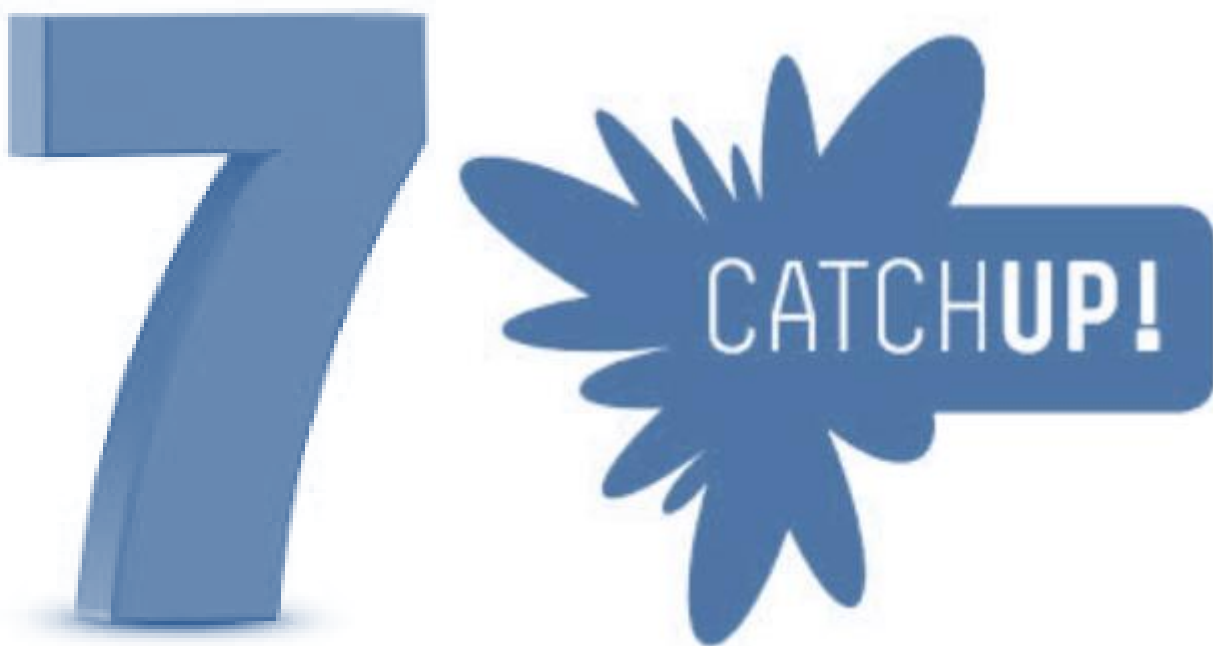# Year 7 Catchup Funding 2015-2016

Year 7 Catch-up Funding

The literacy and numeracy catch-up premium gives schools additional funding to support year 7 pupils who did not achieve at least level 4 in reading and/or maths at the end of key stage 2 (KS2).

All state-funded schools with year 7 pupils receive this funding, including special schools.

Allocations for 2015 to 2016

Schools receive an additional £500 for each pupil in year 7 who did not achieve at least level 4 in reading and/or maths at the end of KS2. There are 10 students eligible for this funding which gives a total of £5000

What should we spend it on?

The focus of the year's spend is to improve attainment in literacy and numeracy. To build on last year's spends (technology and Numicon) it was decided to enhance these using the following plan.

Activity/Opportunity/When	Est. No of Pupils	Est. Cost	Intended Impact Statement
I-pads	3+	£1200	Raise the level of attainment in reading, writing and numeracy by engaging students with appropriate applications Reinforce independent learning
Delivery of 1:1 tuition based on activities in the Sensory Suitcase Provision of a case containing materials & props to provide 1:1 stimulation for PMLD students	1+	£500 37 Hours TA	Raise attainment in early communication & cognitive skills ensuring that it remains comparable with that of other students. Raise the standard and accuracy of assessment such that individual targets can be pinpointed and support personalised. Raise the skill of staff to support students and identify and implement support programmes utilising the Sensory Suitcase
Switch on reading Provision of training for school specialist team to use when students require the personalised approach of a programme that is tailored to their specific, often severe, difficulties. Cover to release a teacher or a member of the support staff who has undertaken some additional training for teaching children with reading difficulties.	9+	£600	Raise attainment in reading ensuring that it remains comparable with that of other students. Raise the standard and accuracy of assessment such that individual targets can be pinpointed and support personalised. Raise the skill of staff to support students and identify and implement support programmes
Switch on writing Switch on Inference Provision of training for school specialist team to use when students require the personalised approach of a programme that is tailored to their specific, often severe, difficulties.	9+ 9+	£600 £600	Raise attainment in writing ensuring that it remains comparable with that of other students. Raise the standard and accuracy of assessment such that individual targets can be pinpointed and support personalised. Raise the skill of staff to support students and identify and implement support programmes

Numicon resources and guidebooks to allow students to work through a scheme and to demonstrate progression in al strands of math's. Guidebooks to assist teachers in using Numicon including whiteboard technologies and display materials.	9+	£1335	Raise attainment in maths.

Raise the quality of teaching and staff understanding of number by the use of Numicon and support this with suitable resources including whiteboard software and display materials.

Provide a graduated scheme based on Numicon to assess areas students need to develop and to address these

To provide a wider range o-f resources to support Numicon |
| Provision of assessment advice & strategies programmes provided by Occupational Therapy.
By providing assessment and strategies for education staff to implement which will help them to support children with Sensory processing difficulties to manage their own challenging behavior & emotional state which will have an impact on their engagement on tasks/with people and their readiness to learn. | 1 | £165 | Continue to Increase levels of engagement in all aspects of school life

Continue to improve self-esteem and confidence to learn and achieve.

Improve self-confidence, nonverbal communication, listening, expression and comprehension skills

Improve social interaction |