








# Engayne home learning planning framework

This is the plan for a learning sequence, within each box is the information and resources you need for the sequence and are spilt into sessions.




Down the left hand side of the page are the metacognitive strategies we have been teaching the children that are particularly important to home learning.

<p><u>Metacognitive strategies</u></p> <p>The learning sequence in the next two columns is spilt into a number of sessions. Each session will have a main metacognitive focus but will often include other elements as well. The metacognitive strategies are listed below.</p>	<p><u>Foundation Tasks</u> (<u>offline</u> and <u>online</u>)</p> 				
<table border="1"> <thead> <tr> <th data-bbox="120 762 297 815">Approach</th> <th data-bbox="322 762 582 815">What is it?</th> </tr> </thead> <tbody> <tr> <td data-bbox="120 815 297 1058"> <p><b>Activate</b></p>  </td> <td data-bbox="322 815 582 1058"> <p>Prompting pupils to think about what they have learnt previously, that will help them with their next steps.</p> </td> </tr> </tbody> </table>	Approach	What is it?	<p><b>Activate</b></p> 	<p>Prompting pupils to think about what they have learnt previously, that will help them with their next steps.</p>	<p>Main learning objective:</p> <p>To start to create an educational game using Scratch. You may need to access this through Chrome or Edge.</p> <p><a href="http://www.scratch.mit.edu">www.scratch.mit.edu</a> (click on start creating)</p>
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<p><b>Activate</b></p> 	<p>Prompting pupils to think about what they have learnt previously, that will help them with their next steps.</p>				
<table border="1"> <tbody> <tr> <td data-bbox="120 1098 297 1321"> <p><b>Explain</b></p>  </td> <td data-bbox="322 1098 582 1321"> <p>Explicitly teaching strategies to pupils and helping them decide when to use them.</p> </td> </tr> </tbody> </table>	<p><b>Explain</b></p> 	<p>Explicitly teaching strategies to pupils and helping them decide when to use them.</p>	<p><b>Monday:</b></p> <p><b><u>French:</u></b></p> <p>You will be learning the names of the animals in French. Have a look at the powerpoint of the story called La Sortie de Monsieur Gentil (Mr Nice's Day out). Can you remember all of the animals names?</p> <p>You may also want to watch this song of farm animals in French.</p> <p><a href="https://www.bbc.co.uk/bitesize/topics/zhyg9mn/articles/z4nyvk7">https://www.bbc.co.uk/bitesize/topics/zhyg9mn/articles/z4nyvk7</a></p> <p><b>PE</b> You could also do a Joe Wicks lesson (<a href="#">via YouTube</a>) or activities on TopYa! You may want to set up your own circuit. Alternatively, you may want to have a go at something calmer such as a Cosmic Yoga for Kids (<a href="#">via YouTube</a>).</p>		
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<p><b>Practise</b></p>  <p>Pupils practising strategies and skills repeatedly, to develop independence.</p>	<p><b>Tuesday:</b></p> <p><b>Music:</b> Try to remember the notes on the staff F, A, C, E go in the middle of the lines (from bottom to top) and E, G, B, D, F go on each line (from bottom to top). What different three letter words can you make with these notes? Write them down and we will play your words on the glockenspiels when back in school.</p>
<p><b>Reflect</b></p>  <p>Pupils reflecting on what they have learnt after they have completed a piece of work.</p>	<p><b>PSHE, lesson:</b></p> <p>Have a look at the Votes for school's PowerPoint and <a href="#">then Log on afterward and have your say!</a> <a href="https://voice.votesforschools.com/college/login/pupil">https://voice.votesforschools.com/college/login/pupil</a></p>
<p><b>Review</b></p>  <p>Revisiting previous learning after a gap.</p>	<p><b>Wednesday: Computing</b></p> <p>Using the Scratch Powerpoint, try to create an educational times table game using Scratch (<a href="http://www.scratch.mit.edu">www.scratch.mit.edu</a>). Click on start creating to start a new project.</p> <p>You may want to create a fun looking game by changing the backdrop to a school like setting and changing your sprite to a person (instead of a cat).</p> <p>To save your scratch project to continue tomorrow, click on load to your computer and save as Yourname.sb3</p> <p><b>Thursday: Computing</b></p> <p>Continue with your scratch project.</p> <p><b>Friday: Computing</b></p>

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	Finish your project and email to your teacher.
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