

Eggar's School



Independent Learning:

Year 7 Project Style Home Learning Booklet
2023 – 2024

Information for Students and Parents

Student name.....

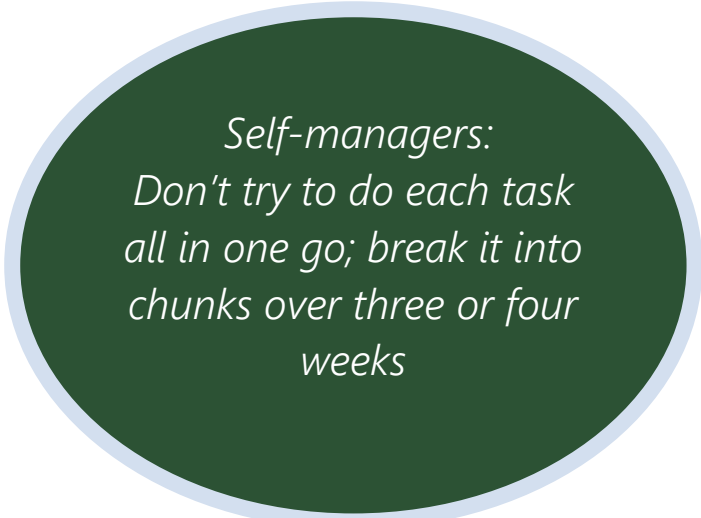
Tutor group

Your Independent Learning

Project Style Home Learning: 2023– 2024


This booklet contains all your independent learning projects for Year 7. We call them 'Project Style Home Learning'. 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 Home Learning will be set on our 'Show My Home Learning' 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 **Home Learning weekly** for English, Maths, and Science (please see the section later in this booklet) and periodically weekly Home Learning from other subjects. **All** Home Learning 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 Home Learning

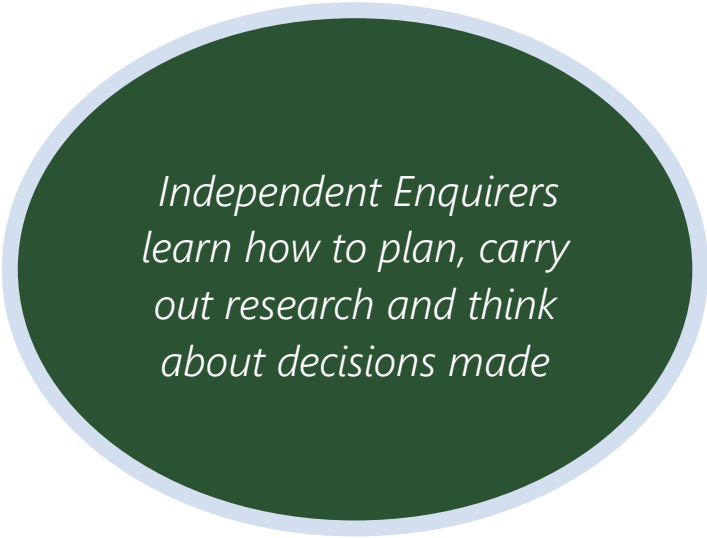
Year 7 Project Style Homework Schedule 2023 - 24																																			
Week Beginning 	Autumn Term								Spring Term															Summer Term											
	30/10/2023	06/11/2023	13/11/2023	20/11/2023	27/11/2023	04/12/2023	11/12/2023		02/01/2024	08/01/2024	15/01/2024	22/01/2024	29/01/2024	05/02/2024	19/02/2024	26/02/2024	04/03/2024	11/03/2024	18/03/2024	25/03/2024	15/04/2024	22/04/2024		29/04/2024	07/05/2024	13/05/2024	20/05/2024	03/06/2024	10/06/2024	17/06/2024	24/06/2024	01/07/2024	08/07/2024		15/07/2024
PPD																																			
Design & Technology																																			
Art																																			
Geography																																			
Music																																			
History																																			
Computer Science																																			
Drama																																			
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*Reflective Learners:
I can look back over my
work and identify how to
improve it for myself*

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 Home Learning

Grade Awarded	Idea, Content and Presentation: What this means	
Excel	An outstanding piece of project style Home Learning, 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 Home Learning, 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 Home Learning, showing that you completed the work, and that 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 HOME LEARNING

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: Home Learning 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, Home Learning 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 Home Learning 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 Home Learning or an investigation write-up. All tasks will be set on Satchel One www.teamsatchel.com.

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

Philosophy and Personal Development

Joining Eggar's

Links to the Eggar's Learner:

The Eggar's Learner will demonstrate creativity and be reflective in this project

By the end of the project you will have:	<ul style="list-style-type: none">• kept a diary of your first three weeks at Eggar's, recording events and moments that are important or special to you. For example, what you did at Summer Camp or your first assembly. Record how you felt and why at these times.• produced something to commemorate (remember) your start at Eggar's. This can take any form you choose, for example you could produce a poem, a poster, decorate a plate or even write a rap song!
By the end of the project you will:	<ul style="list-style-type: none">• have reflected upon (thought about), in detail, your start at secondary school.• know how and why special events are commemorated.
How to complete this project:	<ul style="list-style-type: none">• Remember to record your experiences regularly.• Research ways of commemorating other special events. This may give you ideas which you can use yourself.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none">• have produced a diary that reflects on your thoughts and feeling.• have produced a high-quality piece of work to commemorate your start at Eggar's, which is well presented, thoughtful and will be a special keepsake for you.
Research tips:	<ul style="list-style-type: none">• Look for recent events that have been commemorated, such as the birth of the new royal baby. Look on-line, in gift shops or book shops for different ideas.

Design & Technology

3D Mock Ups, Models & Prototypes

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, through research, an invention that will make life easier or more fun.• gathered materials appropriate to your model.• demonstrated creativity as well as model making skills in the realisation of your scaled model.
By the end of the project you will know:	<ul style="list-style-type: none">• the difference between a Mock-up, a Model and a Prototype.• the reasons why we model products before we make them.• what scaling means.• 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 to invent. This will be done through asking family and friends what they think and analysing their answers.• You will decide what size to make your model.• You will collect materials and make your model.• You will create a 'postcard' sized description of your invention and attach to the model.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none">• Show creativity in the selection of your idea.• Produce a model which is accurate and well made.

Art & Design

Architectural sculpture

Links to the Eggar's Learner:

The Eggar's Learner will develop curiosity, resourcefulness and perseverance. 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 mood board of ideas for your architectural sculpture.• created 2-3 designs to select from before producing the final piece.• reviewed, analysed, and compared your designs.• produced an architectural sculpture of your chosen material.
By the end of the project you will know:	<ul style="list-style-type: none">• information about your chosen architect or artist.• how to reflect on your own work to develop your ideas to fully realise intentions.• how to construct a sculpture out of your chosen material.
How to complete this project	<ul style="list-style-type: none">• Mind map and research different ideas.• Draw and design different outcome options.• Annotate and review the success of the designs.• Make your most successful design.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none">• Research thoroughly different design ideas for inspiration and collect information about your chosen architect or artist.• 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 sculpture that reflects your final design idea.
Research tips	<ul style="list-style-type: none">• Use Pinterest and google images, but also click on the images to go to the websites which may provide more information and ideas.

Geography Landscape in a box

Links to the Eggar's Learner:

In this project students will have the opportunity to demonstrate creativity when creating the landscape, resourcefulness in finding the resources to make it, curiosity in that landscape and finally perseverance in finishing the project..

By the end of the project you will have:	<ul style="list-style-type: none"> • investigated and virtually explored a landscape of your choice. • demonstrated that you understand the geography of the landscape.
By the end of the project you will know:	<ul style="list-style-type: none"> • The geographical features that make up the landscape. • Where the landscape is located. • How to justify your choice of location.
How to complete this project	<ul style="list-style-type: none"> • Using either the box given to you or using your own, create a landscape. • You will need to choose a place that you learned about as an amazing place, a place you have visited or would like to visit. It can be a landscape in a National Park for example. • Investigate and research your landscape using images and information from the internet and from lessons. • Be creative in being as detailed as possible to recreate your landscape.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none"> • be able to justify your choice of landscape with an attached piece of writing and/or annotate your work. • use maps accurately to show the location and the features of the landscape. • be creative in your writing and consider how to use the information you have about the landscape to demonstrate your understanding of the geography (write like a geographer).
Research tips	<ul style="list-style-type: none"> • Use the internet for finding out information about your location including images/photos. • If your location is one you have visited and enjoyed, use your own knowledge and memory. • OS Maps, Google Maps, Google Earth.

Music Instruments of the Orchestra

Links to the Eggar's Learner:

In this project students will have the opportunity to be resourceful and persevere

By the end of the project you will have:	<ul style="list-style-type: none">• researched the 4 families of instruments found in the orchestra.• produced 12 top trump cards (3 from each family of the orchestra).• 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">• Which 4 families make up the orchestra.• The instruments which are found in each instrumental family.• 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">• Carry out research on the 4 families of instruments found in the orchestra.• Produce 3 top trump cards on orchestral instruments of your choice from each family.• Find a suitable image of each chosen instrument.
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.

Drama Shoe Box Theatre Project

Links to the Eggar's Learner:

Resourceful – researching and finding materials
Creative – consider original presentation ideas
Perseverance – overcome practical issues to get the task completed

By the end of the project you will have:	<ul style="list-style-type: none"> created a 3D set design for a scene from 'The Godmother' and justified your choices through a written explanation.
By the end of the project you will know:	<ul style="list-style-type: none"> how to use your research skills to generate ideas to show the main themes, time period of the play, location and style of performance. how to choose and use effective materials to create your shoe box theatre.
How to complete this project:	<ul style="list-style-type: none"> Clearly research the time period, style of performance and show your knowledge of 'The Godmother' through your set. Create a shoe box/cardboard box theatre which shows a scene/moment of the play. Write a 250 words explanation which can include pictures of your performance choice, your ideas and why you chose them. Use your numeracy skills to include any measurements of the stage and staging used.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none"> need to use accurate dramatic vocabulary. put the information into your own words. need to research different types of staging. check your spelling, punctuation and grammar carefully; be creative in the way you present your work.
Research tips:	<ul style="list-style-type: none"> Search on the Web for images of previous performances of 'The Godmother' or 'Bugsy Malone'. Create spider diagrams or mood boards to help generate ideas. Use the scene from the play you have performed and context information from your lessons. Use existing knowledge of production or performances you have seen.

Computer Science iDEA Bronze Award

Links to the Eggar's Learner:

Will persevere to achieve the best outcomes whilst deploying all your curiosity toward the information shared.

By the end of the project you will:	<ul style="list-style-type: none">• be well underway to complete your iDEA Bronze Award.
By the end of the project you will know:	<ul style="list-style-type: none">• more about how to stay safe when using the internet and digital ethics.• Cyber security and forensic computer investigation.• animation, graphic design and web development principles.• money management and entrepreneurial skills.
How to complete this project:	<ul style="list-style-type: none">• You will need to create an account using the link that has been shared with you on Satchel One by your teacher.• Use your school email and a password that you are going to remember.• Badges will be set each week via Satchel One.• You will have the week to complete the required badges.• Badges can be completed on phones, tablets, laptops and computers.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none">• complete all badges set (even the high point value badges).• take your time to really understand the information being shared.

History

British Monarchy Top Trumps

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"> produced at least 10 different Top Trump cards on 10 different Kings or Queens throughout British History to show your creativity. demonstrated Eggar's Learner traits such as resourcefulness, by having completed independent research, and perseverance, by overcoming any problems you have encountered along the way.
By the end of the project you will know:	<ul style="list-style-type: none"> the key features of 10 different monarchs – what did they do that made them popular/unpopular? How powerful were they? When did they rule? how to complete wider research and use it effectively to help you summarise your main views.
How to complete this project:	<ul style="list-style-type: none"> Produce 10 Top Trump cards on 10 British Monarchs of your choice. You need to consider three or four different areas for each monarch – How powerful were they? How successful were they? Did they get the country involved in lots of wars etc? You will need to complete wider research to help you do this. They should also include clear pictures of each monarch.
To achieve the highest levels/grades you will:	<ul style="list-style-type: none"> ensure that wider research is completed and that the score for each factor is justified. remember to pay careful attention to your spelling, punctuation and grammar.
Research tips:	<ul style="list-style-type: none"> Use the History Satchel One introductory video on the school website to help you. Use reputable websites such as BBC History and Spartacus education. There will be a selection of templates made available on Satchel One. See the classroom display in H1 which gives you examples of past Top Trump Cards.

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 Eggar'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 Eggar'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 Eggar'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.

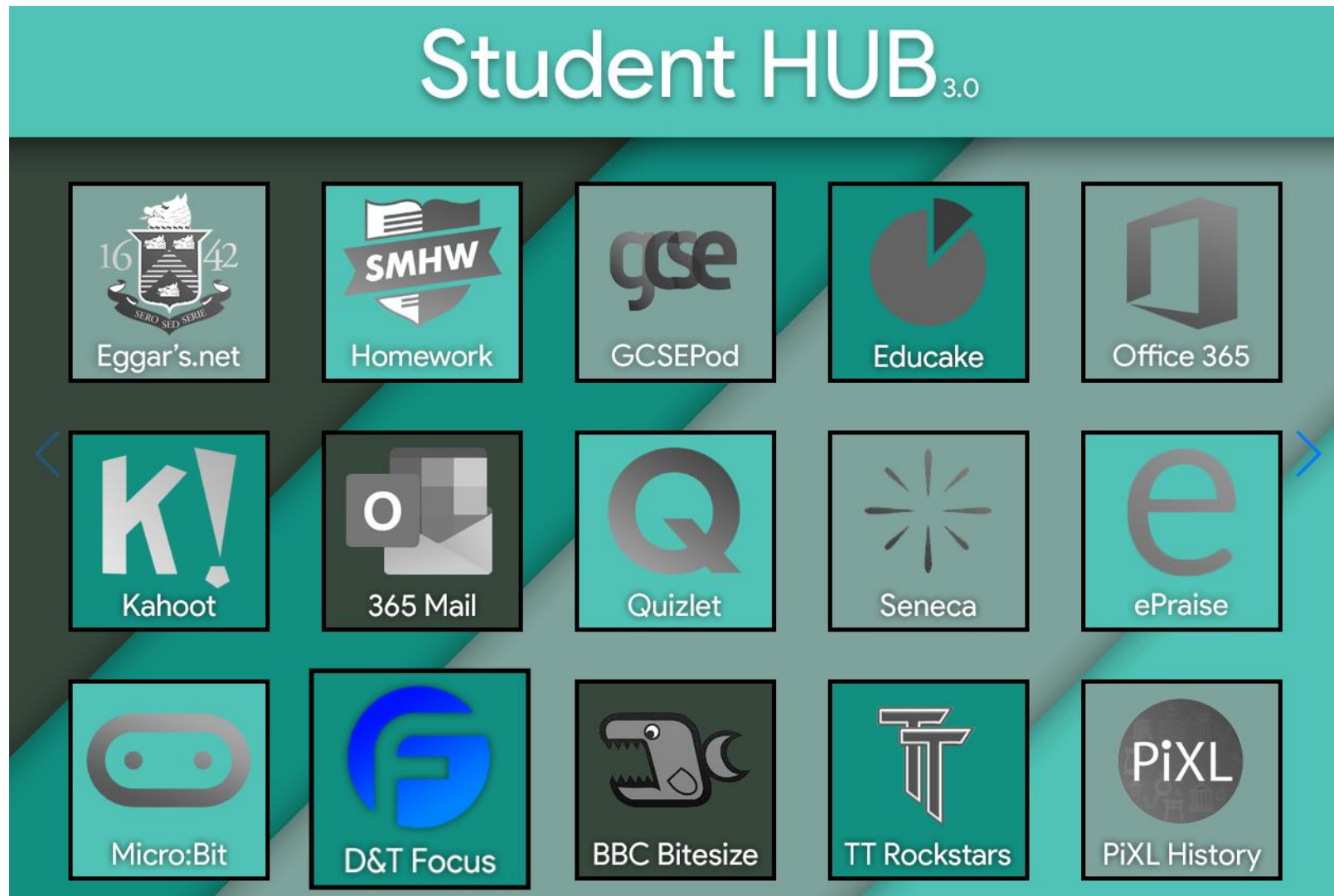
To ensure that all students have equal access to a curriculum that offers opportunities for academic, physical, social, moral and spiritual development.

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

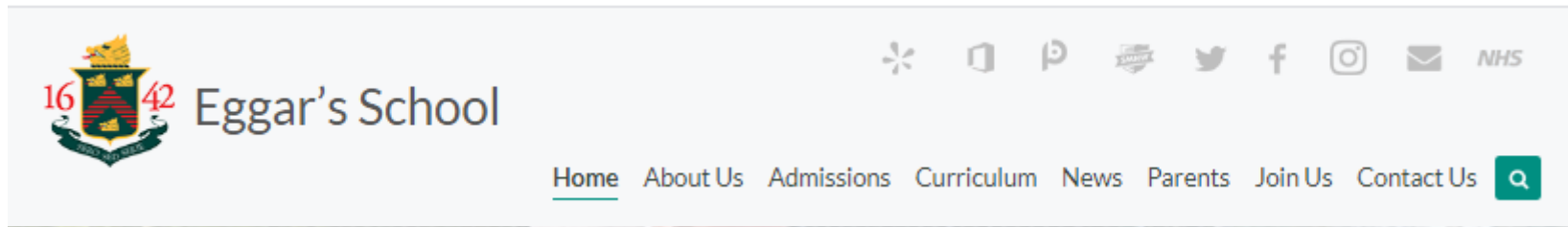
To work in partnership with parents and the community, serving their learning and interests.

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

There is a revision and Home Learning support HUB for students



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

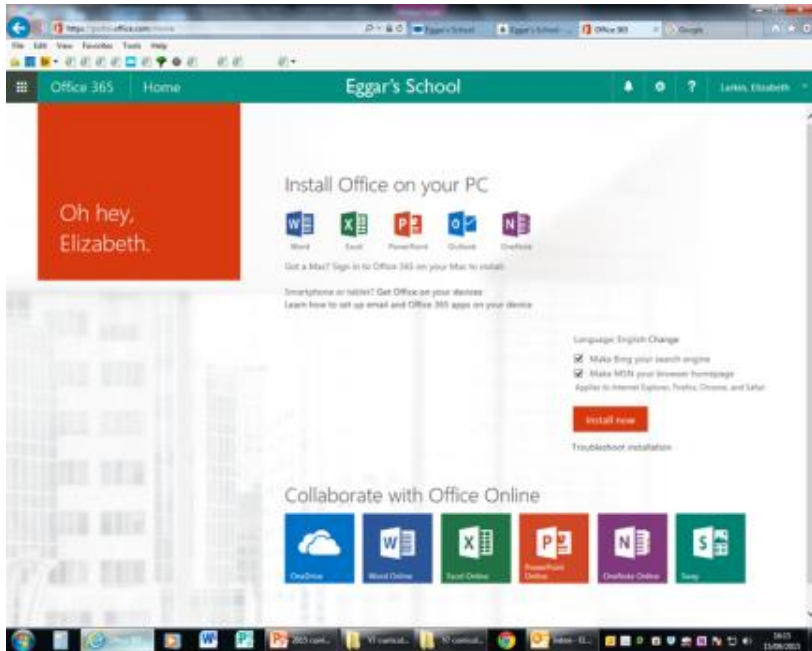


- Term dates & school calendar (dates/events can be subject to change);
- School uniform list including PE kit;
- School Policies;
- Codes of Conduct;
- Curriculum information;
- Parent letters;
- Trips and visits.

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 Home Learning, 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.

