

Homework Expectations

ASJ Approach to Homework

At ASJ, our mission is to inspire every child to "**Let Your Light Shine**," and this belief guides everything we do, both in the classroom and at home.

Central to our mission are the core Christian values of **courage**, **community**, and **compassion**, which we aim to nurture in every child as they grow in faith and knowledge.

As partners in your child's education, we believe that **working together** as a school community will help each child thrive academically and personally.

We know that when parents and schools collaborate, children make greater progress. Research from the Education Endowment Foundation (EEF) emphasises that **parental involvement is a key factor in enhancing educational outcomes**, with positive effects on children's academic achievement.

EEF also highlights that high quality, structured homework can **promote learning**, particularly when parents are actively engaged in their child's tasks.

In line with current research on primary school homework, we aim to provide meaningful activities that support our children's development in reading, writing, and mathematics.

These tasks are designed to reinforce what children are learning in school and are supported by interactive online maths platforms, which allow you to monitor your child's progress and engagement. These maths platforms offer the opportunity for you to celebrate successes and offer guidance where needed, reinforcing the values of community and compassion within the home environment.

By **working in partnership** with you, we can provide a **nurturing** and **supportive learning environment** that enables every child to shine brightly.

Thank you for your ongoing support in helping your child achieve their fullest potential.



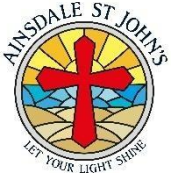
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Homework Expectations

EYFS/Key Stage One

Reception

Reading

Read, Write, Inc Book Bag books sent home once a week.

Read 3 times and record in reading records.

Red and green words sent home. Practise reading these with your child.

Maths

NumBots Up to 10 minutes 3 times/week to help with fluency of facts.

Year 1

Reading

Read, Write, Inc Book Bag books sent home twice a week.

Read 3 times and record in reading records.

Red and green words sent home. Practise reading these with your child.

Writing

Spellings for weekly test

Paper based writing task based on current learning in class e.g. letter formation, grammar, punctuation.

Maths

NumBots Up to 10 minutes 3 times/week to help with fluency of facts.

Year 2

Reading Up to

Read, Write, Inc Book Bag books sent home twice a week.

Read 3 times and record in reading records.

Red and green words sent home. Practise reading these with your child.

Writing

Spellings for weekly test

Paper based writing task based on current learning in class e.g. letter formation, grammar, punctuation.

Maths

NumBots Up to 10 minutes 3 times/week to help with fluency of facts.

TTRS Up to 10 minutes 3 times/week to help with fluency of facts.



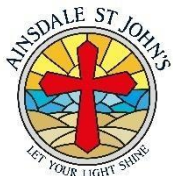
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Key Stage Two

Reading

Read at home at least 3 times/week and record in reading records.

Writing

Spellings for weekly test

One activity in English workbook

Maths

Times Table Rock Stars (TTRS) Up to 10 minutes 3 times/week to help with fluency of facts. This should be on the 'Garage' game setting.

"When playing in Garage our data-informed algorithm issues each pupil with questions that are just right for them, every time. This will optimise every practice session and accelerate their progress to becoming a Rock Star!" TTRS

One activity in maths workbook

All Classes

Work to be completed on a weekly basis with day to be returned decided by class teacher.

Summary Table				Paper based		
	Reading	Numbot	TTRS	Spellings	English	Maths
Reception	Min. 10 mins, 3 x per week for all classes	Up to 10 mins, 3 x per week				
Year 1				✓	✓	
Year 2			Up to 10 mins, 3 x per week	✓	✓	
Year 3				✓	✓	✓
Year 4				✓	✓	✓
Year 5				✓	✓	✓
Year 6				✓	✓	✓

A weekly routine might consist of:

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
Spellings	Reading	Writing	Reading	Maths	Reading	
	TTRS		TTRS		TTRS	

By doing spellings on Day 1, you will know how much time your child will need to ensure these are secure ahead of the test the next week.



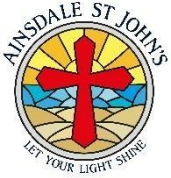
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Additional Information

Other resources

- Letter Join can support with how children should be joining their writing (Year 2 and beyond) for those who need additional support with this at home.
- If you recognise your child is struggling with a particular area of learning, please speak to your child's teacher to discuss what resources can be used at home to support progress.

Homework at Rise and Shine

We recognise that some of our children's day at school continues until 6.00pm and, understandably, they do not have time to complete homework once they get home.

Rise and Shine have set up a quiet homework station using school iPads and resources to enable children who use this provision to complete homework.

Children will need to have their usernames and passwords with them (these should be in the front of their reading records) if they have not memorised them.

Please note, it will still be the responsibility of parents to check their child has completed homework and to check on their progress to support conversations with teachers.

Rewards

Dojo points will be awarded to children who have:

- Recorded in reading records
- Completed homework
- Accessed NumBots/ TTRS

Engagement will be checked on a set day of the week (this will differ in each class) with points awarded on that day.

Incomplete Homework

To ensure school and home are working together to support your child's attainment, teachers will get in touch if children have not completed their homework.

Support will be offered to ensure your child reaches their full potential.



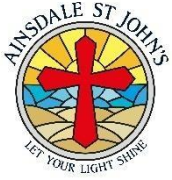
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Parental Support with Maths



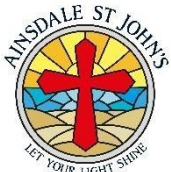
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Numbots

NumBots starts right near the beginning of a child's maths journey, with subitising* numbers up to 5. Every child begins NumBots at the start, regardless of their age or prior experience, so that we can be certain they've picked up every mathematical building block they'll need and don't have any gaps in their understanding.

Over the course of the following 1300 levels, children will learn about number bonds and, eventually, how to add and subtract two-digit numbers. NumBots' learning objectives reflect those for Years 1, 2 and 3 in the UK National Curriculum.

**Subitising: Instantly recognising how many objects there are in a group, without needing to count them.*

How do I know how well my child is doing?

Challenge Mode in NumBots is designed to improve recall of key number facts, such as number bonds to 10 and adding single-digit numbers. It consists of 30 distinct, 60second skill rounds, making it an excellent tool for quickly identifying children who are excelling or struggling with these foundational skills.

The heatmap data, drawn from Challenge Mode, provides a clear visual representation of each child's progress, helping you better understand their strengths and challenges. To view a heatmap, simply click on the colourful heatmap icon next to their name in the Challenge Results table. This detailed, color-coded display helps you quickly:

Red areas highlight challenges where mistakes occur frequently.

Green areas show topics where the student is consistently successful.



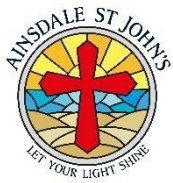
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Times Table Rock Stars (TTRS)

With a proven track record of improving maths outcomes, Times Tables Rock Stars has the power to boost recall, fluency, and most importantly - maths confidence.

The comprehensive programme cements the child's conceptual understanding of both multiplication and division and the relationships between each table, using sophisticated question sequencing, innovative adaptive gameplay and use of inverse operations.

The online questions adapt after every 60 secs of gameplay to tailor the learning to each child's unique needs. The intuitive online programme encourages independent play.

How do I know how well my child is doing?

A heatmap is all about fluency, measured through speed.

Every child that uses TT Rock Stars has a Heatmap. It shows you (and them!) how quickly they're correctly responding to each fact.

Heatmaps start coloured grey and as your child plays in all the different game modes (all except Jamming because Jamming doesn't have a timer) their Heatmap will be colour-coded to show their speed. TTRS take an average of the last 10 times they answered that fact.

Here's the colour key:



A dark red shows that in their last 10 attempts of the fact, they answered in over 10 seconds.

A dark green shows that in their last 10 attempts of the fact, they answered in under 1 second.

	10	2	5	3	4	8	6	7	9	11	12
10	10 × 10	10 × 2	10 × 5	10 × 3	10 × 4	10 × 8	10 × 6	10 × 7	10 × 9	10 × 11	10 × 12
2	2 × 10	2 × 2	2 × 5	2 × 3	2 × 4	2 × 8	2 × 6	2 × 7	2 × 9	2 × 11	2 × 12
5	5 × 10	5 × 2	5 × 5	5 × 3	5 × 4	5 × 8	5 × 6	5 × 7	5 × 9	5 × 11	5 × 12
3	3 × 10	3 × 2	3 × 5	3 × 3	3 × 4	3 × 8	3 × 6	3 × 7	3 × 9	3 × 11	3 × 12
4	4 × 10	4 × 2	4 × 5	4 × 3	4 × 4	4 × 8	4 × 6	4 × 7	4 × 9	4 × 11	4 × 12
8	8 × 10	8 × 2	8 × 5	8 × 3	8 × 4	8 × 8	8 × 6	8 × 7	8 × 9	8 × 11	8 × 12
6	6 × 10	6 × 2	6 × 5	6 × 3	6 × 4	6 × 8	6 × 6	6 × 7	6 × 9	6 × 11	6 × 12
7	7 × 10	7 × 2	7 × 5	7 × 3	7 × 4	7 × 8	7 × 6	7 × 7	7 × 9	7 × 11	7 × 12
9	9 × 10	9 × 2	9 × 5	9 × 3	9 × 4	9 × 8	9 × 6	9 × 7	9 × 9	9 × 11	9 × 12
11	11 × 10	11 × 2	11 × 5	11 × 3	11 × 4	11 × 8	11 × 6	11 × 7	11 × 9	11 × 11	11 × 12
12	12 × 10	12 × 2	12 × 5	12 × 3	12 × 4	12 × 8	12 × 6	12 × 7	12 × 9	12 × 11	12 × 12



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