

Remote Learning Policy: Appendix A - Example of timetable for Home Learning

1. **KS2**

- Amount of time face to face with pupils **1 hour and 20 minutes**
- Lunch 1 hour
- Time children spent learning **4 hours 30 minutes**

KS2 Lessons (Monday, Wednesday and Friday may include an assembly)	Time
Pobble (video explanation or live of the focus for the week, link to grammar)	8-50 until 9-15
Guided reading (uploaded workbook, reading text to the class to bridge gap for lower attainers or whole class to read the same book on bug club)	9-15 until 9-45
Writing (15 minutes live, 45 minute task)	9-45 until 10-45
BREAK	10-45 to 11
Maths (20 minutes live, 40 minutes learning)	11 to noon
Fluency (Grammar or maths with flip pre uploaded)	12 until 12-15
Lunch	12-15 until 1-15
Afternoon activity (Topic based)	1-15 until 2-15
Exercise (offline but possible check in via live)	2-15 until 2-45
Story time (live)	2-45 until 3pm
Goodbye for the day and reminder of when they need to be back on the next morning	3 until 3-15pm

Teacher tasks when not live

1. Sourcing learning for the next day and schedule it to go live
2. Responding to children's comments if they require help
3. Recording of question examples (maths) to upload for the next day
4. Updating target tracker when possible

2. KS1

	Mon	Tues	Weds	Thurs	Fri
9.00 - 9.15 Introducing morning's activities and writing task (live lesson)					
9.15 - 9.45	Writing				
9.45 - 10.15 Guided reading (text and questions/task uploaded or text allocated on Bug Club to read)	Reading				
10.00 - 10.30 Bug club phonics games (specific game allocated on Bug Club by teacher)	Phonics				
10.30 - 10.45 BREAK	Break				
10.45 - 11.00 Maths (live lesson)	Maths (live)				
11.00 - 11.45 Maths (complete task)	Maths				
11.45 - 12.45 LUNCH	Lunch				
12.45 - 1.30 Afternoon activity	Geography	Science	Art	Exercise	Class fun activity
1.30 - 2.00 Exercise	Exercise				
2.00 - 2.30 Math or reading fluency	Maths	Reading	Maths	Reading	
2.30 - 2.45 Spelling/grammar/handwriting	Grammar	Spelling	Handwriting	Spelling	
2.45 - 3.00 End of day - story and catch up (live)	Story				

- 1 leadership assembly/catch up per week

Teacher tasks when not live

- Sourcing learning for the next day and schedule it to go live
- Responding to children's comments if they require help
- Recording of question examples (maths) to upload for the next day
- Allocating books and games for phonics, guided reading and grammar
- Updating target tracker when possible

3. LSK2

LSK2	Monday	Tuesday	Wednesday	Thursday	Friday
9.00-9.30 (Live meet) introducing pobble/ grammar focus and tasks for the morning					
9.30-10.00	Pobble/ writing Grammar focus	Pobble/ writing Grammar focus	Pobble/ writing Grammar focus	Pobble/ writing Grammar focus	Pobble/ writing Grammar focus
10.00-10.30	Guided Reading	Guided Reading	Guided Reading	Guided Reading	Guided Reading
10.30-11.00	Break	Break	Break	Break	Break
11.00-11.30	Exercise	Exercise	Exercise	Exercise	Exercise
11.30-12.30	Lunch	Lunch	Lunch	Lunch	Lunch
12.30-1.00	Grammar fluency	Maths fluency (TT rock stars)? (Mathletics)?	Spelling	Reading Fluency (Bug club)?	Class – fun activity (live meet) Show and tell / Game /Story /Etc.
1.00-1.30 (Live meet/ video of lesson)	Maths	Maths	Maths	Maths	
1.30-2.00	Maths activity	Maths activity	Maths activity	Maths activity	
Afternoon	Topic	Art	Science	French	