

Agreed Approach to Homework 2023

EYFS

Homework	Action	Regularity
Reading	Read and record on BoomReader.	15 mins a day minimum
Word Tin	Practise the key words in their own time	

KS1 Homework

Homework	Action	Regularity
Reading	Read and record on BoomReader	15 mins a day minimum at least four times per week
Sumdog	Login and play on maths games.	15 minutes, three times a week
Spellings	Practise the spellings that are assigned each week.	3 times a week minimum

KS2 Homework

Homework	Action	Regularity
Reading	Read and record on BoomReader	15 mins a day minimum at least four times per week
Times tables	Log onto and practise on Times Table Rock Stars.	15 mins three times a week minimum
Sumdog	Login and play maths games.	15 minutes, twice a week minimum
Spellings	Practise the spellings that are assigned each week.	5 mins a day



Home Reading

Across our academy, the expectation is that children will read for a minimum of 5 times a week for a minimum of 10 minutes. This reading must be logged on the BoomReader app so that your child's teacher can monitor engagement and continue any home reading within the school day.

Choice

In EYFS Key Stage 1 a range of home reading books will be sent home that are inline with your child's phonic ability. In key stage 2, our library is stocked with a wide range of age-appropriate high quality texts; focus authors are introduced to support children's independence and enjoyment of reading.

Incentives

Class teachers monitor reading each day on the BoomReader app. Weekly class percentages of regular readers are sent to the Reading leader. Children are then rewarded within class, as well as receiving a tick towards a gold coin for the vending machine. When your child achieves ten ticks, they can visit our book vending machine and choose a book to take home. Additionally, at the end of each half term, regular readers are entered into a prize draw to win exciting prizes.

KS1 and KS2: Sumdog

We are using a fun, engaging maths program called Sumdog. It uses games to encourage the children to love maths and automatically adapts to their ability level, with questions tailored to their individual learning. The children can earn themselves on screen rewards, such as virtual coins and pets, for their correct answers and can play against others in their year group! To encourage the children to complete Sumdog as a homework activity as well as in school, the children get double coins for any questions that they get right at home!

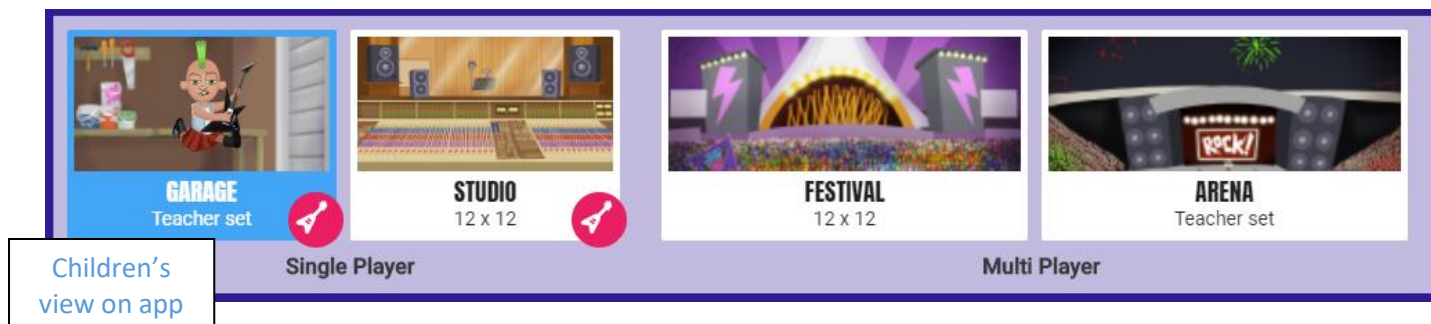


The children already have the Sumdog app downloaded on their iPad. If for any reason, your child has left their iPad at school, you can use the website: www.sumdog.com on your computer, tablet or phone, and enter using your child's login details, provided by the class teacher. It is important to do this, rather than playing as a guest, to ensure that the games are suitable and based on the ability level that your child is working at.

KS2: Timetables Rockstars

The programme involves:

- The availability to practise their timestables using an app, both in school and at home
- A parent handbook containing suggestions for how to practise times tables at home with your children. (Please be aware that the times table schedule, in the parent handbook, may differ to your child's schedule depending on what the children currently need to practice from our assessments).



At home

- Children should be encouraged/incentivised to practise at home on the app.
- In the app, they can collect coins from practising times tables, which can then be spent customising their avatar.

When online, children can play in 4 areas:

- Garage, which limits them to specific times tables that their teacher has set.
- Studio, which sets their rock speed (seconds per question) on any times table up to 12x12.
- Festival, where they can play against any other child nationwide on any times table up to 12x12.
- Arena, where they can play against any child in their class providing they are in the same differentiated group their teacher has selected.

Practise Plan

Each session, the suggested plan is:

1. Read the times tables out loud (3 minutes) – On the next page you will find all the times tables written out from the 3s up to the 12s. Together with your child, read the times tables that we are focusing on that week. For example, if it's week 3 of the Autumn half-term then concentrate on the 5 times table. Do it a second time round but this time your child should be trying to say them without reading them from the page. It is more important that they say them correctly than say them quickly at this stage.
2. Scatter tables (up to 5 minutes) – you will find Scatter Tables at the end of this document. To use them, you call out a question from the times table you are focusing on and your child should point to the answer on the page. For example, if you are concentrating on the 5 times table, then find the Scatter Table for the 5s and call out questions like, "9 times 5" (your child points to 45), "6 times 5" (your child points to 30) or "5 times 12" (your child points to 60). Your child should be trying to get them correct each time and not worrying about the speed.
3. Write tables on a piece of paper (up to 5 minutes) – Your child should write down the times tables being focused on that week. Any piece of paper will do.
4. Play online (up to 10 minutes) – Your child needs to have a login for tTrockstars.com from their teacher. Then they should play for a short while until they are successfully answering the questions quickly. Let your child's teacher know if you have difficulty accessing the internet or difficulty getting on to tTrockstars.com. You can also use the contact details on the website to ask for assistance.

Game Types

There are three kinds of game:

- Practice – This is the main game type and use used for assignments etc.
- Bee Keeper – Can you guess your words by choosing letters.
- Buzz Words – Make words using random letter tiles.



Practice Games have four difficulties:

- Easy – The word is shown, an audio clip is played and only the included letters are shown.
- Medium – An audio clip is played and only the included letters are shown.
- Hard – an audio clip is played and the included letters plus some random letters are shown.
- Extreme – An audio clip is played and a full qwerty keyboard is shown. Letters must be correctly accented and capitalised.

Spelling at school - What to expect each year:

Age 5-7	Age 7-9	Age 9-11
<ul style="list-style-type: none"> • Your child will be expected to use phonic skills, as well as what they know about word structures more generally, when reading and spelling unfamiliar, common and tricky words. Your child will also now be able to recognise by sight, read and spell many of the common and tricky words. • The Academy will assign weekly spellings to be learned. 	<ul style="list-style-type: none"> • Children will still need to use their phonic skills to tackle new or unknown words but they will also be learning about spelling patterns and rules, too, so that they have a wider range of tools to use when they get stuck. • The Academy will assign weekly spellings to be learned. 	<ul style="list-style-type: none"> • Your child should be able to read and spell unfamiliar and common words using what they know about phonics and how words are structured. • The Academy will assign weekly spellings to be learned.

If you are looking for some fun spelling ideas, then look no further ... these games will help your child to learn those spelling words and enjoy it in the process.

1. Look, Say, Cover, Write, Check

With this method, your child will start with a list of spellings written down on paper. They then go through the following steps:

- Look at the word carefully. Pay attention not just to the letters and their order, but also to the shape the word makes on the page
- Say it aloud. Say the letters in the word, say the entire word, and then again saying any silent letters, out loud e.g. Wed – nes – day.
- Cover the word with a piece of paper or your hand
- Write the word down from memory.
- Check your answer letter by letter. If you do not have it right, try again.

2. Mnemonics

Some words do not follow a spelling rule. For 'tricky' words, a mnemonic is a useful memory aid that helps you remember your new spelling. You could try making up a sentence where each word starts with the letters in the word to be learnt, for example: Big elephants can always understand small elephants = 'because'

However, mnemonics can take many forms: a visual learner, for instance, might draw a picture that helps them remember how to spell the word.

3. Spelling Sentences

This method involves practising spellings by writing sentences that include the words that have to be learnt. For example, if your child is given the word 'highlight' to learn, they might write:

'Going to the party was the highlight of my weekend.'

The benefit of writing sentences is that it doesn't just help children learn how to spell the word, but it also reinforces the meaning and how to use it in context.

4. Dictation Sentences

This is similar to spelling sentences, but instead of children writing their own sentences, read out a sentence that includes the spelling word. Your child has to write down either the word itself, or the whole sentence, for example:

'A shape with four sides is called a quadrilateral. Spell 'quadrilateral'.'

This is the method used to test spelling knowledge in both the KS1 and KS2 SATs.

5. Spotting patterns

Often, children will be given a list of words that are connected by a certain rule, such as 'I before E except after C.' Making sure your child knows the rule can take a lot of the effort out of learning what might look like difficult spellings, as the pattern can be applied to most or all of the words. It is, however, important that they know any exceptions to the rule to avoid slipping up.

6. Listen and spell

This may seem like an old-fashioned way of learning spellings, where the word is simply read aloud and your child has to write it down. But while it may not be the most revolutionary or exciting technique, it works well for children who are auditory learners.

There are two different ways to do this:

- Saying the whole word aloud and getting your child to write it down.
- Spelling the word out letter by letter, with your child writing each letter as you say it.

You can make the task more engaging by letting your child record themselves saying the words aloud using your phone or tablet; they can then play the recording back and write the word down.

7. Tracing

Here, your child copies out the words that they need to learn using their best cursive handwriting. They then place a sheet of tracing paper over the top and trace the words they've written. This helps your child build a muscle memory of the word, and can be a useful tactic for kinaesthetic learners who learn best when they're doing something physical.

You could also try water painting. Go outside with a paintbrush and water and write the spellings on walls or on the ground.

8. Beat the clock

If your child is the competitive type, getting them to practise their spellings against the clock might appeal. This is as simple as it sounds: you read out the word and get your child to either write it down or spell it out aloud, and see if they can do it a bit faster each day.

9. Word puzzles

These take a bit more preparation, but word puzzles such as crosswords, wordsearches, anagrams and Hangman are great ways to make spelling that little bit more fun. These encourage children to think carefully about the order of letters in a word. You can find lots of wordsearch and crossword makers like Puzzle-Maker online.