasons why.

**Verified by:**

**Date:**

15. Find out about the work of an organisation that protects nature. Design a new logo for the organisation.

**Verified by:**

**Date:**

16. Write and invite a member of an organisation that protects nature to talk to your class. As a class invent questions to ask. Write a thank you letter afterwards.

**Verified by:**

**Date:**

17. Investigate differences between a Cornish garden and a garden in an African country. Present creatively.

**Verified by:**

**Date:**

18. Find out about the creation of nature from any culture's creation story. Illustrate.

**Verified by:**

**Date:**

19. Invent your own machine to look after a domestic animal e.g. cat feeding machine.

**Verified by:**

**Date:**

20. Design a nature game. Make your game and play it. Evaluate it.

**Verified by:**

**Date:**

## BODY SMART

1. Take part in a sport on a regular basis. Write down the skills you need to do the sport.

*Verified by:*

*Date:*

2. Design and carry out an experiment about any aspect of science.

*Verified by:*

*Date:*

3. Design a fitness regime for 10 minutes a day. List your activities and carry it out every day.

*Verified by:*

*Date:*

4. Teach the class a game that is played by children in a foreign country.

*Verified by:*

*Date:*

5. Create and perform a short play with a script based on a story you know well.

*Verified by:*

*Date:*

6. Name all the major sports played in the UK. Present creatively.

**Verified by:**

**Date:**

7. Dress up in a traditional costume (according to your topic) and describe to the class what you are wearing. Label a photograph of yourself to show this.

**Verified by:**

**Date:**

8. Design a 'doing' ABS Cornish Day. Take part in activities connected with this e.g. make a pasty and then write instructions for making; design an advertising campaign etc.

**Verified by:**

**Date:**

9. Design and make a 4 wheeled motor-powered toy vehicle. Find out how fast you can make it. Self assess your design.

**Verified by:**

**Date:**

10. You have been given a table tennis ball - design and carry out a method to make it go as fast as it can.

**Verified by:**

**Date:**



11. Survey 20 people to find out their favourite country. Display as a graph. Write why you think some are more popular than others.

*Verified by:*

*Date:*

12. Design and carry out an activity that involves 'doing' for a Challenge Day at Archbishop Benson school. Evaluate it.

*Verified by:*

*Date:*

13. Invent a new team game. Teach it to your class/partner class.

*Verified by:*

*Date:*

14. Talk to your parents/grandparents about playground games they played as a child. Invite them in to teach the games to your class. Keep photographic evidence and write down the game instructions.

*Verified by:*

*Date:*

15. Keep an exercise diary for a month.

*Verified by:*

*Date:*



16. Find out about healthy food/diet to ensure body smart. Plan a healthy eating menu for one day.

*Verified by:*

*Date:*

17. Cook one item of healthy food and share it with your class. Write out the recipe and instructions for the food. Get the class to assess the food.

*Verified by:*

*Date:*

18. Invent a dance based on the topic/country you are studying and present it during an assembly.

*Verified by:*

*Date:*

19. Find out about a traditional Cornish sport. Present creatively.

*Verified by:*

*Date:*

20. Create a TV advertisement to show the benefits of exercise and being body smart. Record and show to the class.

*Verified by:*

*Date:*



## MUSIC SMART

1. Perform a song from another country in assembly.

*Verified by:*

*Date:*

2. Compose your own ABS song and perform to the school.

*Verified by:*

*Date:*

3. Design, make and play your own musical instrument.

*Verified by:*

*Date:*

4. Interview a member of the music staff at ABS and find out what made them teach music. Write a report on them.

*Verified by:*

*Date:*

5. Create your own band and perform in front of your partner class or invite in a local Cornish band to perform. Review their performance.

*Verified by:*

*Date:*

6. Learn to play a musical instrument and perform in front of members of the local community.

**Verified by:**

**Date:**

7. Find out about music in another country. Listen to a number of songs from there, list them and write a review for one.

**Verified by:**

**Date:**

8. Create a story using music like Peter and the Wolf. Perform to your class.

**Verified by:**

**Date:**

9. Be the teacher! Teach the class how to sing a song/tap a beat/play an instrument. Get the class to evaluate how you did (3 stars and a wish).

**Verified by:**

**Date:**

10. Organise and take part in a talent show. Perform it in front of the whole school.

**Verified by:**

**Date:**

11. Play some non-European music to the class. Describe the cultural background of the music using any creative method.

**Verified by:**

**Date:**

12. Using ICT put a variety of songs with a film you have created to do with a topic you are studying. Play the film to an audience from the local community.

**Verified by:**

**Date:**

13. Describe and draw the instruments used in an orchestra. Present creatively.

**Verified by:**

**Date:**

14. Create a method of learning your times tables to music. Record yourself and play to the class. Self assess how you did.

**Verified by:**

**Date:**

15. Find out about any European musician, living or dead. Devise questions. Get the class to hot seat you being the songwriter and answer the questions.

**Verified by:**

**Date:**

16. Create and perform a European song at assembly. Evaluate how the performance went afterwards in 200 words.

**Verified by:**

**Date:**

17. Create a method of learning your spellings to music. Be creative. Play to the class. Get the class to evaluate how you did.

**Verified by:**

**Date:**

18. Design and carry out an experiment to show how sound travels.

**Verified by:**

**Date:**

19. Create some cross curricular music activities for your year group's theme/topic. Carry out one of them. Evaluate it.

**Verified by:**

**Date:**

20. Write a report on a songwriter whose work you admire. List the songs they have written. Present creatively. Play your favourite song to the class.

**Verified by:**

**Date:**

## NUMBER SMART

1. Write and carry out a number word problem. Present creatively.

*Verified by:*

*Date:*

2. Design and make a game for a younger child to teach them the elements of number. Play it with a child from your partner class.

*Verified by:*

*Date:*

3. Create a 24 hour timeline for a person in another country noting the differences to someone who lives in the UK.

*Verified by:*

*Date:*

4. Rank the top 10 towns in Cornwall according to population and give reasons why they are where they are.

*Verified by:*

*Date:*

5. Use a graph to show a fact about your class.

*Verified by:*

*Date:*

6. Create your own maths dictionary. Be creative.

*Verified by:*

*Date:*

7. Devise your own 'Who Wants to be a Millionaire' using number questions.

*Verified by:*

*Date:*

8. Design a numeracy learning wall for your classroom.

*Verified by:*

*Date:*

9. Devise your own Suduko puzzle book and make money for charity by selling them.

*Verified by:*

*Date:*

10. Create a crossword for your study buddy. Get them to evaluate it for you.

*Verified by:*

*Date:*



11. Create a board game for wet play times based on numbers. Play it and evaluate.

*Verified by:*

*Date:*

12. Make a puzzle book connected with your year group's theme/topic.

*Verified by:*

*Date:*

13. Calculate the total population of all European countries. Find the highest and lowest populated countries. Why do you think this is?

*Verified by:*

*Date:*

14. Create a maths learning activity that can take place outside for younger children. Carry it out with a small group. Evaluate.

*Verified by:*

*Date:*

15. Devise a maths activity trail that can be carried out inside school e.g. find the number of windows and double etc. Try it out and evaluate.

*Verified by:*

*Date:*

16. Find the highest and lowest daily temperatures in the school grounds during the school day, for a week. Plot on a bar chart.

**Verified by:**

**Date:**

17. Find out how to count to 20 in another language you have not learnt in school. Teach it to your class using a creative method.

**Verified by:**

**Date:**

18. Find out about the first number systems. Devise a new number system of your own. Be creative.

**Verified by:**

**Date:**

19. Talk to your parents/grandparents about when they use numbers in their daily lives. Find numbers in your environment. List where you see them. Present creatively.

**Verified by:**

**Date:**

20. Set up a recycling scheme at home. Count how many of each item are recycled in a week e.g. tins, newspapers etc. Present creatively.

**Verified by:**

**Date:**

## PRACTICAL SMART

1. Have a regular job that helps in the efficient running of your classroom. Evaluate your tackling of the job daily for a week.

*Verified by:*

*Date:*

2. Interview a member of staff at ABS. Find out what is 'practical' about their job. Present creatively.

*Verified by:*

*Date:*

3. Find out how we could save water and energy in school. Make a report about this and present to School Council.

*Verified by:*

*Date:*

4. List jobs that involve helping other people. Find out about one in detail.

*Verified by:*

*Date:*

5. Make a list of practical measures to improve an aspect of ABS e.g. playtimes. Give them to your School Council.

*Verified by:*

*Date:*



6. Make your own packed lunch for a week. Photograph and label your favourite one.

**Verified by:**

**Date:**

7. Do a job at home to help your parents/carers. Write instructions for doing the job.

**Verified by:**

**Date:**

8. Invent a dog walking machine. Draw pictures and show how it works.

**Verified by:**

**Date:**

9. List some ideas to improve recycling at school. Implement one of them.

**Verified by:**

**Date:**

10. Find out about survival techniques. Design a new type of tent and sleeping bag to help survival.

**Verified by:**

**Date:**

11. Find out about organisations that involve helping others. Invite them in to talk to your year group. Evaluate what you learnt.

**Verified by:**

**Date:**

12. Design and make something useful to use at home or school. Evaluate your design and explain why it will be useful either now or in the future.

**Verified by:**

**Date:**

13. Look after a plant for a month. Keep a diary of how you tend it on a daily basis. Evaluate your care of the plant.

**Verified by:**

**Date:**

14. Become a member of a club e.g. Brownies/Cubs. Make a photograph montage of your activities in the club.

**Verified by:**

**Date:**

15. Design a practical activity that you might carry out as a member of a club. Create and make a badge for the activity.

**Verified by:**

**Date:**

16. Build a model, using K'nex/Lego etc, take it to pieces and rebuild it. Make a plan of it in pieces to enable you to rebuild it. Self assess your rebuilding.

**Verified by:**

**Date:**

17. Make the most of the weather. Invent a practical activity you could do during a rainy or snowy or stormy day.

**Verified by:**

**Date:**

18. Design and create your own adventure trail for any insect using natural materials. Photograph your creation.

**Verified by:**

**Date:**

19. Make an illustrated list of everything that you need for school and ensure that you have everything you need on a daily basis for a term.

**Verified by:**

**Date:**

20. Invent a practical illustrated chart for your class to ensure that everyone will remember what they need on a daily basis for a term. Evaluate how everyone did.

**Verified by:**

**Date:**