Welcome to our SATS information evening

Tuesday 28th February 2023

What are SATs?

- SATs are statutory assessments that all children in Year 2 and Year 6 have to sit in the Summer term.
- All children unless they have additional, specific and recognised needs have to partake in the assessment.
- The results of the SATs are shared with your child's junior school and the results are used to judge the schools performance.

When are they taken?

- The school can decide when the children sit their SATs but it has to be sometime in May.
- The children will not be aware of the SATs instead we call them quizzes and we will spread them out throughout May.
- Not all children will do the SATs at the same time. We will choose a time that best suits your child.
- Some of the tasks will take place in a small group, some as a class and if needed some in pairs.

What will the results look like?

- The government have an average score from last years data.
- Eventually the children will be given a scaled score- 100 being average.
- At the end of the year you will be told if your child has met age related expectations or not.

What the assessment looks like?

- The assessment is not all test based.
- The writing element of the SATs involves teacher assessment and moderation. The teachers will make judgements against a set criteria and will use evidence from the children's books.
- For reading the children will sit two reading comprehension papers similar to the ones they have been doing in class.
- The children will have a spelling test that contains twenty spellings- in a similar format to ones taken in class.

Writing

Working at the expected standard

The pupil can, after discussion with the teacher:

- write simple, coherent narratives about personal experiences and those of others (real or fictional)
- write about real events, recording these simply and clearly
- demarcate most sentences in their writing with capital letters and full stops, and use question marks correctly when required
- use present and past tense mostly correctly and consistently
- use co-ordination (e.g. or / and / but) and some subordination (e.g. when / if / that / because) to join clauses
- segment spoken words into phonemes and represent these by graphemes, spelling many of these words correctly and making phonically-plausible attempts at others
- spell many common exception words*
- form capital letters and digits of the correct size, orientation and relationship to one another and to lower-case letters
- use spacing between words that reflects the size of the letters

Reading

Working at the expected standard

The pupil can:

- read accurately most words of two or more syllables
- read most words containing common suffixes*
- read most common exception words.*

In age-appropriate[1] books, the pupil can:

- read most words accurately without overt sounding and blending, and sufficiently fluently to allow them to focus on their understanding rather than on decoding individual words[2]
- sound out most unfamiliar words accurately, without undue hesitation.

In a book that they can already read fluently, the pupil can:

- check it makes sense to them, correcting any inaccurate reading
- answer questions and make some inferences
- explain what has happened so far in what they have read.

Maths

Working at the expected standard

The pupil can:

• read scales* in divisions of ones, twos, fives and tens

• partition any two-digit number into different combinations of tens and ones, explaining their thinking verbally, in pictures or using apparatus

• add and subtract any 2 two-digit numbers using an efficient strategy, explaining their method verbally, in pictures or using apparatus (e.g. 48 + 35; 72 – 17)

• recall all number bonds to and within 10 and use these to reason with and calculate bonds to and within 20, recognising other associated additive relationships

(e.g. If 7 + 3 = 10, then 17 + 3 = 20; if 7 – 3 = 4, then 17 – 3 = 14; leading to if 14 + 3 = 17, then 3 + 14 = 17, 17 – 14 = 3 and 17 – 3 = 14)

• recall multiplication and division facts for 2, 5 and 10 and use them to solve simple problems, demonstrating an understanding of commutativity as necessary

• identify $\frac{1}{4}$, $\frac{1}{3}$, $\frac{1}{2}$, $\frac{2}{4}$, $\frac{3}{4}$, of a number or shape, and know that all parts must be equal parts of the whole

• use different coins to make the same amount

• read the time on a clock to the nearest 15 minutes

• name and describe properties of 2-D and 3-D shapes, including number of sides, vertices, edges, faces and lines of symmetry.

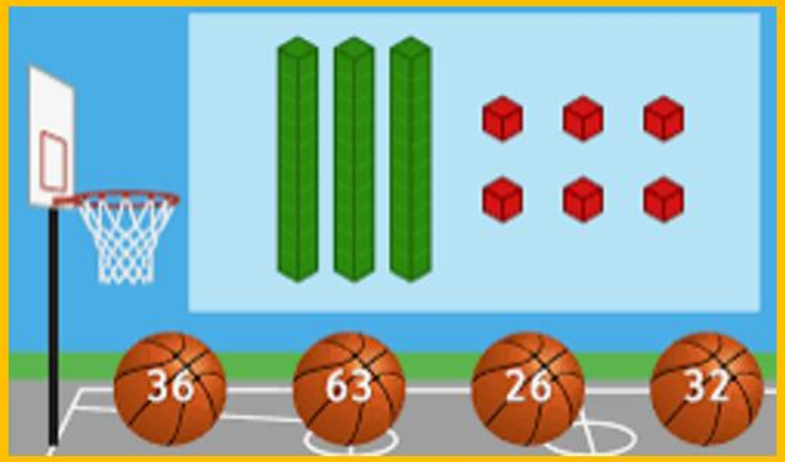
Maths

- Part of the assessment of maths is based on 2 test papers.
- The first is an arithmetic test which works on questions around addition, subtraction, multiplication and division. Fractions are also involved in this paper. We have been teaching them strategies for these problems which the children can use.
- There are 25 questions which the children have 20 minutes to answer (quick, quick, quick).
- It is assessing pupils confidence and mathematical fluency with whole numbers, place value and counting.

Maths

- The second paper is a reasoning paper. There are 35 marks available and they have 35 minutes to complete it.
- This paper is checking mathematical fluency, solving mathematical problems and mathematical reasoning.
- Again the children will be exposed to these types of questions to prepare them.

Internet maths games to help



Number Games	
Caterpillar Ordering	https://www.topmarks.co.uk/r.aspx?sid=3218
Underwater Counting	https://www.topmarks.co.uk/r.aspx?sid=4685
Coconut Ordering Game	https://www.topmarks.co.uk/r.aspx?sid=5314
Place Value Basketball	https://www.topmarks.co.uk/r.aspx?sid=5350
Chopper Squad	https://www.topmarks.co.uk/r.aspx?sid=5318
Helicopter Rescue	https://www.topmarks.co.uk/r.aspx?sid=5308
Robot more or less	https://www.topmarks.co.uk/maths-games/robot-more-or-less

Number Bond Games	
Ways to make	https://www.topmarks.co.uk/Flash.aspx?f=WaystoMake
Curious George – Museum of 10	https://pbskids.org/curiousgeorge/busyday/ten/
Snowman Sums	https://www.ictgames.com/mobilePage/Christmas/snowman/
Save the Whale Game	https://www.topmarks.co.uk/r.aspx?sid=2938
Hit the Button Game – bonds to 10	https://www.topmarks.co.uk/r.aspx?sid=2453

Addition and Subtraction Games	
Funky Mummy Game	https://www.ictgames.com/mobilePage/funkyMummy/index.html
Subtraction to 10 Game	https://www.topmarks.co.uk/r.aspx?sid=5544
Smoothie Maths Game	https://www.ictgames.com/mobilePage/smoothie/
Space Jumps	https://www.ictgames.com/mobilePage/spaceJumps/
Addition Fruit Splat	https://www.sheppardsoftware.com/math/addition/fruit-splat-game/
Subtraction Fruit Splat	https://www.sheppardsoftware.com/math/subtraction/fruit-splat-game/
Arcademics Minus Mission	https://www.arcademics.com/games/mission
Arcademics Alien Addition	https://www.arcademics.com/games/alien
Addition Subtraction Ladder	https://www.starfall.com/h/addsub/addsub-ladder/?sn=math1--math0
Robot Addition	https://www.topmarks.co.uk/r.aspx?sid=5543
Addition to 10	https://www.topmarks.co.uk/r.aspx?sid=5542

Multiplication and Division Games	
Gordon Multiplication Game	https://www.topmarks.co.uk/Flash.aspx?f=multiplication
Mental Maths Train	https://www.topmarks.co.uk/maths-games/mental-maths-train
Archery Arithmetic	https://mathsframe.co.uk/en/resources/resource/399/Archery-Arithmetic-Multiplication
Hit the Button Game – Times tables	https://www.topmarks.co.uk/r.aspx?sid=2453

Measures Games	
Coin Game – Ordering and Sorting	https://www.topmarks.co.uk/money/coins-game
Toy Shop Money Game	https://www.topmarks.co.uk/money/toy-shop-money/
Turtle Diary Game - mass	https://www.turtlediary.com/game/heavy-and-light.html
Happy Camel Game	https://pbskids.org/peg/games/happy-camel
Mostly Postie	https://www.ictgames.com/mobilePage/mostlyPostie/
Telling the Time	https://mathsframe.co.uk/en/resources/resource/117/telling_the_time_in_words#
Hickory Dickory Time Game	https://ictgames.com/mobilePage/hickoryDickory/index.html

Shape / Fraction Games	
Shape Monsters	https://www.topmarks.co.uk/r.aspx?sid=5367
2D Shapes Sort	https://www.topmarks.co.uk/carroll-diagrams/2d-shapes
Symmetry Game	https://www.topmarks.co.uk/symmetry/symmetry-matching
Shape patterns	https://www.topmarks.co.uk/ordering-and-sequencing/shape-patterns
Fraction Firepit Game	https://www.ictgames.com/mobilePage/firepitFractions/index.html

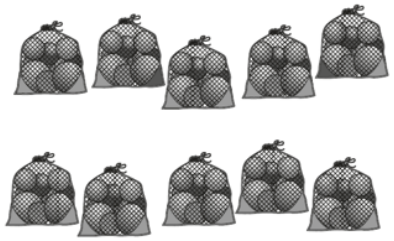
Other maths activities to do at home

How can you help in literacy?

- Lots of opportunities to read and to ask questions about the books.
- Do the hold a sentence homework as it has all the spellings being taught that week and contains sentences with different grammatical features.
- Practise key words as the 100 need to be learnt by end of Year 2, also all the common exception words.
- Share library books.

Year 2 Quizzes - Reasoning

10 Sita puts **10** balls in each bag.

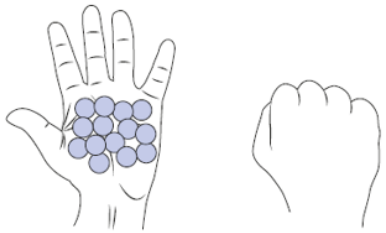


How many balls are in the bags **altogether**?

balls

20 Amy has **21** counters altogether.

She has **14** counters in one hand.



How many counters does she have in the other hand?

counters

1 mark

Sam has 55p.

Ben has 10p less than Sam.

Tick the coins that **Ben** has.

Year 2 Quizzes - Arithmetic

Addition	Subtraction
8 + 6 =	12 – 7 =
4 + 5 + 6 =	10 – ☐ = 2
28 + ☐ = 35	63 – 10 – 10 =
21 + 40 =	
Multiplication	**Division**
9 × 10 =	8 ÷ 2 =
3 × 2 =	$\frac{1}{2}$ of 16 =
	$\frac{1}{4}$ of 12 =

Addition	Subtraction	Key strategies
52 + 7 = ☐	56 – ☐ = 51	• Counting on from any 2 digit number using number bonds rather than counting on in 1s eg 52+ 7= 59 rather than 52+1+1+1.... Etc • Counting on in multiples of 10 • Adding three multiples of 10 (relate to adding 3 units, number bonds to 10 and 100) • Bridging through 10 adding TU numbers, partitioning second number using number bonds where possible eg 69+10+1; 55+10+5+2. Number line recording supports fluency • Bridging through 10 when subtracting eg 71-10-1-3. Number line recording supports fluency
50 + ☐ = 80		
10 + 40 + 20 = ☐		
69 + 11 = ☐		
55 + 17 = ☐	71 – 14 = ☐	
Multiplication	**Division**	**Key strategies**
8 × 5 = ☐	40 ÷ 10 = ☐	• Linking counting in 5s to multiples of 5s and recording using X symbol • Counting in 3s and using this to work out multiples of 3 (not learning 3x table) • Understanding 'grouping' in division to interpret number sentence as 'how many groups of X' • Using a known fact to work out an unknown division fact. I know 50÷ 5 =10 so 55 ÷5 will be 11 • Finding a quarter (and knowing a quarter is half of a half) and that 3 quarters = ¾. • Knowing that finding a quarter and subtracting it from a number will leave 3/4
6 × 3 = ☐	55 ÷ 5 = ☐	
	$\frac{1}{3}$ of 30 = ☐	
	$\frac{3}{4}$ of 20 = ☐	

Lucky Duck

When Lenny was a very little boy, his dad bought him a really special toy duck.

Duck was Lenny's best toy and whatever Lenny did, Duck did too.

Practice questions

a Who gave the toy to Lenny?

Tick **one**.

a boy	☐	his dad	☐
his gran	☐	his mum	☐

b What toy did Lenny get?

_____

New Year festivals

New Year festivals celebrate the end of one year and the beginning of the new one.

Hogmanay

In Scotland, people call the New Year festival Hogmanay and they celebrate it on the last day of the year. At Hogmanay, there are dazzling firework displays and lots of singing and dancing.

Chinese New Year

The Chinese New Year festival is celebrated on the first day of the new year in the traditional Chinese calendar. This day changes every year but it is always in January or February.

a Chinese dragon puppet

At Chinese New Year, people celebrate with music and dancing. They often have wonderful parades. In the parades, huge puppets move through the streets and people wave colourful flags. The most impressive puppet is the dragon. In Chinese legends, dragons are friendly and bring good luck. In the parades, the dragon puppet always comes last.

After the parades, people let off firecrackers (noisy fireworks). Everyone has fun!

Flower festivals

Flower festivals are held all over the world in spring and summer. They usually celebrate the arrival of spring and the new flowers that grow.

a street covered in flowers

In a country called the Netherlands, people decorate boats and lorries (called floats) with tulips and other flowers. The Netherlands is famous for its tulips.

In a country called Italy, people make huge carpets of flowers in the streets. The flowers stay in place for days or even weeks. At the end of the festival, children are allowed to play in the flowers.

On an island called Jersey, people make giant models of animals, boats and cars out of flowers and take these models on a parade through the island's towns. There is music and dancing. At night, the models are covered in lights and they make the streets sparkle. At the end of the parade, there is a huge firework display.

(page 5)

5 Why might people in China hope to see a dragon?

_____

1 mark

(page 5)

6 How do people in Italy celebrate their festival?

Tick **one**.

- use tulips to decorate boats ☐
- cover the streets with flowers ☐
- make giant models of animals ☐
- have a firework display ☐

1 mark