



Take Home Task

Storms and Shipwrecks:

Message in a bottle:

Imagine you have been shipwrecked and your only option to get help is through a message in a bottle. Your task is to create a message in a bottle.

You need to tell your rescuer: where you are, who you are, how you came to be shipwrecked and how you are managing to survive.

This can be a written message, a painted scroll, a story or just a message in a bottle!