TWYFORD ST MARY'S C of E PRIMARY SCHOOL

Sycamore Class Weekly Newsletter

Week beginning: 16th December 2024 Our topic is: Tomb Raiders

As it draws closer to Christmas, we are so proud of your wonderful children. They have been absolute super stars this term and have made amazing progress.

This week is DT week and our carol service! We are excited to do some sewing with the children and for you to see their amazing singing at the Carol Concert.

Because of all of their hard work, the children have collected all the class marbles so on Thursday afternoon they'll enjoy an afternoon of Christmas crafts and games. We'll then end the week by watching a Christmas film together on Friday afternoon before the holidays begin.

Thank you for all your support this year and wishing you all a wonderful Christmas

Best wishes, Mrs Hughes and Ms White

Our Curriculum this week:

Core Subjects

This week, we are mainly doing DT, but we will be doing some accurate measuring in order to perfect our Egyptians collars.

Foundation Subjects

These are the D&T skills which we'll be focusing on whilst making our Egyptian collars:

- Demonstrate their ability to use cross-stitch as a decorative feature or to join two pieces of fabric together.
- Develop appliqué designs based on design criteria.
- Design, cut and shape their template for an usekh or wesekh collar with increasing accuracy.
- Decorate their Egyptian collar using a variety of techniques, such as appliqué, cross-stitch, beads, buttons and pinking.
- Measure and attach a ribbon with a running stitch.
- Recognise different types and qualities of fabrics.
- Explain the aesthetic and functional properties of some of their material choices.

Spellings

We will be continuing these words this week.

To spell words where 'wr' makes a /r/ sound at the beginning of words.

This week's words: write, wriggle, wrap, wrestle, written, wrecked, wrapped, wren, wrong, wrote

How you can help at home...

Later in the holidays, you could encourage your children to recount the highlights of their Christmas. They could write what their favourite activity was and what their favourite present was. We'd love to read them when we return in January.

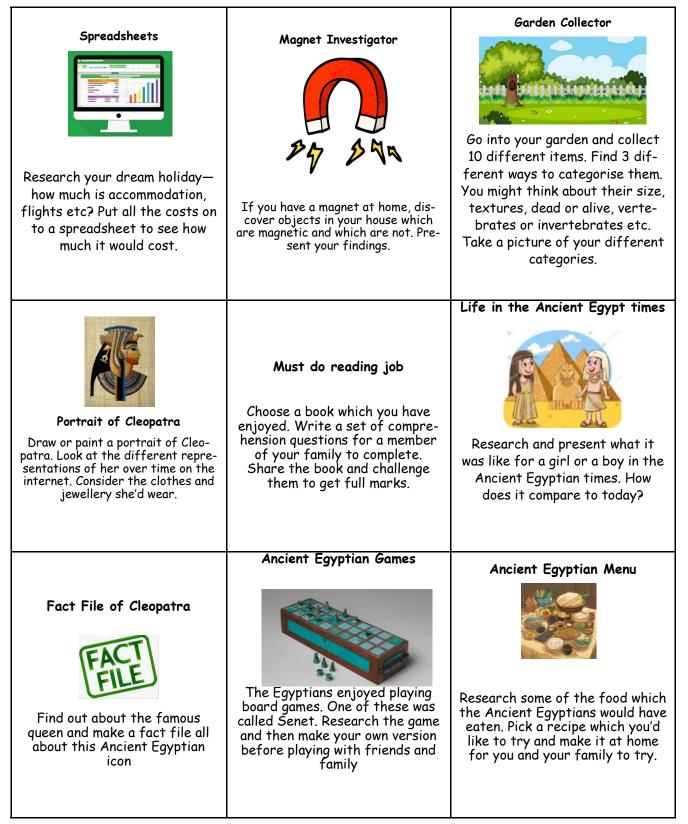




Sycamore Home Learning: Autumn 2

Please complete the tasks from the tic-tac-toe grid **over this half term**. The reading task is a <u>MUST DO</u> job. Home learning is to be submitted via admin office email or handed directly to Ms White or Mrs Hughes and will be celebrated in class

Year 3 to complete 3 tasks, Year 4 to complete 4.



Please don't forget to take time to read to someone at home and practise your times tables (you could use Times Tables Rock Stars!)

Times Tables Rockstars – 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

Garage 10 coins per correct answer	Players answer the tables selected by their teacher or by TTRS' Auto trainer. Important : if you feel your child is overwhelmed by the number of tables they're practising, please speak to their teacher. We suggest to teachers to select one table per week with small combinations every third or fourth week. If your child is on Auto, they will practise the one table chosen for them* in small chunks of 4 questions at a time. Our algorithm selects the table after a Gig game.
Gig 10 coins per correct answer	If your child is on Auto training they will periodically play Gig games to assess which table is best for them to practise in the Garage. Important: players must give each Gig performance their full concentration to demonstrate their tables skills. They may be returned to an earlier table if not.
Jamming 4 or 8 coins/correct answer	The only game mode without a timer, your child choses the table and the operation (× or \div or both) they want to practise. Answer 10, 20 or 30 questions.
Studio 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.
Soundcheck 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.
Multi Player	
Festival 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.
Arena 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. Like Garage, Arena games ask questions that are either set by the teacher or by TTRS' Auto trainer.
Rock Slam 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.
Tournaments	Battle of the Bands – groups of children within the same school (usually classes, year groups or teams) compete to have the highest average score per player. Important: 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. Top of the Rocks – think of this as a Battle of the Bands between schools. The winning class or school is the one with the most correct answers per person. Players' identities are always protected behind their "Rock Names."



Times Tables Rockstars – 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. play.ttrockstars.com 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.

Auto Training	
Stuck on the same questions	So long as they score 20+ per minute they'll move to the next level where the questions will be different even if only subtly. Check the level number changes.
Every answer is the same	This is the case in certain division-only levels and is not a glitch. Ask your child what is the same and different about the questions in this level and the next.
My child's level has dropped	They will return to earlier tables for more practice if they underperform in a Gig. Get to the next Gig to be bounced back to where they were.