



## YEAR 7 LITERACY AND NUMERACY CATCH-UP PREMIUM PLAN 2018 2019

### INTRODUCTION

The Year 7 Literacy and Numeracy Catch-up Premium is additional funding given to schools to support Year 7 pupils not achieving the expected standard in reading and/or mathematics at the end of Key Stage 2.

### YEAR 7 LITERACY AND NUMERACY CATCH-UP ALLOCATION

**£16,000**

### How students are identified

Students are identified for additional support based on their KS2 scaled scores and CAT scores that they receive at the start of the academic year. Teacher assessments are also used to refine the cohort targeted for support.

### HOW WE SPENT THE YEAR 7 LITERACY AND NUMERACY CATCH-UP PREMIUM

#### Numeracy Summer School

A one-day Summer School programme for 22 targeted students will be delivered by pet-xi (a company specialising in intensive academic interventions) in order to:

- Develop students' confidence and build their resilience in Mathematics
- Develop basic numeracy skills and proficiency with Mathematical equipment
- Identify current strengths and weaknesses to support classroom teachers

#### Literacy Summer School

A one-day Summer School programme for 22 targeted students will be delivered by pet-xi (a company specialising in intensive academic interventions) in order to:

- Develop students' confidence and build their resilience in Literacy
- Develop basic literacy skills and spelling, punctuation and grammar
- Identify current strengths and weaknesses to support classroom teachers

#### Setting in English and Mathematics

All students in Year 7 are set by ability to allow support to be targeted and to deliver an appropriate curriculum that will ensure rapid progress. Smaller class sizes allow greater opportunity for individual attention.

#### Additional lessons in numeracy and literacy timetabled for targeted students

A targeted group of 22 students will receive two additional Literacy lessons weekly using the Lexia programme.

A targeted group of 22 students will receive one additional Numeracy lesson weekly using the MathsWhizz programme.