



# KINGSLEA PRIMARY SCHOOL

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September 2022

Dear Parents/Carers,

## Home Learning information

The partnership between home and school is powerful in impacting your child's learning. Each year group will talk through their home learning expectations at their parent meetings on Tuesday 6<sup>th</sup> September. However, we have attached an overview of the home learning that takes place across the whole school in the autumn term for your reference. Please be aware that there will be small tweaks in the spring and summer term, but we will send out a new overview each term and inform you of any changes. Below is a little more information about some of the home learning tasks.

### Spelling

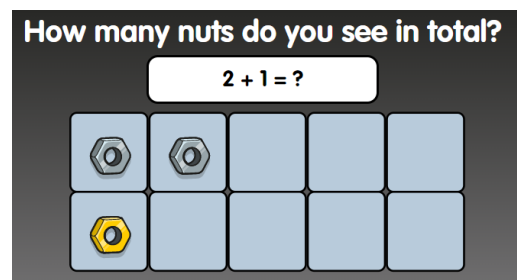
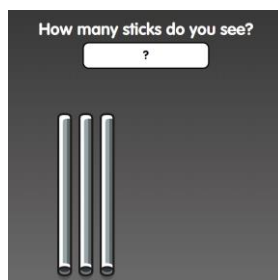
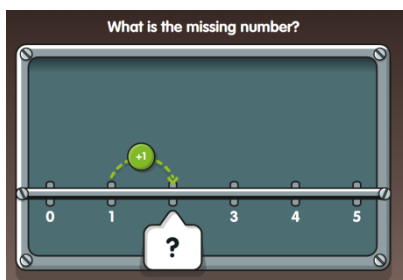
You will see on the Home Learning overview that children will not be set official spelling homework (they have had a spelling or an English-based task in the past each week). We are constantly reviewing our Home Learning to ensure there isn't too much pressure on children to complete work at home, whilst building up stamina and of course preparing children for good habits in secondary school. We have found that learning weekly spellings rarely translates into successful spelling of those words a couple of weeks later in the children's own writing and much research shows that tasks similar to this can be less effective. However, we do understand that you may want to support your child in learning spellings at home and so have provided you with year group appropriate lists if you have time to use them. These lists can be accessed in the Homework section in the Parents and Carers tab on our website.

### Online maths

Each pupil has login details for websites we use for maths practice and homework. For your child to be fully motivated and for them to get the best out of the practice, they need your help. Your praise and reminders, and you sitting down next to them occasionally, encouraging them and checking their work, will help them improve faster. It is essential that children do a little maths practice regularly; short bursts of daily practice are much more effective than spending hours once a week. Please read the relevant information below about each site and the time table below to see whether each week is an A or B week.

#### Numbots – Years 1, 2 and 3 (Reception later in the year)

*Numbots* allows children to learn the building blocks of mathematics: counting and number. Children work through a systematic order from very simple counting up to addition-to-100. The website uses various representations to introduce numbers, many of which will be familiar to your child: part/part/whole models, Numicon, Dienes blocks, number lines, hundred squares and tens frames.



Children work through the robot-themed story, earning coins and badges as they go. Once they have completed a proportion of the *Story*, they can complete relevant *Challenge* activities. They are able to spend their coins to redesign their robot.

To play, children either go to [play.numbots.com](http://play.numbots.com) or download the free *Numbots* app from the appropriate store. Before putting in their username and password, children should click the green arrow, then 'schools', then 'pupil', type their school (Kingslea Primary School) and choose the correct option from the drop down. Children log in using a password rather than a pin.

### **Times Tables Rock Stars (TTRockstars)** – Years 3 to 6 (Y2 later in the year)

TTRockstars is a fun and challenging programme designed to help children learn the multiplication and division facts up to  $12 \times 12$ . Children earn coins as they practise which they then use to personalise their TTRockstars Avatar. On TTRockstars, there are different game areas where children can practise times tables in different ways: *Garage*, *Studio*, *Soundcheck*, *Arena*, *Festival* and *Rockslam*.

*Garage* – Automatic training mode (ATM) means pupils work through at their speed. 10 coins per correct answer. Choice of game length. This is the best place for pupils to practise. Occasionally they are given a *Gig* which reassesses their learning and can move where they are in the ATM.

*Studio* – The Studio is where pupils must answer questions up to  $12 \times 12$  to improve their *Rock Status* (see below). It is important they work independently in the Studio.

*Soundcheck* – Tables up to  $12 \times 12$  in a game which replicates the Department for Education's Multiplication Tables Check (MTC) which is completed at the end of Year 4. Children have up to 6 seconds per question and we encourage them to not press enter but to use the 6 seconds to check their answer is correct.

*Arena* – Play against classmates with their ATM level (normally in school time).

*Festival* – Play against others in the world with tables up to  $12 \times 12$ . Player information is anonymised as pupils appear as their *Rock Name* rather than their real name.

It's helpful to understand that the quicker your child can answer times tables questions in the *Studio*, the higher their *Rock Status*. Use this list as a guide to help your child work out their *Rock Status*:

Under 1 second per question = **Rock Hero**

Under 2 seconds per question = **Rock Legend**

Under 3 seconds per question = **Rock Star**

Under 4 seconds per question = **Headliner**

Under 5 seconds per question = **Support Act**

Under 6 seconds per question = **Breakthrough Artist**

Under 7 seconds per question = **Unsigned Act**

Under 8 seconds per question = **Gigger**

Under 9 seconds per question = **Busker**

Under 10 seconds per question = **Garage Rocker**

Over 10 seconds per question = **Wannabe**

To play, children either go to <https://play.ttrockstars.com/> or download the free TTRockstars app from the App Store/Google Play. Before putting in their username and password, they need to type their school (Kingslea Primary School) and choose the correct option from the drop down. Children log in using a password rather than a pin. Pupils can then choose the game which they'd like to play. Children must complete any set homework before they are able to choose which game they play. If your child is unsure about where to play, encourage them to play in the *Garage* as this game will have the most appropriate questions. Regular *Studio* games will help to improve their *Rock Status*.

### **My Maths** - Years 4, 5 and 6 (Year 3 later in the year)

Year 4, 5 and 6 pupils use MyMaths to practise skills they have learned in class. To log in and view the activities set by the teacher, children will need the school level username and password (below) and their own username and password to log in to "My Portal".

School username: kingslea

School password: success182

**Time table for Week A and B** - (Applicable for online maths Years 3 to 6)

<b>Week Beginning</b>	<b>A or B?</b>
Mon 5 <sup>th</sup> September	None Set
Mon 12 <sup>th</sup> September	Week B
Mon 19 <sup>th</sup> September	Week A
Mon 26 <sup>th</sup> September	Week B
Mon 3 <sup>rd</sup> October	Week A
Mon 10 <sup>th</sup> October	Week B
Mon 17 <sup>th</sup> October	Week A
<b>HALF TERM</b>	<b>None Set</b>
Mon 31 <sup>st</sup> October	Week B
Mon 7 <sup>th</sup> November	Week A
Mon 14 <sup>th</sup> November	Week B
Mon 21 <sup>st</sup> November	Week A
Mon 28 <sup>th</sup> November	Week B
Mon 5 <sup>th</sup> December	Week A
Mon 12 <sup>th</sup> December	Week B

If you have any queries or questions about any of these websites, or the other home learning set, please don't hesitate to ask your child's class teacher.

Yours faithfully,