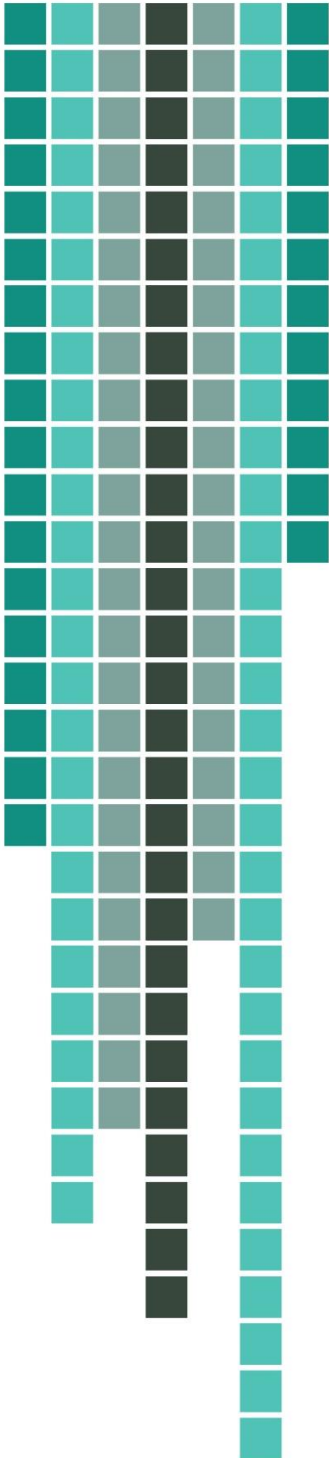




Eggar's School



Independent Learning:
Year 8 Project Style
Homework Booklet

2022 - 2023

Information for Students
and Parents

Student name.....

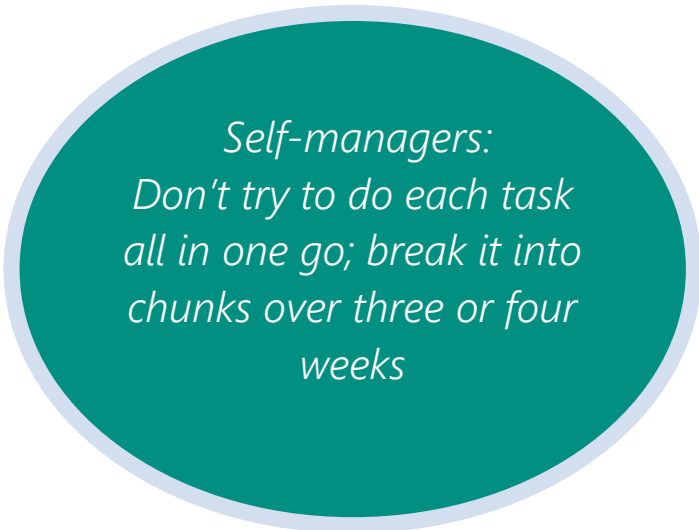
Tutor group

Your Independent Learning

Project Style Homework: 2022 – 2023

This booklet contains all your independent learning projects for Year 7. We call them 'Project Style Homework'. It should give you a clear idea of what has been set and when it should be completed and handed in. The tasks will be varied with an emphasis on extended study and independent research.

- The Project Style Homework will be set on our 'Show My Homework' system using the app called Satchel One.
- Subject teachers will introduce the project in class, but students will also be able to access an introductory video explaining the task.
- Students will hand in their work via Satchel One for the teacher to assess. Some students may be requested to bring their work into school for display purposes.
- To help you we have staggered the projects throughout the year. There is a maximum of two projects in any half term. The timetable on the following page shows exactly when each project starts and finishes. Each project should take between **four to five hours** over a three/four-week period.
- The projects ask you to adopt independent learning skills essential in our lives. For example, a self-manager can organise their time, prioritise tasks and work to deadlines.
- You will continue to receive **homework weekly** for English, Maths, and Science (please see the section later in this booklet) and periodically weekly homework from other subjects. **All** homework is recorded on Satchel One.



*Self-managers:
Don't try to do each task
all in one go; break it into
chunks over three or four
weeks*

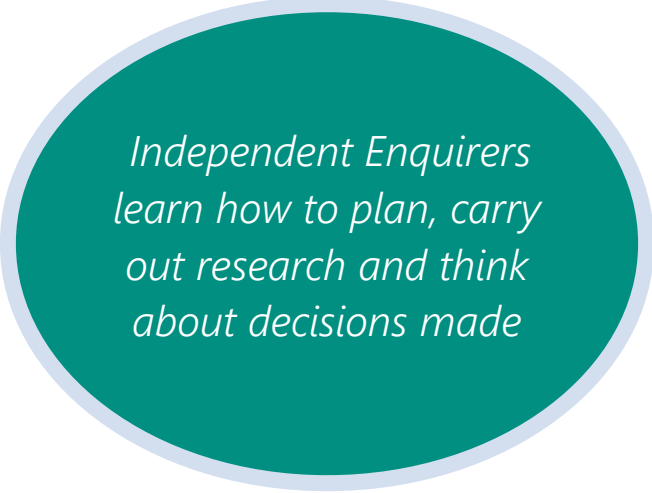
Timetable – Independent Learning – Project Style Homework

Year 8																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
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Your Independent Learning tasks

Each Independent Learning task has detailed instructions on:

- What you are expected to do
- How to complete the task
- Where to find help
- How to challenge yourself further to achieve the highest levels



*Independent Enquirers
learn how to plan, carry
out research and think
about decisions made*

Eggar's Marking Criteria for Project Style Homework

Grade Awarded	Idea, Content and Presentation: What this means	
Excel	An outstanding piece of project style homework, showing that you fulfilled or exceeded the time expected to complete it and gave it your best efforts.	
Secure	A good, sound piece of project style homework, showing that you fulfilled the project description and all the activities described, using the time expected to complete it and worked hard.	
Developing	A satisfactory piece of project style homework, showing that you completed the work, the majority of the activities in the brief were tried with some effort.	
Emerging	A piece of work, which fulfills only part of the project brief. It may be that more time needed to be spent on it and/or that you didn't work hard enough on it.	
Spelling, Punctuation and Grammar: What this means		Marks awarded
Excelling performance: Students spell and punctuate with consistent accuracy, and consistently use vocabulary and sentence structures to achieve effective control of meaning.		4
Secure performance: Students spell and punctuate with considerable accuracy and use a considerable range of vocabulary and sentence structures to achieve general control of meaning – only occasional mistakes are made.		3
Developing performance: Students spell and punctuate with general accuracy and use a range of vocabulary and sentence structures to achieve meaning.		2
Emerging performance: Students spell and punctuate with reasonable accuracy and use a reasonable range of vocabulary and sentence structures; any errors do not hinder meaning in the response.		1

These grades will be reported in class.

WEEKLY HOMEWORK

Below is information on the work you will be set on a weekly basis in English, Maths and Science.

English: Students will be given a Language for Learning booklet and each week will be asked to complete a set task. Individual class teachers may also set additional work if required.

Maths: Homework will take various forms. The most common will be mixed question worksheets requiring written answers with full workings shown, and computer set tasks using the Mathswatch or MyMaths website. In addition, homework may be set on a specific topic requiring written solutions, mathematical investigations, functional skills tasks or on revision in the periods leading up to assessments.

Science: Students in Years 7 and 8 are set one homework per week on our web-based platform, Educake (www.educake.co.uk). This can vary in length from a few questions that may take ten minutes or so, extending up to 30 minutes for a longer, more complex test. Teachers may also set additional tasks based on a particular topic being covered, these could be in the form of an extended written question, a project style homework or an investigation write-up. All tasks will be set on Satchel One www.teamsatchel.com.

Please note: Periodically weekly homework will be set from other subjects.

Computer Science

"Computer Science can help find a solution to that!"

Links to the Eggar's Learner:

Resourceful – Independently finding information from a range of sources
Creative – Presenting information in an eye-catching and professional way

By the end of the project you will have:	<ul style="list-style-type: none">• created a resource sharing how Computer Science can support the scenarios you were given each week.
By the end of the project you will know:	<ul style="list-style-type: none">• Computer Science supports:<ul style="list-style-type: none">▪ Banking industry▪ Health Care industry▪ Environment▪ Education▪ People with disabilities▪ Travel and Tourism
How to complete this project:	<ul style="list-style-type: none">• Create your resource using whichever medium you feel is best i.e., paper, Powerpoint, video or another medium – you can be as creative as you like.• Your resource for each scenario should include:<ul style="list-style-type: none">➤ the name of the piece of technology you have found relating to the scenario;➤ who and when it was developed, and the cost;➤ what impact has this technology had on the industry you are researching;➤ how you feel it should be developed for future use;➤ your opinion about this piece of technology outlining the benefits and drawbacks.
To achieve the highest levels/grades you will need to:	<ul style="list-style-type: none">• demonstrate a good understanding of the technology you have researched.• present your findings in a way that catches the reader's eye and provides a succinct account of how technology has made a positive impact on the scenarios researched.

History

The assassination of JFK

Links to the Eggar's Learner:

In this project students will have the opportunity to demonstrate their curiosity, resourcefulness, and perseverance.

By the end of the project you will have:	<ul style="list-style-type: none">• an understanding of the assassination of JFK.• acquired the skills needed to research specific subject areas and show the Eggar's learner trait of resourcefulness.• demonstrated your ability to be an Eggar's Learner and persevere when the answer is not always obvious.
By the end of the project you will know:	<ul style="list-style-type: none">• The name of the main suspect and details about his early life.• A detailed understanding of the weaponry used.• The location of the shooting.• The key details of the injuries inflicted on JFK.• Other possible suspects in the assassination.
How to complete this project	<ul style="list-style-type: none">• Complete the CIA information pack attached to Satchel One or provided by your teacher. This pack has a variety of tasks to complete.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none">• write all information in your own words.• focus on using the correct spelling, punctuation and grammar.• use the timing guidelines to help you understand how long to spend on each section and spread it out over the course of the project.• provide a well explained answer of who you believed assassinated JFK.
Research tips	<ul style="list-style-type: none">• Use the History Project Style Homework introductory video on the school website to help you.• Use reputable websites such as BBC History. Try to avoid using Wikipedia.• Ask your teacher if you are really struggling to find the information.

Music

My kind of Music

Links to the Eggar's Learner:

In this project students will have the opportunity to demonstrate their resourcefulness, curiosity and creativity

By the end of the project you will have:	<ul style="list-style-type: none"> • researched your favourite style of music. • produced a project that demonstrates a secure understanding of your favourite music, meeting all the criteria set in the task. • demonstrated resourcefulness by having completed independent research and overcome any problems you have encountered along the way.
By the end of the project you will know:	<ul style="list-style-type: none"> • the main musical characteristics of your chosen style of music. • details of two bands or performers associated with your chosen style. • the origins of your chosen style of music. • how to complete wider research and use it effectively to help summarise your information.
How to complete this project	<ul style="list-style-type: none"> • Be curious when carrying out research on your chosen style of music. • Find a suitable image of your two chosen bands or performers. • Be creative in choosing how to present your information. • Ask your teacher for help if needed.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none"> • need to use accurate musical vocabulary. • ensure you have completed all parts of the task from the information sheet. • put all the information into your own words, where necessary. • check your spelling, punctuation and grammar carefully.
Research tips	<ul style="list-style-type: none"> • Use reputable websites suggested in Satchel One. • There will be a guidance sheet made available in class and in Satchel One. • Look at examples provided by your teacher.

Philosophy and Personal Development

Joining Eggar's

Links to the Eggar's Learner:

The Eggar's Learner will be resourceful, reflective and curious

By the end of the project you will have:	<ul style="list-style-type: none">• produced a guide, detailing the different routes you could take to achieve your chosen career.
By the end of the project you will know:	<ul style="list-style-type: none">• the different routes to a chosen career/job you would like to do in the future.
How to complete this project	<ul style="list-style-type: none">• Consider different careers that you may like to follow in the future.• Choose one of these careers and investigate what training, qualifications, work experience and personal qualities you would need.• You should also research where you can train or study, giving details of appropriate courses.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none">• produce a guide which is informative, accurate, well displayed and covers all the information required.• ensure you have checked your spelling, punctuation and grammar, paying particular attention to any specialist words you have used.
Research tips	<ul style="list-style-type: none">• Use the internet, the careers section of your local library, university and college prospectuses or speak to someone currently in your chosen career.

Art & Design Careers in the Arts

Links to the Eggar's Learner:

The Eggar's Learner will develop curiosity, resourcefulness and creativity. They will reflect on their work as it develops in order to make improvements.

By the end of the project you will have:	<ul style="list-style-type: none"> • produced a page of facts and information about your chosen art career in a scenario. • produced a mood board of ideas for your product. • created 2 designs to select from before producing a final piece. • reviewed, analysed, and compared your designs. • made a mock-up of your strongest design.
By the end of the project you will know:	<ul style="list-style-type: none"> • several different careers in the art industry and specifics fact and information about your chosen career. • how to reflect on your own work to develop your ideas to fully realise intentions. • how to develop your ideas from a 2D drawing into a 3D outcome.
How to complete this project	<ul style="list-style-type: none"> • Select an art career pathway and research the industry. • Mind map and research different ideas. • Draw and design a product considering different outcome options. • Annotate and review the success of the designs. • Make a mock-up of your most successful design.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none"> • research thoroughly the facts about your chosen art career. • produce designs that are inspired by your research, but the idea evolves into something more original. • reflect on the quality of your designs, consider how to improve the design and then carry out these improvements to make your final piece. • produce a well-constructed mock-up of your strongest design that reflects your drawing and review.
Research tips	<ul style="list-style-type: none"> • Use career websites to find your information. • Use Pinterest and google images, but also click on the images to go to the websites which may provide more information and ideas.

Physical Education

Fitness components in Sport

Links to the Eggar's Learner:

In this project students will have the opportunity to demonstrate their curiosity, creativity and resourcefulness

By the end of the project you will have:	<ul style="list-style-type: none">• selected a sport performer of your choice and explained why the 6 components of fitness you studied in the theory unit of work are vital for top level performers to have.• give specific examples of why/when they have shown that they possess these components of fitness.
By the end of the project you will know:	<ul style="list-style-type: none">• how the components of fitness are necessary in a selected sport.• definitions of the components of fitness;
How to complete this project:	<ul style="list-style-type: none">• You can choose how to present this information (poster, a fictional interview either in written format like a newspaper or filmed and handed in on video) or other creative way.• DO NOT COMPLETE A POWERPOINT FOR THIS TASK.• The PSH must include definitions, explanations of why they are important and then sporting examples of when the fitness components are used.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none">• ensure that for all 6 components you have definitions, explanations and examples.• remember to pay careful attention to your spelling, punctuation and grammar.
Research tips:	<ul style="list-style-type: none">• Use your theory booklet.• Use reputable websites such as GCSE Bitesize, BrianMac.

Drama

Writing and recording a radio play

Links to the Eggar's Learner:

Resourceful – find sound effects and music,
and research how to record these together.
Creative - think of original characters and a storyline.
Persevere – overcome technical issues to complete the task
by the deadline.

By the end of the project you will have:	<ul style="list-style-type: none"> • created a script for a 2-minute radio play. • performed and recorded this script adding sound effects and music to enhance the mood.
By the end of the project you will know:	<ul style="list-style-type: none"> • how to generate a storyline and characters from a stimulus. • how to layout and write a script. • how to record a radio play adding sound effects and music. • how to manipulate your voice to show a variety of characters and emotions.
How to complete this project	<ul style="list-style-type: none"> • The project will be set in class and will be available on Satchel One. • Present your work in two ways, a recorded radio play to be played in class and a written script. • Use class work studied to help generate and develop ideas. • Listen to examples of radio plays online or from the library e.g. The Hitch Hikers Guide to the Galaxy, Radio 2 Afternoon Drama or an Episode of 'The Archers' or gain inspiration from listening to an audio book.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none"> • need to use accurate dramatic vocabulary and present your work in a clear way. • clearly record your play and include a variety of sound effects to enhance the mood and use a variety of vocal skills to ensure the character's emotions are communicated.
Research tips	<ul style="list-style-type: none"> • Search on the Web for radio play inspiration (see examples above). • Information sheets from your teacher.

Design & Technology

Links to the Eggar's Learner:

In this project students will have the opportunity to demonstrate their resourcefulness and creativity

By the end of the project you will have:	<ul style="list-style-type: none">• independently identified a need within school to improve an environment or a system.• gathered materials appropriate to your model.• demonstrated modelling skills to show an accurate representation of your chosen idea.
By the end of the project you will know:	<ul style="list-style-type: none">• How to use materials to show an accurate model of your environment.• How your chosen environment will improve our lives at school.• How to independently research and apply your findings to a design specification.
How to complete this project:	<ul style="list-style-type: none">• You will need to decide what part of the school needs improving.• You will decide what size to make your model.• You will collect materials and make your model that will create an accurate representation.• You will create a 'postcard' sized description of your environment and how it has improved it.• You will plan a three minute presentation to show your group.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none">• show creativity in the selection of your chosen environment or system.• produce a model which is accurate and well made.• present your idea to the other group with confidence.

Geography – Fieldwork skills

Links to the Eggar's Learner:

In this project students will have the opportunity to demonstrate their resourcefulness, curiosity and perseverance.

By the end of the project, you will have:	<ul style="list-style-type: none">• completed a variety of fieldwork techniques in your local area.• briefly analysed the results of your fieldwork.
By the end of the project, you will know:	<ul style="list-style-type: none">• how to complete:<ul style="list-style-type: none">○ a field sketch;○ a traffic count;○ an Environmental Quality Index;○ an annotated photograph.
How to complete this project	<ul style="list-style-type: none">• We would like you to collate your work onto a singular Powerpoint.• This Powerpoint should be printed with 2 slides to an A4 page – we can show you how to do this.• In lessons we will run through each skill and give you a practice within the school grounds.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none">• write a brief introduction to "your place".• have successfully completed all 4 fieldwork techniques.• clearly display the results using a variety of methods (e.g. A bar graph).• analyse the data collected (what does the data show about "your place?").• be able to show that you have been 'thinking like a geographer'.
Research tips	<ul style="list-style-type: none">• Use the internet for finding out information about your location including images/photos.• There are books in your Geography classrooms that might help.• OS Maps, Google Maps, Google Earth.

The Eggar's Experience



All our amazing extra-curricular activities come under the unique Eggar's Experience umbrella.

The Eggar's Experience is a ten-point challenge designed to give our students the opportunity to show and develop their abilities, talents and skills, complementing their academic work. From voluntary work to public speaking, it gives them the chance to record the significant moments in their lives, both inside and outside school. We believe it is an excellent opportunity for all students to broaden their experiences, learn new and important skills and grow as a person.



For each of the challenges they achieve during their five years at Eggars's, students will achieve Gold, Silver or Bronze EE Accreditation which they can take with them to interviews and college.

There are 3 variations of Eggars's Experience



EE Weekly: Happens every week for all ages and abilities with sport, drama, music clubs & more!



EE Monthly: Takes place once a month with members of staff leading an amazing range of clubs from Pet Therapy to Sailing; from Bridge to the Duke of Edinburgh Award.



EE Extra: These are one-off guest speakers or offsite opportunities, a growing number of enrichment opportunities and initiatives for students to excel beyond the national curriculum.

For the Eggars's Experience Weekly and extra-curricular clubs and activities please visit <https://www.eggars.net/eggarsexperience> for further details.

Ready to Learn?

Every lesson you must have:

Planner - Pencil case - Reading book
Pencil - Pen - Eraser - Ruler - Calculator

Enter the room calmly and sit in your seating plan place

Read your book as the register is read out

Have your log in details ready and equipment out

Leave the lesson when you are dismissed by the teacher



Listen when other people are talking, students or staff

Check uniform on the way in and out of the lesson

Pack away when you are asked to do so by the teacher

Ask and answer questions appropriately

Are you an Eggar's Learner?



Eggar's School

Vision

We are an aspirational school which aims to empower and prepare all our students for a rapidly developing world by equipping them with a sense of responsibility, respect and a lifelong enthusiasm for learning.

Values

A school where ambition, experiences, achievement and belonging go hand in hand

A safe and happy community with pride, respect and belief at its heart

A school that cares, develops personal potential and independence for the future.

Aims

To provide a stimulating learning environment with the highest standards of teaching so that all students can achieve their full potential as effective, independent learners.

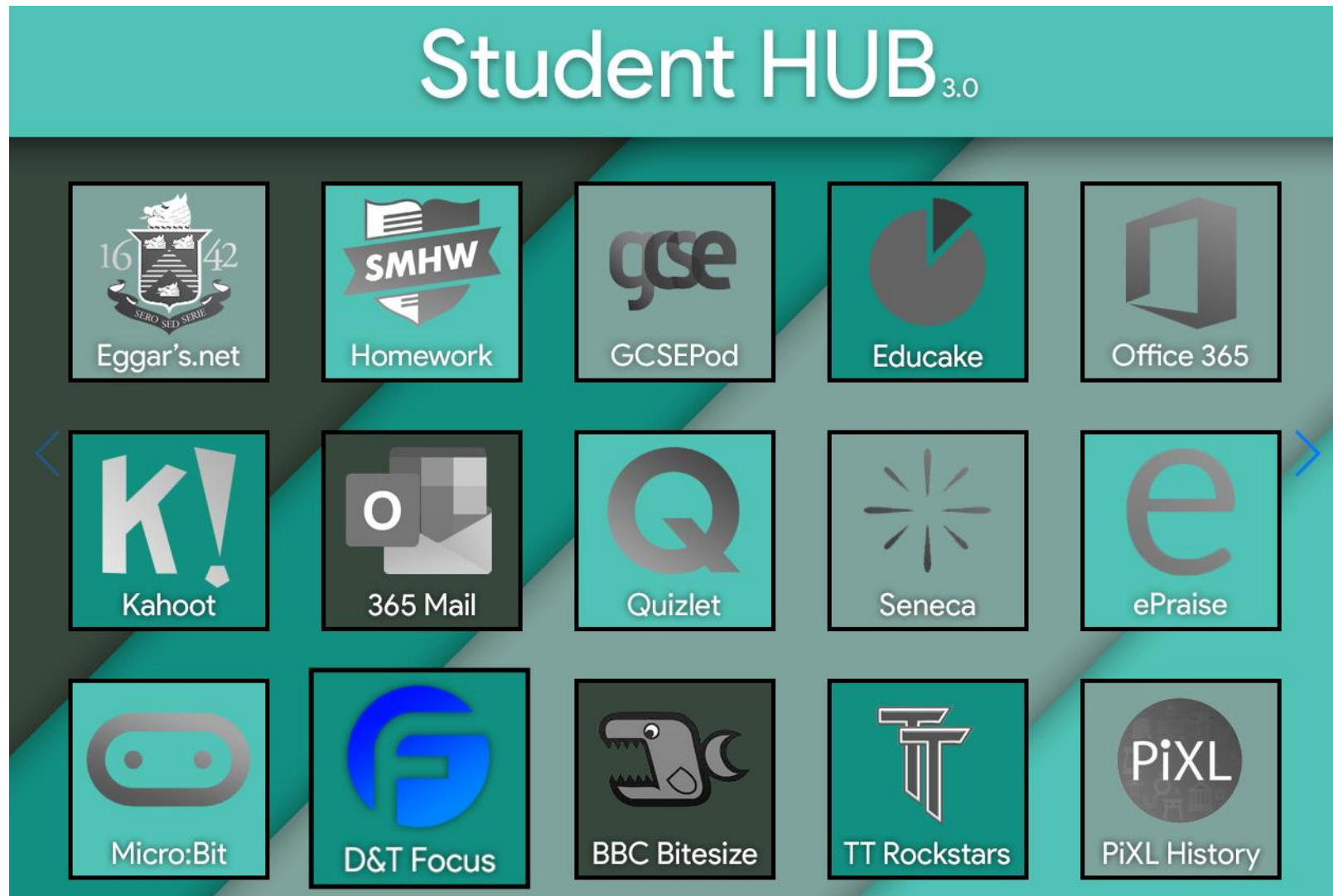
To ensure that all students have equal access to a curriculum that offers opportunities for academic, physical, social, moral and spiritual development.

To provide and promote opportunities which encourage trust and develop self-discipline and self-esteem.

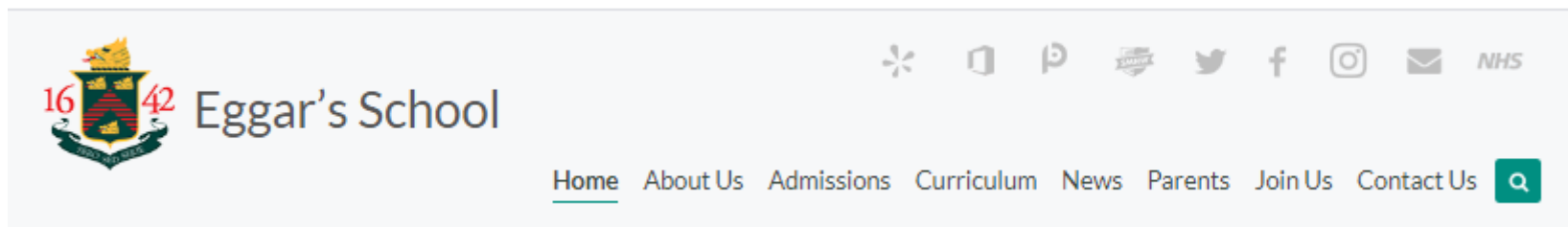
To work in partnership with parents and the community, serving their learning and interests.

To empower students to become responsible and active citizens so that they can recognise and challenge inequalities in society.

There is a revision and homework support HUB for students



Please visit the school website www.eggars.net for:

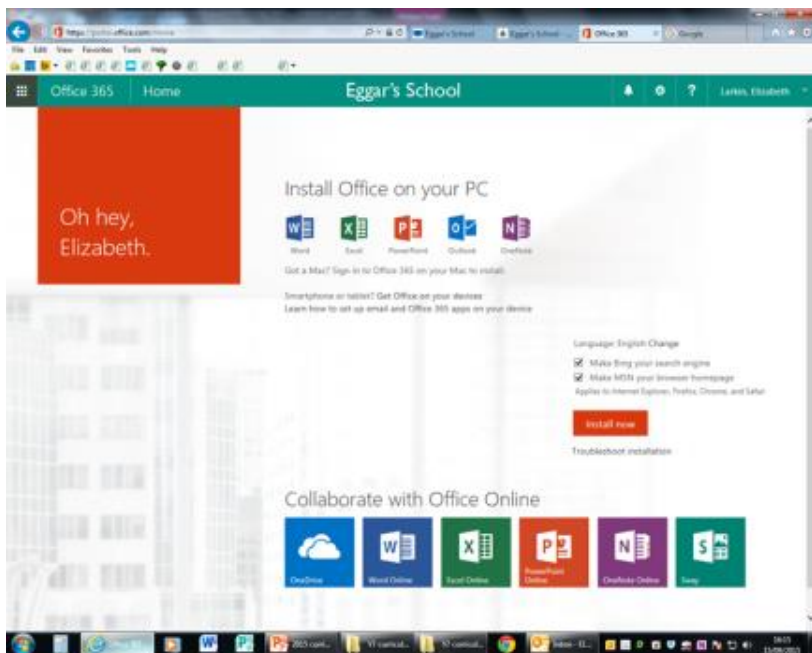


- Term dates & school calendar (dates/events can be subject to change);
- School uniform list including PE kit;
- School Policies;
- Codes of Conduct;
- Curriculum information;
- Parent letters;
- Trips and visits.

Please join our Twitter account:



Bring your own device
See our website for our BYOD
Policy & Accessible Use of ICT
Policy.



One Drive (Microsoft Office 365)
Cloud storage for students. Induction and log in information provided during ICT & Computing lessons.

Each student and member of staff is put into one of three houses:

Austen House – Red

Montgomery House – Blue

Spenser House – Yellow



Each student will try and collect as many house points as possible in order to help their house win the House Trophy at the end of the year. All departments will be running challenges as well as house points being available for items such as a good piece of project style homework, good answers in lessons, assisting others.

Students earn points for their house in one of the following ways:

1. Consistent positive attitude to learning
2. Progress/attitude to learning in a subject
3. 100% attendance
4. A magic moment within a lesson

Positions of responsibility such as:

- Student Voice representative, Sports Captain etc;
- Charity fundraising;
- Discussing current affairs;
- Quizzes;
- Competitions.

