Contents

- Useful information
- Times Tables Rock Star and Purple Mash guide
- Accelerated Reader guide to parents
- Accelerated Reader log (16 pages)
- Messages (Parents and teachers) (16 pages)
- Homework log (20 pages)
- Word List for Years 3 and 4
- Spellings to learn (20 pages)
- Vocabulary pages (14 pages)
- Challenge Award

(Page amounts) – for reference only. This is the number of pages needed in the book. Not to be printed.

USEFUL INFORMATION						



Parents' Guide to Times Table Rock Stars

https://play.ttrockstars.com/auth/school

When it comes to times tables, speed and accuracy are important – the more facts you child remembers, the easier it is for them to do harder calculations.

Times Table Rock Stars is a fun and challenging programme designed to help students master the times tables!

To be a times table rock star you need to answer any multiplication fact up to 12x12 in less than 3 seconds.

Game Modes

Single Player 🖌

<u>Garage</u> - the questions will only come from the times tables the teacher has set for the week. It will include multiplication *and* division questions.

As pupils start to answer questions, *TT Rock Stars* works out which facts they take longer on and will give them more of these questions to answer. The Garage is best for getting quicker at a few facts. Players get 10 coins per question.

Rock Status

- ≤ 1 sec/qu = Rock Hero
 ≤ 2 secs/qu = Rock Legend
 ≤ 3 secs/qu = Rock Star
 ≤ 4 secs/qu = Headliner
 ≤ 5 secs/qu = Support Act
 ≤ 6 secs/qu = Breakthrough Artist
 - ≤ 7 secs/qu = Unsigned Act
 ≤ 8 secs/qu = Gigger
 ≤ 9 secs/qu = Busker
 ≤ 10 secs/qu = Garage Rocker
 > 10 secs/qu = Wannabe

If you don't play in the Studio, you don't get a Rock Status.

Players earn 1 coin per question and the Studio is the place for them to set their best time across all the tables.

<u>Soundcheck</u> – When you play Soundcheck, you get 20 questions each with a 5-second time limit. The questions are multiplication only and evenly weighted in terms of difficulty each time you play. Players earn 5 coins per correct answer.



<u>**Rock Arena**</u> - The Rock Arena allows players to compete against all other members of their Band (their Bandmates would need to join the same game in order to compete together).

A new Rock Arena game starts every 15 seconds. Once the clock starts they race to answer more questions than the others. In the Rock Arena, questions will only come from the times tables the teacher has set for the week, similar to the Garage. They earn 1 coin per correct answer.

Rock Festival - The Rock Festival games are open to players from around the world. Like the Arena, there is no limit to the number of players who can join a game; however, unlike the Arena, questions are selected at random from 1×1 to 12×12.

Times Table Rock Stars _ Games Mode (continued...)

<u>Stats</u>

If you click on your avatar icon in the top right of the screen and then click My Stats, a heatmap like the one on the next page will load. It shows how successful your child is at each of the facts.

											Grouped	Basic
	1	2	5	10	3	4	8	6	7	9	11	12
1	1×1	1×2	1 × 5	1 × 10	1×3	1 × 4	1 × 8	1×6	1×7	7 1×	9 1×11	1 × 12
2	2×1	2 × 2	2 × 5	2 × 10	2 × 3	2 × 4	2 × 8	2×6	2 × 7	2 ×	9 2×11	2 × 12
5	5×1	5 × 2	5 × 5	5 × 10	5 × 3	5 × 4	5 × 8	5 × 6	5 × 7	5 ×	9 5 × 11	5×12
10	10 × 1	10 × 2	10 × 5	10 × 10	10 × 3	10 × 4	10 × 8	10 × 6	10 ×	7 10 ×	9 10 × 11	10 × 12
3	3×1	3 × 2	3 × 5	3 × 10	3 × 3	3 × 4	3 × 8	3 × 6	3 × 7	7 3×	9 3×11	3×12
4	4 × 1	4 × 2	4 × 5	4 × 10	4 × 3	4 × 4	4 × 8	4 × 6	4 × 7	7 4 ×	9 4 × 11	4×12
8	8×1	8 × 2	8 × 5	8 × 10	8 × 3	8 × 4	8 × 8	8 × 6	8 × 7	7 8×	9 8 × 11	8×12
6	6×1	6 × 2	6 × 5	6 × 10	6 × 3	6 × 4	6×8	6 × 6	6 × 7	7 6×	9 6 × 11	6 × 12
7	7 × 1	7×2	7 × 5	7 × 10	7 × 3	7 × 4	7 × 8	7 × 6	7 × 7	7 7 ×	9 7×11	7×12
9	9×1	9×2	9 × 5	9 × 10	9 × 3	9 × 4	9 × 8	9 × 6	9 × 7	7 9×	9 9×11	9×12
11	11 × 1	11 × 2	11 × 5	11 × 10	11 × 3	11 × 4	11 × 8	11 × 6	11 ×	7 11×	9 11 × 11	11 × 12
12	12 × 1	12 × 2	12 × 5	12 × 10	12 × 3	12 × 4	12 × 8	12 × 6	12 ×	7 12 ×	9 12 × 11	12 × 12
0-1s	1 - 2 s	2 -	3 s 3	-4s	4 - 5 s	5-6s	6-7s	7 - 8	s	8-9s	9 - 10 s	> 10 s

Parents Guide to Purple Mash

Purple Mash is an online platform that allows pupils to use 2simple programmes in an easy to manage area. Work can be assigned to pupils so that staff can communicate through the work submitted and children also have greater scope to try out other areas of interest. *Purple Mash* embeds computing and digital skills across the whole curriculum with award-winning teaching and learning software.

<u>Notes</u>

Parent's Guide to Accelerated Reader

Your child will be participating in the Accelerated Reader program. This guide is designed to answer your questions about Accelerated Reader. If you have additional questions, please feel free to contact your child's teacher or visit the Renaissance website at <u>www.renlearn.co.uk</u>.

What Is Accelerated Reader?

Accelerated Reader is a computer program that helps teachers manage and monitor children's independent reading practice. Your child picks a book at his/her own level and reads it at his/her own pace. When finished, your child takes a short quiz on the computer. (Passing the quiz is an indication that your child understood what was read.) Accelerated Reader gives both children and teachers feedback based on the quiz results, which the teacher then uses to help your child set targets and direct ongoing reading practice.

Children using Accelerated Reader choose their own books to read, rather than having one assigned to them. This makes reading a much more enjoyable experience as they can choose books that are interesting to them.

Teachers and librarians help your child choose books at an appropriate reading level that are challenging without being frustrating, ensuring that your child can pass the quiz and experience success.

If your child does not do well on a quiz, the teacher may help him/her:

- Choose another book that is more appropriate.
- Ask more probing questions as your child reads and before taking a quiz.
- Pair your child with another student, or even have the book read to your child.

In most cases, children really enjoy taking the quizzes. Since they are reading books at their reading and interest levels, they are likely to be successful. This is satisfying for most children. Best of all, they learn and grow at their own pace.

How much will my child read during the school day?

According to research, children who read at least 20 minutes a day with a 90% comprehension rate (average percentage correct) on Accelerated Reader quizzes see the greatest gains. Therefore, your child will have at least 20 minutes set aside for reading during each school day.

How can I help my child become a better reader?

As with anything, performance improves with practice. Encourage your child to read at home. Create a culture of reading in your household by reading with your child, starting a home library, visiting your local library or bookshop on a regular basis, letting your child see you reading and discussing books that each of you have read. When reading with your child, stop and ask questions to be sure your child is comprehending what is read. Reading with your child, no matter what the child's age, is an important part of developing a good reader, building a lifelong love of reading and learning and creating a loving relationship between you and your child. Make learning a family affair!

What if my child does not like reading?

Using Accelerated Reader, your child will choose the books he/she wants to read. The teacher will make certain the book is at the right level so that after completing the book, your child should do well on the Accelerated Reader Reading Practice Quiz. Success on the quiz will encourage your child to read more. With guidance from the teacher and success, even students who say they do not like reading will develop a love of reading.

How will I know how my child is doing?

A TOPS Report is available after a child takes a quiz for feedback on your child's understanding of the book and shows cumulative data for the marking period and school year. The TOPS Report will be sent home with your child.

Book Title	Book Level (BL)	Quiz date	Score	Book Title	Book Level (BL)	Quiz date	Score

Date	Message	Signature	Date	Message	Signature

Subject	Homework	Date due	Completed	Subject	Homework	Date due	Completed
e.g. English	Schaal 360 Pranauns	15.3	(tick)				

accident(ally)	extreme	particular
actual(ly)	famous	peculiar
address	favourite	perhaps
answer	February	popular
appear	forward(s)	position
arrive	fruit	possess(ion)
believe	grammar	possible
bicycle	group	potatoes
breath	guard	pressure
breathe	guide	probably
build	heard	promise
busy/business	heart	purpose
calendar	height	quarter
caught	history	question
centre	imagine	recent
century	increase	regular
certain	important	reign
circle	interest	remember
complete	island	sentence
onsider	knowledge	separate
continue	learn	special
decide	length	straight
describe	library	strange
different	material	strength
difficult	medicine mention	suppose
disappear	minute	surprise
early	natural	therefore
earth	naughty	though/although
eight/eighth	notice	thought
enough	occasion(ally)	through
exercise	often	various
experience	opposite	weight
experiment	ordinary	woman/women

Vocabulary Pages	Vocabulary Pages

Challenge Award

Our World

- Become an Opal ranger
- Help a local charity e.g. sponsored walk, Children's Cancer Run
- Celebrate/learn about a festival of another religion or culture
- Learn to play or sing a song from another culture
- Make a project about a different community
- Make a difference to your environment e.g. rubbish collection, recycling, upcycling project.

Great Outdoors

- Make a calendar photograph the same place each month for a year
- Make labelled sketches of the plants and wildlife you see in a garden
- Walking challenge walk 4 out of 7 (river, beach, lake, hill, valley, castle, forest)
- Try a new outdoor activity e.g. compass reading, orienteering, mountain biking, kayaking, climbing, hiking
- Gardening challenge grow a plant from seed and plant out in the garden (home or school)

Staying Healthy

- Join an after school or lunchtime club
- Run in a parkrun and earn a medal
- Do at least 2 exercise activities each week e.g. Joe Wicks workout, cycle ride
- Farm to fork grow, harvest, prepare and eat a vegetable or fruit.
- Zones of Regulation devise a sequence of actions to move into the green zone
- Keep a healthy food diary/chart of the fruit and veg you eat for 1 week.

Creativity

- Learn a new skill e.g. knitting, sewing, baking, circus skills
- Learn to play a musical instrument
- Create a collage using materials, photos or objects from nature
- Make a movie to raise awareness of an important issue
- Compose and perform a song.