



Home Learning at Carron

An Overview for Parents and Carers

'...when parents and carers engage in their children's learning, and when children and young people live in a supportive home learning environment, it improves their attainment and achievement...'

(Scottish Government, 2023)

Carron Primary has refreshed its home learning approach to focus on **quality over quantity**, making learning **fun, engaging, and meaningful**. This supports academic success, mental wellbeing, and a love of learning.



Key Principles

- **Weekly homework** supports Literacy, Reading, and Numeracy/Maths.
- Optional **cross-curricular competitions** are offered to extend learning creatively.
- Tasks are **differentiated** to suit children's stages and abilities.
- Based on feedback (Feb 2025 Homework Survey) and research from the **Education Endowment Foundation (EEF)**.



Home Learning by Stage

P1–P5:

- Homework is sent home via a **bag drop**.
- Focus: **Phonics/Spelling, Reading, and Numeracy/Maths**.
- **Google Classroom** is only used during school closures.

P6–P7:

- Homework is issued via **Google Classroom** using pupils' **1:1 iPads**.
- Prepares pupils for high school with independent **digital literacy** and **organisational skills**.
- Focus: **Literacy, Reading, Numeracy/Maths**, and optional projects.

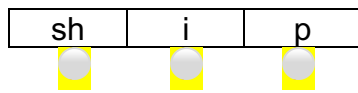


Literacy: Active Literacy Programme

Phonics & Spelling (P1–P3)

- Focused on understanding letter sounds (phonemes) through weekly lessons and daily activities.
- Use of strategies like 'SAY, MAKE/BREAK, BLEND, READ, WRITE', Elkonin Boxes (breaking spoken words down into individual sounds - phonemes - rather than counting individual letters), and Phoneme Stories. For example:
 - **SAY:** Say the word out loud together.
 - **MAKE / BREAK:** Use magnetic/cut-out letters to build the word, then pull the sounds apart.
 - **BLEND:** Push the letters back together, sweeping a finger under them.

-  **READ:** Read the completed word aloud.
-  **WRITE:** Cover the word and write it from memory.
- **Elkonin Box:** Word "SHIP" (3 sounds: /sh/ - /i/ - /p/)



-----> (Slide finger along arrow to blend). Note that digraphs (two letters making one sound, like 'sh' or 'ch') sit together in a single box!"

- Separate spelling lessons focus on common words and strategy spelling.

✓ At Home:

Help by practising new sounds, using the 'Look, Say, Cover, Write, Check' method, and trying suggested activities in **Termly Spelling Activity Grids**. For example:

- Rainbow writing
- Play-Doh words
- Air writing
- Hangman
- Story writing with spelling words

Phonics & Spelling (P4–P7)

- Children learn the different ways **spelling patterns represent sounds**, **spelling rules**, and **strategy spelling**.
- Use of **Diactritical Marking** (specific symbols above or below words to show how phonemes are pronounced), **Elkonin Boxes**, and **Spelling Games/Activity Grids**. For example:

Symbol	Name	How It Works	Example Visual
Dot (•)	Single Sound	Under single letters	c a t • • •
Line (—)	Digraph / Sound Button	Under two letters making one sound	sh i p — • •
Loop (^)	Split Digraph	Curved bridge connecting vowels	m a k e • •

- Older pupils focus more on **affixes**, **root words**, and **homophones**.

✓ At Home:

- Practise strategies, play word games, and discuss meanings and tricky parts of words.



Literacy: Reading Programmes

Reading is central to learning at Carron. As a Gold Reading School, fostering a love for reading both at home and in school is a top priority. Over the past few years, we've worked tirelessly to build a strong reading culture within our school, and we

extend this passion for reading into your home. **Each week**, your child will bring home a reading book, and their teacher will guide them on which pages or chapters to read throughout the week. Reading books should be stored in your child's bags so that they can be accessed at school when needed. We utilise **a variety of reading programmes** and engage our older pupils in novel studies to deepen their understanding and enjoyment of literature.

We strongly encourage you to **set aside time each day to read** with your child. The benefits of this shared reading time are profound - helping to develop their literacy skills, nurture imagination, and foster a lifelong love of reading. Your involvement is crucial in supporting their reading journey and ensuring that the love of books becomes a vital part of their learning.

P1–P2: Bug Club / Story Worlds

- Digital and Print based reading programmes (Login provided by Class Teacher).
- Focus: Predicting what comes next, sounding out words, and understanding the story.
- Note: we are streamlining our learning tools by replacing Story Worlds with Bug Club. This will be complete by session 2027-2028

P3–P4: Bug Club

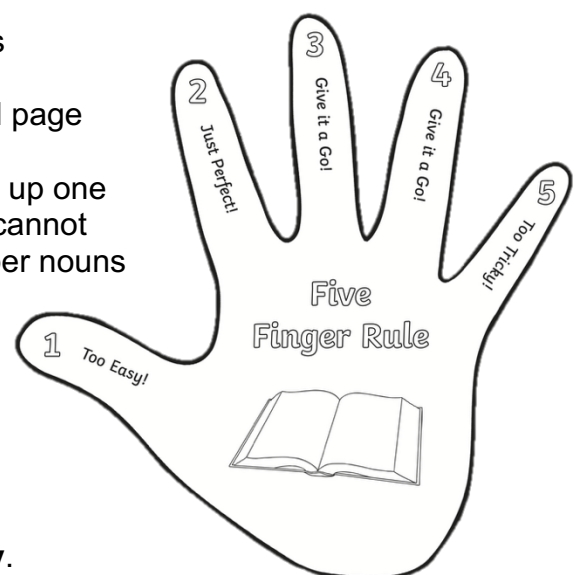
- Digital and Print based reading programme (Login provided by Class Teacher).
- Interactive online books with comprehension questions.

P5–P7: Bug Club and Accelerated Reader

- Digital and Print based reading programmes (Login provided by Class Teacher).
- Interactive online books with comprehension questions.
- Independent readers choose AR books at their level and take short quizzes at school.
- Pupils and Parents can use **AR Book Finder** and the **Five-Finger Rule** to help choose books. For example:

How the Five-Finger Rule Works

1. **Choose a Book:** Pick a book that looks interesting.
2. **Turn to a Page:** Open the book to a full page near the middle.
3. **Read and Count:** Read the page. Hold up one finger for every word you do not know, cannot pronounce, or do not understand. (Proper nouns like names of people or places usually do not count).
4. **Evaluate the Count:** Check the total number of fingers held up at the end of the page



Finger Count Guidelines

- a. **0–1 Finger:** The book is likely **too easy**.
- b. **2–3 Fingers:** The book is **just right**, offering a comfortable challenge without causing frustration.
- c. **4 Fingers:** The book is **challenging**; the reader may need adult support.
- d. **5 Fingers:** The book is **too difficult** for independent reading right now; save it for later or read it together with a buddy

✓ At Home:

Encourage daily reading, book discussions and vocabulary-building through read-aloud sessions and reading strategies. For example:

- 🕵️ **Inference:** "Be a clue finder! Look at the pictures and text—how is the character feeling and why?"
- 🎨 **Visualisation:** "Close your eyes. What movie is playing in your mind during this page?"
- 💡 **Word Clues (Metalinguistics):** "Spot a tricky word! What clues around it help us figure out what it means?"
- 🎯 **Main Idea & Summarising:** "Can you tell me what happened on this page in just 3 key words or... What happened at the beginning, middle and end of the story?"



Numeracy & Mathematics (P2–P7)

- At Carron we utilise **Sumdog**, an engaging, **game-based learning platform** for Numeracy and Mathematics (login provided by Class Teacher).
- Adapts to your child's level, using the latest strategies, to build confidence and track progress.
- Teachers create tasks for home learning to match classroom learning experiences and revision required.
- Optional parent account allows you to also track your child's progress.

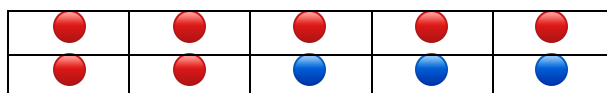
✓ At Home:

Encourage **10–15 mins, 3–4 times a week** using **concrete** and **visual** representations to support thinking. Keep sessions fun and balanced. For example:

1. Ten Frames

Ten frames help children "see" numbers as quantities rather than just counting single items or using fingers. Ten frames show children how many spaces are filled and how many are empty, helping them instantly recognise amounts without counting every dot. They build a strong foundation for number bonds to 10 and 20. For example:

Target: Number Bond to 10 ($7 + 3 = 10$)

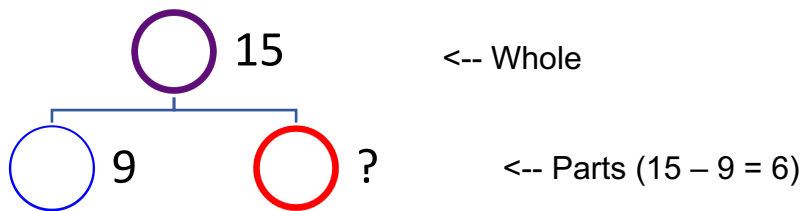


7 Red + 3 Blue = 10

2. Part-Whole Model

Also known as a "cherry diagram," this model shows how a whole number can be split into smaller parts (or combined from parts). Instead of guessing whether to add or subtract, ask your child: 'Do we know the Whole number, or are we looking for a missing Part?' It works for addition, subtraction, and missing-number problems. For example:

Problem: "I have 15 apples. 9 are red, the rest are green. How many are green?"



3. Empty Number Line / "Jump" Strategy

Instead of traditional vertical column addition, children learn to "jump" along an empty number line in friendly amounts (tens first, then ones). We jump to 'friendly numbers' (multiples of 10) first to make mental calculations faster and reduce errors. For example:

Calculation: $37 + 25 = 62$ $37 + 25$ (2 Tens + 3 Ones + 2 Ones) = 62

+20 (Jump 2 Tens)	+3 Ones	+2 Ones
+-----+	+---+	+---+
[37] [57]	[60]	[62]

4. Arrays for Multiplication & Division

Arrays arrange items into equal rows and columns to show the link between multiplication (repeated addition) and division. For example: arrays show that 4×3 is the same as 3×4 , and help children visualise division as sharing total items into equal rows.

Calculation: 4×3 (4 rows of 3)

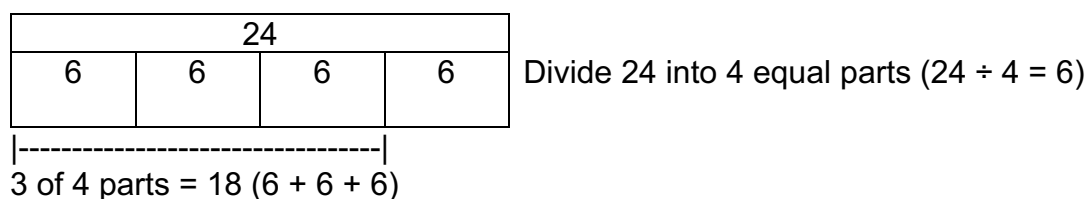
★★ ★ (Row 1: 3)
 ★★ ★ (Row 2: 3) --> 4 rows of 3 = 12 total
 ★★ ★ (Row 3: 3) $12 \div 4 = 3$
 ★★ ★ (Row 4: 3)

5. The Bar Model

The Bar Model is a visual problem-solving tool used across upper primary for word problems, fractions, ratios, and percentages. Draw a bar to represent the total. Split it into equal boxes based on the bottom fraction number (denominator), then count the boxes you need (numerator). For example:

Problem: "Find $\frac{3}{4}$ of 24"

Total = 24





Carron Primary School Website

Visit our [school website](#) for:

- School and Curriculum information,
- Informative guides, videos and online resources.



Final Tips for Parents

- Keep routines calm and positive.
- Short, regular sessions are more effective than long ones.
- Celebrate effort over perfection.
- Make learning fun and talk to your child about what they're doing.
- Let the school know if you need any support with home learning.