

Remote Learning Guidance

This is the plan we will follow in the event of school closure.

Three live sessions per day, via TEAMS. All other communication will go through Class DoJo, each session will have a link posted on Class Story so parents/pupils can access the live session. Any worksheets or links will be posted via Class Story.

9am	First live lesson via TEAMS - Teachers log in and admit children, register, morning welcome, morning work Maths - Live Teacher input – Retrieval practice Teaching content and setting up for independent work
9.45-10.30	Pupils work independently on task/s set by the teacher (also post on Class DoJo) – this could include watching clips or Oak Academy tasks, independent drills Pupils to submit work via Class DoJo Portfolio. Teacher continues to be available online (either via DoJo or TEAMS) to answer questions
10.30-11.00	BREAK
11.00	2 nd Live lesson on TEAMS – English / EYFS- phonics/story Teacher logs in and admits pupils, complete retrieval practice Live teacher input and sets up tasks for pupils- independent writing, reading comprehension tasks, Oak Academy lesson. Pupils submit task via Class DoJo portfolio Teacher continues to be available online (either via DoJo or TEAMS) to answer questions
11.30-12	Pupils work independently on English Task
12-1 .00	LUNCH
1pm	3 rd Live lesson via TEAMS – Science/ Humanities or Art Teacher logs in and admits pupils, retrieval practice. Teacher input on topic and set independent task for pupils to complete. Teacher continues to be available online (either via DoJo or TEAMS) to answer questions
1.30-2.30	Pupils work on independent task Pupils submit task via Class DoJo portfolio
2.30-3.00	Independent reading, spelling practice or handwriting practice.

All pupils have school email addresses and are able to access TEAMS. Make sure pupils are informed of their email log in at the start of the academic year.

Key worker children

Will follow the same timetable in school using school computers or laptops , supervised by staff in school.