

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 they are learning in school and are supported by interactive online platforms, which allow you to monitor your child's progress and engagement. These 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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Year Group Specifics

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

Year 1

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.

Writing

Doodle Spell and Doodle English assignment set each week based on current learning in class.

Maths

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

Year 2

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.

Writing

Doodle Spell and Doodle English assignment set each week based on current learning in class.

Maths

Doodle Maths assignment set each week based on current learning in class.

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



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Key Stage Two

Years 3, 4 and 5

Reading

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

Writing

Doodle Spell and Doodle English assignment set each week based on current learning in class.

Maths

Doodle Maths assignment set each week based on current learning in class.

Times Table Rock Stars (TTRS) 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

Summer Term Year 5 and Year 6

As above for KS2, but additionally:

Either printed work sent home in exercise books **or** Collins workbooks/similar to support with the format of end of Key Stage 2 assessment questions.

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

Summary Table				Doodle				
	Reading	Numbot	TTRS	Spell	English	Maths	KS2 SAT	
Reception	Min. 10 mins, 3 x per week for all classes	10 mins, 3 x per week						
Year 1				✓	✓			
Year 2				✓	✓	✓		
Year 3			10 mins, 3 x per week	✓	✓	✓		
Year 4				✓	✓	✓		
Year 5				✓	✓	✓		✓
Year 6				✓	✓	✓	✓	

As you can see, homework gradually increases each academic year.

For most classes, the magic number is **3**.

3 x per week for activities that aren't time limited, and **3 x assignments set per week**.

For example, a child in Year 3 in one week:

Read x 3 (30 mins), TTRS x 3 (30 mins), Doodle x 3 assignments (approx. 30 mins)

A weekly routine might consist of:

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
Reading	D. Spell	Reading	D. English	Reading	D. Maths	
TTRS		TTRS		TTRS		



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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.
- Additional time on Doodle, aside from set assignments, using the algorithm to select areas children need to work on.
- 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. Equally, if your child would like an alternative but is keen to learn at home, please have a conversation with your child's teacher.

Homework at Fun4Kidz

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. We have arranged for Fun4Kidz to set up a homework station using school iPads 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 Doodle assignments
- 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.



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Parental Support with each Learning Platform



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Doodle

Doodling 'little and often' can help to boost your child's confidence and ability in maths and English.

Why Doodle?

- Using Doodle for just 10 minutes a day is proven to help children make three months of progress in just one month
- The clever algorithm powering Doodle builds every child a personalised work programme tailored to their strengths and weaknesses
- It's fun and engaging, with educational games, motivational collectables and regular nationwide challenges to take part in
- Designed by education specialists to foster independence and a love of learning, Doodle improves confidence as well as attainment, all without any adult input

Making the most of Doodle

- Download the DoodleMaths, DoodleTables, DoodleEnglish and DoodleSpell programmes onto a touchscreen device. You can also log in to them through the website (doodlelearning.com) on laptop and desktop computers by clicking 'log in' and choosing a programme.
- Ask your child to sign in using their login details provided (remember, it's case sensitive!)
- Let your child work through their x-a-day and New This Week activities. Encourage them to work independently, and if they're really unsure, to use the help options to view tips or to save a question as Tricky to come back to later with an adult.
- Encourage your child to stay within the green zone by earning their target number of stars.

Support for parents and carers

- Link your email address to your child's account by logging in, tapping on the arrow icon in the top left-hand corner and selecting Settings > Parent details. Or, visit parents.doodlelearning.com and head to Manage > Subscriptions.
- You'll then be able to view your child's progress by visiting parents.doodlelearning.com or downloading the free DoodleConnect app on Apple and Android devices.
- Doodle are running free webinars to help parents get started with the programme. You can access them here: doodlelearning.com/live-webinars-for-parents/.

If you have any questions about Doodle, please visit help.doodlelearning.com or click on the green chat icon on the website, Parent Dashboard, or DoodleConnect app to find articles and how-to videos on everything you need to know, or to chat with the helpful Parent Support Team.



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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.

Most children take at least 2 years to complete the entire programme, however that does vary depending on the level of maths they're at when they start using NumBots (older children and those with more maths experience may power through the first stages before reaching a point where the levels begin to challenge them) and how regularly they play.

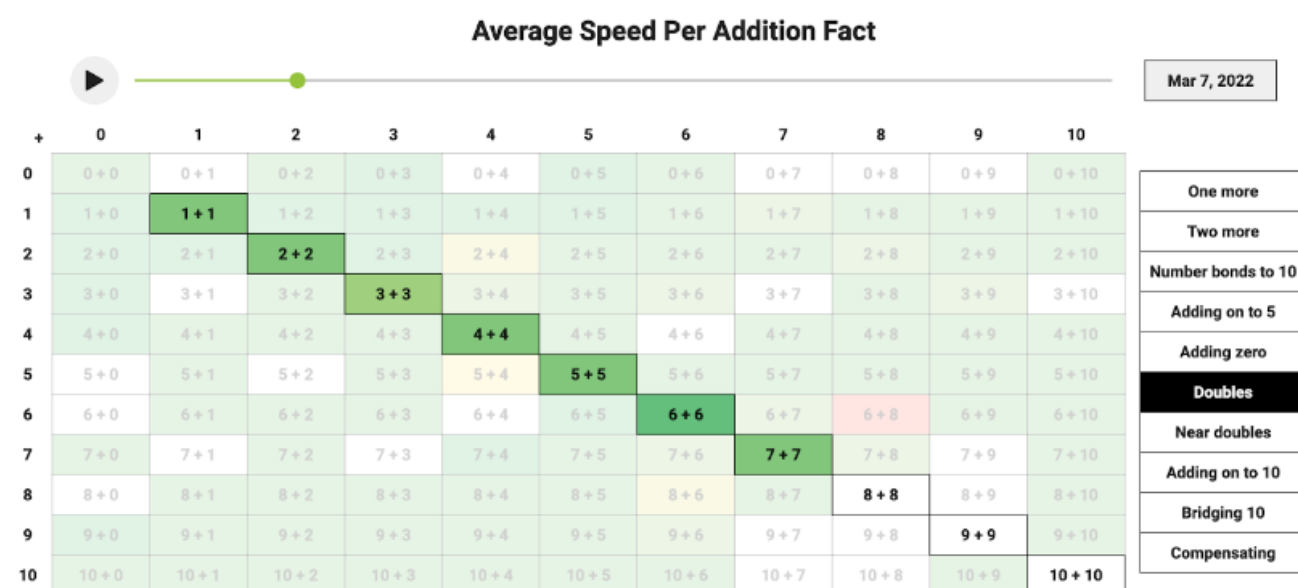
**Subitising: Instantly recognising how many objects there are in a group, without needing to count them.*

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, 60-second 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 identify strong points and areas where they need additional support:



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.

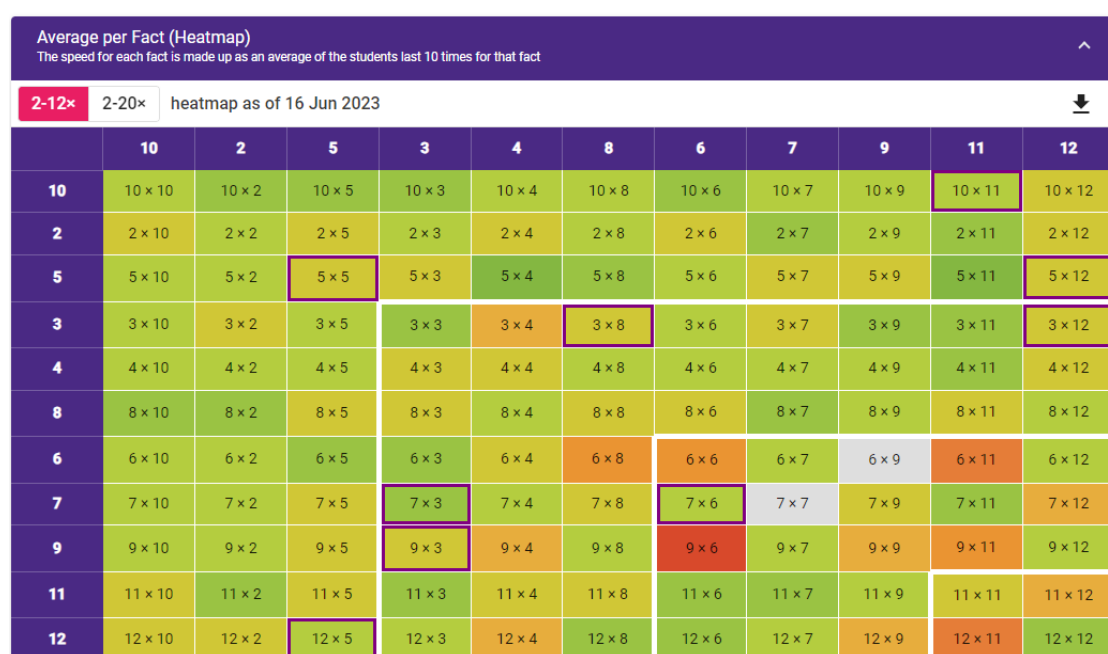
Heatmaps start coloured grey and as your child plays in all the different game modes (all except Jamming because Jamming doesn't have a timer) their Heatmap will be colour-coded to show their speed. TTRS take an average of the last 10 times they answered that fact.

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.



Questions with purple borders are the ones this pupil will practise in Garage. The colours on this page relate to the speed shown in this table:



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