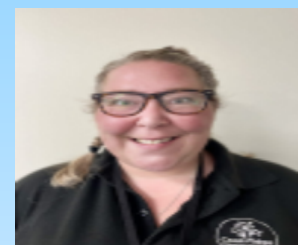
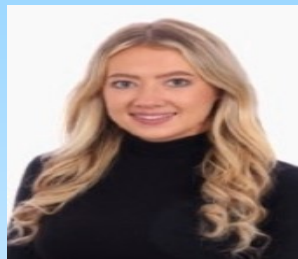


LKS2 Meet the Teacher



Mr Gamble (Phase Leader)

Class 4 - Year 3 - Miss Nodding/Mrs Wilson-Hill



Class 5 - Year 4 - Miss Bourne/Mrs Jackson



Class 7 - Year 3/4 - Mr Kerr/Mr Gamble/Mrs Phelan





LKS2 Timetable

Class 4 - Week 1

	Monday	Tuesday	Wednesday	Thursday	Friday
Fluency	PPA	Spelling	Times Table	Science	Celebration
Lesson 1	(Art/DT/Music/RE)	English	English	English	English
Break					
Lesson 2	PPA	Maths	Maths	Maths	Maths
Lunch					
Fluency	PPA	Geography	PE/FS	History	French
Lesson 3	PPA	PE/French	PE/FS	Science	Mindmate /PSHE
Assembly	Music	PSHE	Reading Buddies	Class Reader	Green time

Class 6 - Week 1

	Monday	Tuesday	Wednesday	Thursday	Friday
Fluency	PPA	Spelling	Times Tables	Science	Celebration
Lesson 1	(Art/DT/Music/RE)	English	English	English	English
Break					
Lesson 2	PPA	Maths	Maths	Maths	Maths
Lunch					
Fluency	PPA	Geography	PE/Swim/FS	History	French
Lesson 3	PPA	PE/French	PE/Swim/FS	Science/FS	Mindmate /PSHE
Assembly	Music	PSHE	Reading Buddies	Class Reader	Green time

Class 7 - Week 1

	Monday	Tuesday	Wednesday	Thursday	Friday
Fluency	PPA	Spelling	Times Table	Science	Celebration
Lesson 1	(Art/DT/Music/RE)	English	English	English	English
Break					
Lesson 2	PPA	Maths	Maths	Maths	Maths
Lunch					
Fluency	PPA	Geography	PE/Swim	History	French
Lesson 3	PPA	PE/French	PE/Swim	Science/FS	Mindmate /PSHE
Assembly	Music	PSHE	Reading Buddies	Class Reader	Green time

Tuesday - PE Kit for all

Wednesday - Y3 PE Kit / Y4 swimming kit

Thursday - Y4 Forest School clothes

Class 4 - Week 2

	Monday	Tuesday	Wednesday	Thursday	Friday
Fluency	Spelling	Times Table	Geography	French	Celebration
Lesson 1	English	English	English	History	English
Break					
Lesson 2	Maths	Maths	Maths	Computing	Maths
Lunch					
Fluency	History	RE	Computing	Science	Times Table
Lesson 3	Science	Geography	PE	Forest school	Mindmate /PSHE
Assembly	Music	PSHE	Reading Buddies	Class Reader	PE

Class 6 - Week 2

	Monday	Tuesday	Wednesday	Thursday	Friday
Fluency	Spelling	X Tables	Geography	French	Celebration
Lesson 1	English	English	English	Computing	English
Break					
Lesson 2	Maths	Maths	Maths	Forest school	Maths
Lunch					
Fluency	History	Computing	RE	Science	Times Table
Lesson 3	Science	Geography	PE/Swim	History	Mindmate /PSHE
Assembly	Music	PSHE	Reading Buddies	Class Reader	PE

Class 7 - Week 2

	Monday	Tuesday	Wednesday	Thursday	Friday
Fluency	Spelling	Times Table	Geography	French	Celebration
Lesson 1	English	English	English	Forest school	English
Break					
Lesson 2	Maths	Maths	Maths	History	Maths
Lunch					
Fluency	History	RE	Computing	Science	Times Table
Lesson 3	Science	Geography	PE/Swim	Computing	Mindmate /PSHE
Assembly	Music	PSHE	Reading Buddies	Class Reader	PE

Wednesday - Y3 PE Kit / Y4 swimming

Thursday - Forest School clothes for all

Friday - PE Kit for all



Uniform

- A jade or navy blue jumper/cardigan (opposite colour to the polo shirt) with a Cookridge school logo on.
- A jade or navy blue polo shirt (opposite colour to the jumper/cardigan with optional logo).
- Please be aware that pinafores and summer dresses are NOT part of the uniform.
- Footwear must be completely black shoes.
- All children will need indoor footwear on Forest School days.





Expectations

By the end of Year 4,

pupils to read and spell most of the LKS2

Year 3/4 Common Exception Words

accident	calendar	eight	guide	mention	possession	straight
accidentally	caught	eighth	heard	minute	possible	strange
actual	centre	enough	heart	natural	potatoes	strength
actually	century	exercise	height	naughty	pressure	suppose
address	certain	experience	history	notice	probably	surprise
although	circle	experiment	imagine	occasion	promise	therefore
answer	complete	extreme	increase	occasionally	purpose	thought
appear	consider	famous	important	often	quarter	through
arrive	continue	favourite	interest	opposite	question	various
believe	decide	February	island	ordinary	recent	weight
bicycle	describe	forward	knowledge	particular	regular	woman
breath	different	forwards	learn	peculiar	reign	women
breathe	difficult	fruit	length	perhaps	remember	
build	disappear	grammar	library	popular	sentence	
busy	early	group	material	position	separate	
business	earth	guard	medicine	possess	special	

By the end of Year 4,

pupils to know their times tables up to 12x12.

Answer any question correctly within 6 seconds.



Reading Scheme				
<u>Band</u>	<u>R</u>	<u>Y1</u>	<u>Y2</u>	<u>Y3</u>
Lilac	↓			
Pink				
Red	★			
Yellow		↓		
Blue				
Green				
Orange		↓		
Turquoise		★		
Purple				
Gold			↓	
White			★	
Lime				
Early Free Reader 1				↓
Early Free Reader 2				★



Homework

Weekly



Spellings - pre-teach



Reading three times a week



Times Tables Rock Stars

Optional Half-Termly Grids

LKS2 Learning Log Homework – Autumn 1 – 2023

Please find below a list of activities related to our on-going topic: **Leeds** alongside some resources that may help them to complete the tasks. These activities are **entirely optional** but are aimed to support and enhance children's understanding and enjoyment of our current topic. Children can present their work in any way they wish, be as creative as possible! We look forward to seeing some of your amazing creations.

Subject	1 Team Point Activities	2 Team Point Activities	3 Team Point Activities
Science	Can you write down the definition for the following words: <i>fair test, hypothesis, and conclusion.</i>	Find ten different items in your house. Write down what they are, and as many different ways as you can think to classify them.	Draw a bar graph to group items in your house. Some ideas: colour of socks, types of cups, different pieces of fruit.
History	When was Kirkstall Abbey founded? Which year was the stone bridge built over the River Aire in Leeds city centre? Where was the Leeds manor house located?	Compare modern day Briggate to Briggate in the industrial revolution.	Create and label your own timeline of Leeds, detailing how it is has developed over time.
Geography	Write down five capital cities in Europe with their country.	Identify five physical and five human features of the UK and write them down.	Can you create a poster comparing two European countries of your choice? Include details about their physical and human geography.
Art/DT	Draw a picture of modern day Briggate.	Research a local Leeds recipe.	Build a 3-D model of Kirkstall Abbey, using material of your choosing.

Please hand in any homework done from the grid above to your child's class teacher on a Friday so team points can be calculated and their work shared and celebrated in assembly.



Helping at Home

- We would like all children to read at least 3 times a week at home with an adult, if possible.
- Please sign and date your child's new reading record every time you read with them. These should be in school every day.

Learning platforms your child can access at home are:

- Mathletics
- Times Table Rockstars
- Spelling Shed
- Purple Mash



Your child can also choose to complete any optional homework that is available to view online in reward for team points.



Helping at Home: Parent Pack

Parent Guide

We recommend a "little and often" approach: 3 minutes practice a day, 4 or 5 times a week is a good target.

What are the different Game Modes?

Single Player

- Jamming**
4 or 8 coins/correct answer
The only game mode without a timer, players chose the table and operation (+ or = or both) they want to practise. Answer 10, 20 or 30 questions.
- Gig**
10 coins per correct answer
Gig games last 5 minutes and contain up to 100 questions, which come in 'waves', starting with the 10s, then the 2s, 5s, 3s, 4s, 6s, 7s, 8s, 11s and 12s. Notices are not expected to get past the 5s. Gigs provide the child (and their teacher) with a simple measure of their current skills, which is why learners should concentrate fully for the whole Gig as they won't get another try until next month.
- Garage**
10 coins per correct answer
Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions they get keep adjusting to provide the best fit for every learner's needs. This is probably the best game mode for improving their recall while they're still learning.
- Studio**
1 coin per correct answer
Here your child earns their Rock Status, which is based on their Studio Speed. The faster they are the better their status. Studio Speed is the average of their most recent 10 Studio games. Suitable for confident players.
- Soundcheck**
5 coins per correct answer
Soundcheck games ask 25 multiplication questions (up to 12x12), allowing 6 seconds for each question. Suitable for confident players.

Multi Player

- Festival**
1 coin per correct answer
Children compete against others from around the world, with their identities protected behind their rock names. Suitable for confident players.
- Arena**
1 coin per correct answer
Children race against other members of their class who are logged in and choose the same arena name at the same time. Arena games use the same smart question algorithm as Garage games.
- Rock Slam**
1 coin per correct answer
Players challenge their classmates or teachers to answer as many questions as they can in 90 seconds, setting a score for the challenge to beat. Pupils don't need to be online at the same time.

Tournaments

Battle of the Bands—groups of children within the same school (usually classes, year groups or teams) compete to have the highest average score per player. **Top of the Rocks**—like a Battle of the Bands between schools. The winning class or school is the one with the most correct answers per person.

Important: Each correct answer (in any game mode) earns 1 point towards the team's total in addition to the coins earned. For example, in Garage games each correct answer is worth 1 point for the team and 10 coins for the player.

Parent Guide

Learners with different needs

- How can I hide the timer?**
Start a game and press > Hide Practice Deck. You could also play a game in Jamming.
- How can I increase the length of Garage games?**
Single player > Garage > press the little arrow below "play solo" > choose 1, 2 or 3 minutes.
- The tables are too hard**
Make sure your child is playing in Garage or Arena game modes. If this does not resolve the issue, please speak to your child's teacher. Remember that Jamming mode allows the child to choose the tables themselves.
- My child gets online**
Try the three above plus: setting mini goals (e.g. complete 2 minutes today, get 5 more point in the next game, pass 1 level), having a break from online play (come back in a couple of days), and reminding them of Bar's words "A good rock star stays chilled by accepting they make mistakes."
- My child has visual impairments: what settings are available?**
Head to the Profile page where you can: change the colour scheme, reduce the visual stimuli with DeClutter mode, increase the font size or switch to a dyslexia-friendly font called Lexia. play.trockstars.com is also screen reader compatible.
- Can I turn off division?**
Yes in Jamming mode but not in the other games. The reason for that is that practicing multiplication and division at the same time supports the recall of both and is the most successful approach. If your child is finding division confusing, please speak to their teacher about starting with the 10s only and for advice on how to help at home.

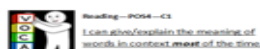
Troubleshooting

- My child's coins and/or Studio speed have suddenly dropped**
Another child may have logged in as your child. Please reassure your child that this can be rectified. Contact their teacher who can set a new password, refund any coins, delete Studio games and talk to the class about online safety.
- My child plays too much**
Set firm TTRS time limits; reward healthy choices; take away devices before bed.
- My child's name is showing on a school leader board.**
Please ask your child's teacher to change the settings at their end so that rock names show on the leaderboards instead of real names.
- What does the mean?**
If this symbol appears over a game tile (e.g. over Garage) it means the teacher has set your child a certain number of minutes to practice in that game mode for homework. Once they complete those minutes the other games unlock.

TIMES TABLES ROCK STARS MULTIPLICATION SQUARE

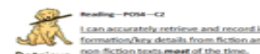
X	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144

When you're reading at home together during or after



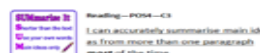
Vocabulary - giving the meaning of words in context

1. What does ... mean in the sentence?
2. What does ... suggest about the character, setting or story?
3. Can you think of a synonym (a word that means the same) for the word ...?
4. Can you find a word meaning the same as X



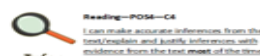
Retrieval - identifying information from the text

1. What, Who, Where, When, Why? How much/many?
2. True or false - Using the text, is true or false?
3. Why did a character do a particular thing? Can you explain why?
4. Can you tell me two or three new things you've learnt from what we've read today?



Summarise - giving a brief statement/overview of the main points

1. Can you summarise/give me an overview of the story so far?
2. What's the main point of what we've read today?
3. What happened before/after.....?



Infer - concluding based on evidence

1. How was X feeling when.....? How do you know?
2. How did xxx feel when happened?
3. Show not tell: Can you find a sentence where the author showed (not told) that the character was angry/upset/happy?



Predict - anticipating what might happen next based on evidence

1. What do you think will happen next? Explain why you think this.
2. Breaking the story into parts - predict what might happen next using evidence from the part just read, then reveal it.
3. Do you think the character will act differently in the future/after this part of the book?

Year 3/4 Common Exception Words

accident	calendar	eight	guide	mention	possession	straight
accidentally	caught	eighth	heard	minute	possible	strange
actual	centre	enough	heart	natural	potatoes	strength
actually	century	exercise	height	naughty	pressure	suppose
address	certain	experience	history	notice	probably	surprise
although	circle	experiment	imagine	occasion	promise	therefore
answer	complete	extreme	increase	occasionally	purpose	though
appear	consider	famous	important	often	quarter	thought
arrive	continue	favourite	interest	opposite	question	through
believe	decide	February	island	ordinary	recent	various
bicycle	describe	forward	knowledge	particular	regular	weight
breath	different	forwards	learn	peculiar	reign	woman
breathe	difficult	fruit	length	perhaps	remember	women
build	disappear	grammar	library	popular	sentence	
busy	early	group	material	position	separate	
business	earth	guard	medicine	possess	special	



Key Dates



There are already a number of key dates we have placed on the school calendar. These dates can also be viewed on your child's class page.

- 11.10.24 - Training Day
- 15.10.24 - Y4 Parent MTC Workshop
- 24.10.24 - Y3 Stone Age Day
- 25.10.24 - Y4 Stone Age Day

We will continually update the school website as and when necessary.



App and Website



All of our communication will be done through the app and website so please ensure you are signed up to the correct category on the app.

You must be assigned to your child's class or you may miss key information.

Additionally, it is important that you check your child's class page regularly as we do not send out a notification for all posts.