



# Mill Water School

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## Year 7 Catch Up Fund 2018 – 2019

No of pupils	Funding received	Anticipated funding for 2019 – 2020
8	£4,050	£5,500

### What is the Year 7 Catch Up Fund?

The Year 7 Catch Up Fund is money payable to schools for children entering Year 7 who have not achieved Level 4 in English or Maths.

### How did we use our Year 7 Catch Up Funding in 2018 – 2019?

Resources to support teaching of Phonics Phase 1 and Phase 2, Guided Reading Books, Scheme Reading Books, Homework Reading Books

Recognising the importance of developing pupils' phonological awareness as a precursor to reading, we have purchased further resources which support the teaching of Phase 1 of Letters and Sounds, and resources to support the teaching of Phase 2.

### Maths resources

The maths resources that have been purchased have been chosen specifically to meet the needs of particular year 7 pupils while also being of benefit to a wider group of pupils throughout the school. These resources are designed to encourage counting using 1 to 1 correspondence in a range of contexts and can be used for a range of practical and engaging activities. The pupils will be able to experience numbers through kinaesthetic, creative and visual learning experiences. There are resources which also allow for more able learners to push themselves beyond counting by supporting more difficult calculations using various operations. One difficulty faced by some pupils is that they are unable to manipulate smaller equipment such as base ten, or record their calculations or workings. This barrier will be removed with the use of larger resources which can be used in class and outside, tactile equipment and magnetic boards and digits.

An increased understanding of shapes and patterns, as well as the associated vocabulary, will occur as a result of bright, practical and adaptable kit which also support gross and fine motor functions.

A selection of games has been added to an existing collection of problem solving games. These games have been used to develop a range of skills associated with problem solving and using and applying maths skills. Our pupils have shown an increase in confidence and resilience in the face of challenge as a result of these resources, and they have developed an interest in learning and success, as well as an increase in spatial awareness, an ability to identify patterns and sequences, an ability to work systematically and more independently. The games make the challenge more fun and encourage skills to become generalised and used throughout their learning.