The 'Five-a-day' Principle at Hollinhey

Explicit instruction	Cognitive and metacognitive strategies	3 Scaffolding	Flexible grouping	5 Using technology
 Bridging back. Ready to learn behaviour visuals – good sitting, good looking, good listening. Modelling Deliberate errors Key vocabulary –vocab banks Choral reading. Slide decks are kept simple. My turn, your turn Comparing two pieces of work and discussing the similarities and differences. Now and Next. Child repeats back. Short, clear instructions. Peer discussions Visual and verbal instructions. Modelling thinking out loud. 	 Call and response. Bridging back, bridging forwards. Editing stations for writing. Self-marking and peer marking. Quizzing. Relating new learning to prior learning. Mistakes are accepted and respected. Same day intervention. Verbal feedback. Task sheets How do you know? Explain that to me. True or false? Stem sentences. Spaced retrieval. Checklists. Planning their work. Pre-teaching. Mind maps Graphic organisers 	 TA deployment. Scribe. Partner work. Small steps. Visual aids. Vocab mats and word lists. Task lists. Concrete objects, e.g., Numicon. Colourful semantics. Verbal support. Say the sentence, count the words, cut-up sentences. Visual aids, e.g., highlighted lines, start and finish dots. Multisensory teaching. Writing frames. Mixed ability partners. Planning grids. STEM sentences. Model examples of work using a visualiser. Bridging back to a previous strategy. Sentence starters. Dictated sentences (including known words) Word wall for bridging back Adapted equipment 	 Child's voice Coaching. Use of oracy groupings. Mixed ability grouping. Peer guidance. Thumbs up/thumbs down. Using formative assessments to inform grouping. Creating a safe learning environment where mistakes are expected and respected. Class experts. SEN groups fluidity/ mainstream Temporary groups for explicit reasons. Collaborative peer work. 	 IDL IDL number Visualisers to show work. Talking tins /postcards. iPads. Use of video clips. Purple Mash. TT Rockstars. Visual overlays. Widgit software. Headphones. Slidedecks. Quizzing apps. Visual stories on the IWB. Laptops Dictate on the laptop Immersive reader on the laptops Reading pens