

Key Areas of Development Update

Key Area of Development	Improving Memory	Date	May 2021
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What is going well?

- Interleaving and spaced practise is used to strategically target and embed the core knowledge of different topics across the curriculum by regularly revisiting these. This is especially strong in Turbo Maths, Grammar and Nasty Writing.
- Knowledge organisers are shared with children to outline key knowledge across the curriculum.
- Dual coding frequently used in Maths lessons, e.g. use of a range of pictorial representations, focus on key vocabulary, flash cards, songs, light-bulb moments, repetition, chanting and to support times table learning.
- Tier two/three key vocabulary recapped at the start of every English lesson leading into extended writing – teachers have also displayed this on their English working walls for continued reference. Evidence of the rehearsed vocabulary seen in pupil’s writing due to the application of key vocabulary during drafting and editing process.
- Words of the week and vocab starters linked to context being trialled to support vocabulary acquisition in reading and writing lesson.
- Increasing use of retrieval practices in both core and foundation subjects. E.g. retrieval grids and regular recap points in Maths, English, Science, D.T., History and Geography.
- Introducing Gamification/ regular low stakes testing has been very successful in increasing engagement and embedding learning. It is being used much more in Maths and spelling lessons and is now being added to the homework. It is also being used much more frequently across and within foundation lessons including Geography, Science and History.
- Science, DT, PSHE, History and Geography start lessons with a recap and retrieval practice of the learning so far, including dual coding, (e.g. Retrieval grids, Pelmanism cards, matching and sorting activities).
- Gamification/ regular low stakes testing has been particularly successful, especially in Geography and Maths.

Next Steps

- Specific retrieval practice focus in DT and Science - use of flash cards.
- Making more use of interleaving across the curriculum especially in foundation subjects and Science.
- More interactive use of retrieval practises to embed learning to increase engagement and to deepen learning. I.e. developing our use of retrieval practices from more read-write approaches (flashcards, learning grids and knowledge organisers) to looking at ways to make these more interactive through the use of gamification, applying what’s been learnt to solve challenges/investigations and to make more use of peer-to-peer (test → find the gaps → work with your partner to plug them) engagement.
- Incorporate the new VR headsets into the curriculum.

Current Success – In line with expectations +

Y3		Y4		Y5		Y6	
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Evidence

	Week 10	Week 11	Week 12	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Place Value	Appl to Division P1	Appl to Division P1			Division Week P1	Appl to Division P1	Small Difference Questions P1	Division Week P1	
Addition	Which is P1				Which is P1	Small Difference Questions P1	Which is P1		
Subtraction		How is P1			Small Difference Questions P1	How is P1	Which is P1		
Addition and Subtraction					Small Difference Questions P1	How is P1	Which is P1		
Multiplication					Small Difference Questions P1	How is P1	Which is P1		
Division					Small Difference Questions P1	How is P1	Which is P1		
Multiplication and Division					Small Difference Questions P1	How is P1	Which is P1		
Measurement	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1
Money	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1
Time	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1
Perimeter	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1
Geometry	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1
Statistics	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1	Which is P1

Stick in your Knowledge Organiser

Examples of interleaving, knowledge organiser and gamification.

