



**Fairfield Primary School**  
**Homework Policy**

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## **Introduction**

At Fairfield Primary School, staff recognise that pupils who have spent a busy structured day at school need time to relax and unwind at the end of the afternoon and have an opportunity to play.

We are also mindful of the need to encourage children to pursue out-of-school activities, e.g. swimming, dance, Beavers, Brownies, music lessons etc. We believe that homework activities should be set, but should not promote resentment, friction and conflict.

Homework should be used to effectively consolidate and/or extend what is learned in school. We hope that children will feel a sense of personal satisfaction in a task completed well and that their efforts will be recognised and praised both at home and at school.

This approach aims to support children's growing perception about their ability to complete a task outside the school environment. It also fosters the skills of independent learning.

We all recognise the importance of providing positive feedback to the children and, being generous in our praise, within the context of our expectations of each pupil's achievement.

We encourage children to follow up an aspect of school work by visiting different sources of information e.g. local library, the Internet, etc.

If you have any questions regarding homework or would like any support with helping your child at home, please do not hesitate to contact your child's class teacher, where they will be more than happy to help.

## **Early Years (Nursery and Reception)**

### **Key Stage One (Year 1 and Year 2)**

### **Key Stage Two (Year 3, Year 4, Year 5 and Year 6)**

#### **Reading:**

We LOVE reading at Fairfield Primary School! The value of reading with your child at home is immeasurable. Not only will it help improve their fluency and confidence, but it will also develop their imagination and knowledge and understanding of the world around them.

As well as children reading their school reading book (matched to their reading ability level), we encourage children to read a range of texts for pleasure. Please record any reading in your child's reading record. It would be great if you could read with your child at least three times a week, but every night (even if it's for ten minutes) would be fantastic. If you would like any help with supporting your child with their reading at home, please contact your child's class teacher.

**Spelling:**

Spellings will be sent home weekly. We use the 'look, cover, write, check' approach to support children learning their spellings. Spellings will be checked and tested the following week. There are lots of different ways to support your child with their spellings at home.

**Mathematics:**

Your child has access to TT Rockstars. This will enable them to practise their year group times tables expectations in a fun, engaging and challenging way. Times tables are an essential part of the Maths curriculum. Tables knowledge underpins many aspects of Maths, and for children to be fluent in their times table recall, it will also help them make links and access different areas of the Maths curriculum with confidence. Your child's class teacher will provide a username and password/PIN. As part of our celebration assembly, children will be awarded a TT Rockstars certificate for their engagement with the program.

Please see attached parent guide below

# 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

<b>Jamming</b> 4 or 8 coins/correct answer	The only game mode without a timer, players chose the table and operation ( $\times$ or $+$ or both) they want to practise. Answer 10, 20 or 30 questions.
<b>Gig</b> 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.
<b>Garage</b> 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.
<b>Studio</b> 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.
<b>Soundcheck</b> 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to $12 \times 12$ ), allowing 6 seconds for each question. Suitable for confident players.

### Multi Player

<b>Festival</b> 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.
<b>Arena</b> 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.
<b>Rock Slam</b> 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.
<b>Tournaments</b>	<b>Battle of the Bands</b> – groups of children within the same school (usually classes, year groups or teams) compete to have the highest <i>average</i> score per player. <b>Top of the Rocks</b> – 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. <b>Important:</b> 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 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. <a href="http://play.ttrockstars.com">play.ttrockstars.com</a> 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.

### A little extra...

We also encourage children to carry out any research or independent learning linked to their classroom learning. This will always be shared and celebrated in school.