



Dovelands
Primary School

Dovelands Primary School

Homework Policy 2024



At Dovelands Primary School we recognise the vital role parents play in the education of their children. We strongly believe in the importance of home-school partnerships and engagement with our families, of which our homework policy is one element.

Homework refers to tasks given to pupils by their teachers to be completed outside of usual lessons. Common homework activities in primary schools tend to be reading or practising spelling and number facts, but may also include more extended activities to develop enquiry skills.

As a Gold UNICEF Rights Respecting School we also believe that homework should support the following rights of the child:

Article 23: You have the right to special education and care if you have a disability, as well as all the rights in this Convention, so that you can live a full life.

Article 28: You have the right to a good quality education. You should be encouraged to go to school to the highest level you can.

Article 29: Your education should help you use and develop your talents and abilities. It should also help you learn to live peacefully, protect the environment and respect other people.

How effective is homework?

“It is certainly the case that schools whose pupils do homework tend to be more successful. However, it is not clear whether use of homework is a reason for this success. A number of reviews and meta-analyses have explored this issue.

There is some evidence that when homework is used as a short and focused intervention it can be effective in improving students’ attainment. The quality of the task set appears to be more important than the quantity of work required from the pupil.

The broader evidence base suggests that short focused tasks or activities which relate directly to what is being taught, and which are built upon in school, are likely to be more effective than regular daily homework.”

Education Endowment Foundation, Teaching and Learning Toolkit 2018

The purpose of homework

The purpose of homework at Dovelands Primary School is:

- To consolidate and reinforce skills and understanding, particularly in English and Maths.
- To develop an effective partnership between the school, parents and carers in our aspirations for each individual.
- To encourage pupils to develop the independence, confidence and self-discipline need to work on their own.
- To give families the opportunity to share experiences together.

The structure of homework at Dovelands Primary School

Weekly homework

Reading

Parents can play a crucial role in helping their children to develop a love of reading from an early age. All pupils in Reception and Key Stage 1 will be expected to share and enjoy books and to read regularly with adults as part of their reading homework, which should be recorded in their reading diary. As children progress through Key Stage 2, regular reading continues to be crucial. This should take the form of reading to an adult, of reading on their own if the child is a fluent reader, or of using reference material to find information about a topic. All pupils should be encouraged to read regularly. Pupils are also encouraged to read books of their own choice either from home or school. This reading should also be recorded in their reading diary.

Spellings

In Key Stages 1 and 2, spellings will be introduced and taught to pupils in English lessons at the start of the week. Pupils will then need to learn their spellings at home for a weekly test. Pupils will receive the spellings for the entire half term at the start of each new half term at school and they will be stuck in their pink homework log. They will also be available on Spelling Shed and Class Dojo.

Maths

Children in KS1 will be expected to practise their number facts using Numbots each week. Later in KS1, they will begin to use Times Table Rock Stars. Children in KS2 will be expected to practise their times table facts using Times Table Rock Stars each week.

	<u>Reading</u>	<u>Spellings</u>	<u>Maths</u>
Reception	Pupils will read for 10 minutes, 5 times per week. Please record all reading in pupil's reading diaries. Staff will stamp reading records once per week.	Pupils will practise writing their own name and any tricky words sent home. Staff will stamp any work sent back to school.	
Year 1		Pupils will practise for 10 minutes, 5 times per week. This should be either on Spelling Shed or recorded in the pink homework book.	Pupils will practise on Numbots for 10minutes, 5 times per week. Staff will check usage on Numbots weekly and follow up with anyone

		Staff will check usage on Spelling Shed weekly and follow up with anyone not practising their spellings. They will also stamp any spellings completed in pink homework books on a Monday.	not accessing the programme.
Year 2			Pupils will practise on Times Table Rock Stars for 10 minutes, 5 times per week.
Year 3			
Year 4			
Year 5			Staff will check usage on Times Table Rock Stars weekly and follow up with anyone not accessing the programme.
Year 6			

Pink homework books should be brought in every Monday and on the homework deadline at the end of the half term. Reading diaries should be in school daily.

Optional half termly homework for Key Stages 1 and 2

At the start of each half term, 3 pieces of optional homework will also be set for Key Stages 1 and 2. This homework will consist of 3 differing pieces and children can complete some, all or none. They will be given out at the start of the half term and pupils have until the end of the half term to complete them.

A creative activity	A friends and family activity	A task linked to learning in school such as history or science
---------------------	-------------------------------	--

Feedback

Pupils who complete their homework will be celebrated and praised in a variety of ways:

- In celebration assemblies
- Shout outs
- Work being stamped
- Posts on the Class Dojo page for their class
- Celebration postcards sent home

The Role of Parents and Carers in Supporting Pupils with Homework

Parents and carers have a key role to play in supporting homework. The nature of this role will change as children get older. For much of the homework, particularly with younger children, parents and carers are encouraged to become involved in joint homework activities.

Parents are encouraged to:

- Provide suitable opportunities for pupils to do their homework.
- Make it clear to pupils that they value homework, and support the school.
- Encourage pupils and praise them when they have completed homework.



Reviewing the Policy

The head teacher will meet with staff as necessary to review and update the homework policy. The results of this review will be presented to the governing body. Where significant changes to the policy are felt to be required, proposals will be presented to the governing body and parents consulted. The policy will be fully reviewed in three years, but may be amended at any point to reflect requirements, in consultation with parents, carers and governors.



Parent Guide

Log in using the username and password that is in your pink homework book. This can be online or via the app.

To get to the Spelling Shed games, click on Spelling Shed and you will see a screen that looks like this.

This screen shows the assignments that have been set by the teacher. The assignments link to games that include the words that need to be learnt or practiced. The icons or badges on the assignments show different achievement levels and are an incentive for the children to play more and aim for the top level. They are also a quick way for teachers to see how well they can spell the words in the lists.



When you click on an assignment, you will see three game options that look like this.

When completing an assignment, you must use one of the first two game options, Playing the bonus games will not contribute towards the set assignment



Play

When you click 'Play', four difficulty options will appear.

Easy - You will be shown the word as well as hearing it and you will only see the letters you need to spell it.

Medium - You can listen to the word and you will only have the letters you need.

Hard - You can listen to the word but you will have a few extra letters added

Extreme - You will hear the word and you have a full keyboard of letters



These levels of difficulty apply to solo and hive games. Games completed on easier levels will give the player a lower score and lower ranking. The teacher will be able to see which levels have been chosen for each game.

Bonus Games

Beekeeper is a Hangman-style game where you have to guess the letters of a word before you lose all of the bees. The less wrong letters you choose, the more bees you save.



Scoring and Honey Pots

When playing any of the spelling Shed games, a score and honey pots will be awarded depending how well you have done.

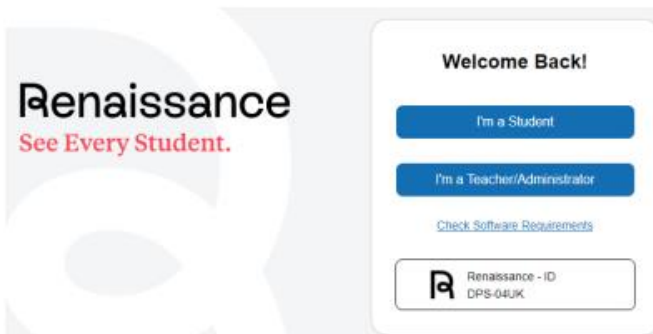
Honey pots can be used to buy clothes, accessories and backgrounds for your avatar.



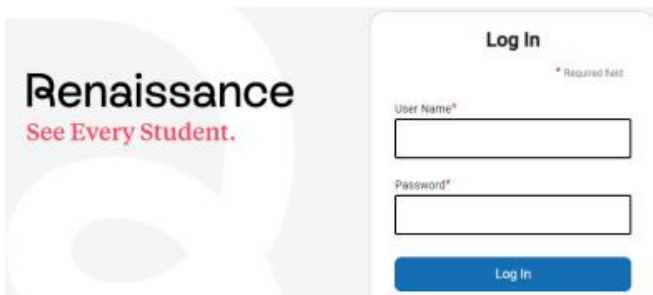


Accelerated Reader

Click on the Accelerated Reader app or go to global-zone61.renaissance-go.com/welcomeportal/6710818



Click on I'm a Student



Fill in your user name and password – remember to use lower case.



Click on AR Accelerated Reader

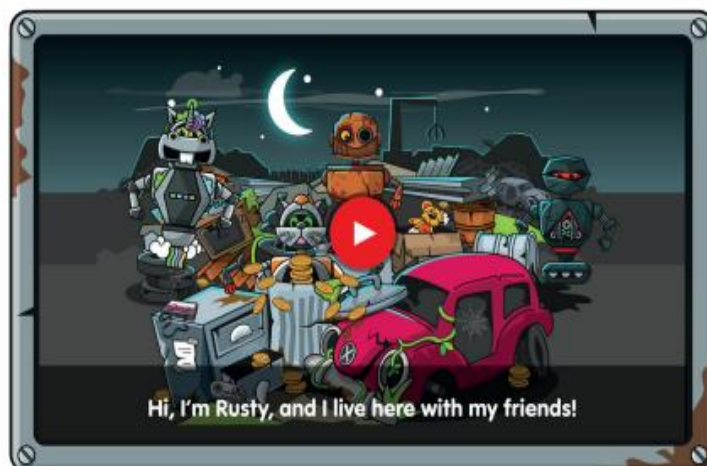


Search for your book to quiz

HOW THE GAME WORKS

BEFORE THE GAME

Children are welcomed to the game with an opening video, where they are introduced to the central character, "Rusty". In the video, Rusty asks for help in his quest to find new parts to upgrade him to a diamond robot, so he can "shine inside and out, like a Diamond". Next, the child will be able to choose a bot name they will play under, as well as their own robot character.



PLAYING THE GAME: STORY MODE

The game starts in 'Story Mode'. There are 18 stages - from Rust to Diamond - and each stage is made up of a number of levels. Players start at Rust level 1 and, to unlock the next level, they need to earn at least 2 out of 3 stars.

To earn the 2 or 3 stars required to pass the level, children must demonstrate a level of fluency when answering the questions. This means they must be accurate and timely with their answers; if children get 0 or 1 stars they need to answer more quickly. The game ensures that learners don't move on to the next level until they show they are prepared for it.

Story Mode starts with very basic maths (subitising numbers) and progresses steadily and rigorously to addition and subtraction of double-digit numbers.



PLAYING THE GAME: CHALLENGE MODE

When players complete Stage 3 (Tin): Level 35 in Story Mode, they will unlock Challenge Mode. Here they can race the clock to test themselves on how many questions they can answer correctly in one minute. There are 20 different challenges to choose from; each challenge testing a different skill, for example number bonds to 10, adding single digits or subtracting double digits.



HOW THE GAME WORKS

THE CUSTOM SHACK

For every maths question answered correctly, the child will receive coins to spend in the Custom Shack. Here, they are able to purchase new parts to upgrade and personalise their own robot character. As well as earning coins, children are kept motivated throughout their NumBots journey by collecting badges and winning trophies to reward their achievements.



SUPPORTING YOUR CHILD

We recommend children get 3 minutes a day four or five times a week. There will be times when they need your help understanding what to do (to help with that, there is an info slide before each level begins) or even with typing in the answers. They may need encouragement from time to time and they may benefit from being reminded that making mistakes is something perfectly natural.

They could also reach a point in the maths that is beyond their reach for now; if it feels like they've reached a blocker, we'd recommend returning to earlier levels and trying to complete them with 3 stars. If they are regularly struggling to achieve 2 stars, it may be worth speaking to their teacher about possible strategies and asking them to change the Story Controls for your child, which will give them longer to pass each level.



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 (\times or \div 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, 8s, 6s, 7s, 9s, 11s and 12s. Novices 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 made 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 12×12), 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 60 seconds, setting a score for the challengee 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 <i>average</i> score per player. Top of the Rocks – like a Battle of the Bands <i>between</i> 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.



Learners with different needs

How can I hide the timer?	Start a game and press ⚙ > Hide Practice Clock. 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 anxious	Try the three above plus: setting mini goals (e.g. complete 2 minutes today, get 1 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 Baz's words: "A good rock star stays chillaxed 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 Lexie. play.ttrockstars.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 practising 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 practise in that game mode for homework. Once they complete those minutes the other games unlock.

