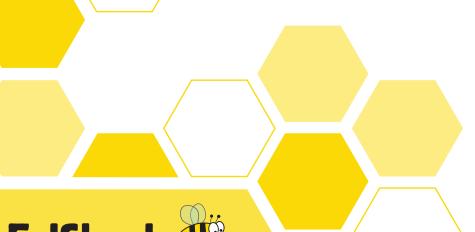


FREE TRIAL GUIDE





Contents



\bigcirc	Logging Into Your Spelling Shed Irial	3
\bigcirc	Locating Spelling Shed Resources	4
\bigcirc	Exploring Spelling Shed Lessons	5
\bigcirc	Lesson Plans	6
\bigcirc	Lesson Presentations	7
\bigcirc	Pupil Printable Worksheets	8
\bigcirc	Creating Pupil Accounts	11
\bigcirc	Setting Assignments	12
\bigcirc	Pupil Gameplay	14
\bigcirc	Viewing Assignment Data	16
\bigcirc	Monitoring Progress and Engagement	18
\bigcirc	Test Mode	19
\bigcirc	Hive Games	. 20
\bigcirc	Grammar Curriculum	. 22
\bigcirc	Grammar and Punctuation Digital Quizzes	23
\bigcirc	Grammar Arcade	. 24
\bigcirc	Mastery Zone	. 25

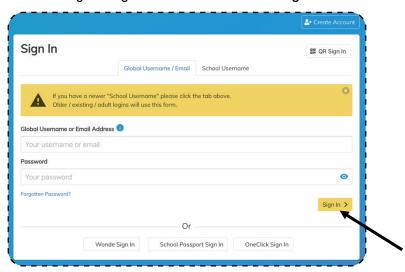


Logging Into Your Spelling Shed Trial

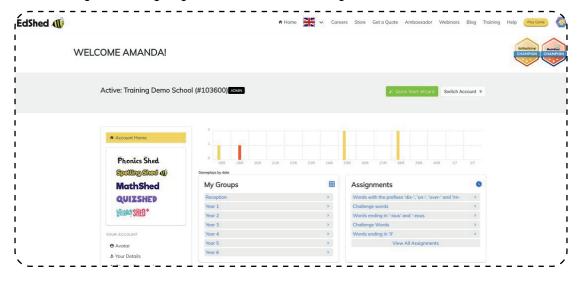
Visit www.edshed.com to login to Spelling Shed. Click on the 'Sign In' button.



Enter your login details and click on 'Sign In'.



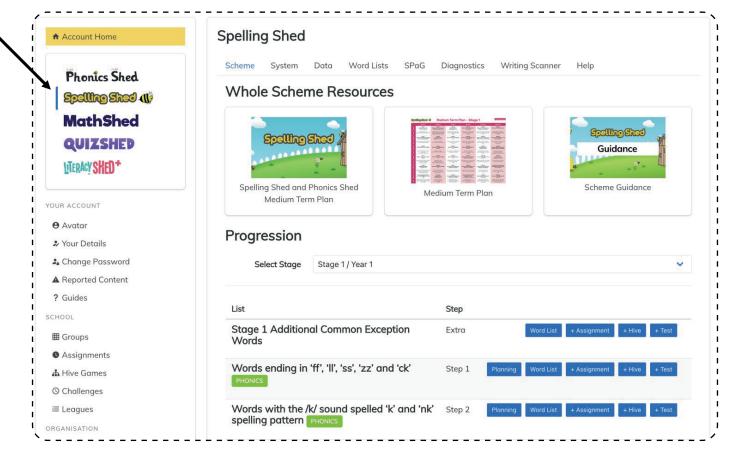
When you first login, you should automatically be taken to 'Account Home'.





Locating Spelling Shed Resources

Click the Spelling Shed product icon from the left-hand menu. This will take you to the 'Scheme' tab. Here you can take a look at our Medium Term Plans and Scheme Guidance. Select your year 'Stage/Year' from the drop down menu to begin exploring lessons and associated resources.

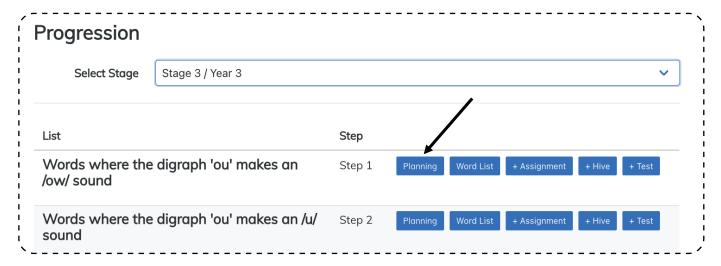


^{*} Your trial allows you to view sample lesson content.



Exploring Spelling Shed Lessons

Once you have chosen your 'Stage/Year', take a look at one of our sample lessons by selecting your year group and clicking the 'Planning' icon.



Each week of planning from our scheme includes a lesson plan, differentiated pupil printable lesson activities and a PowerPoint to support your teaching input phase.

Explore sample lesson plans, the presentation resource to support your lesson and our pupil worksheets.





Lesson Plans

Our lesson plans follow pedagogically current thinking and are easy to follow with a clear structure. They can be delivered flexibly across the teaching week as required. View and download our full scheme guidance.



Stage 3

1 Hour Session

Lesson 1: Words where the digraph 'ou' makes an /ow/ sound

Objectives

- To be able to segment words into the correct syllables and phonemes
- To spell words where the digraph 'ou' makes an /ow/ sound

This week's words							
mouth	sprout	spout	ouch	hound			
around	sound	trout	found	proud			

- Starter: Share 1.1 and revise the various sounds made by the 'ou' digraph. Ask children what sound the digraph 'ou' makes in each word. Click the words to sort them into the correct jar.
- Children could use whiteboards to record their answers for ease of assessment.
- Share answers and correct where necessary.

Introduction

- This Week's Words: Share this week's words on 1.2. Check for understanding and correct pronunciation. What do all these words have in common? Establish that this week's words have the digraph 'ou' which makes an /ow/ sound. Where does it appear in this week's words? It occurs most often in the middle of words and sometimes at the start.
- Etymology : Share 1.3 and 1.4 explaining the etymology of the word 'sound'.
- Show 1.5 and invite the children to sort this week's words according to how many sounds can be heard, e.g., 'f-ou-n-d'
- Click the word for it to move to the correct section. Share answers and correct where necessary.

Main Teaching Input

- Syllable Maps: Establish that a syllable is a 'bear' so it may help to count the vowels heard in ead
- Note: This week, only 'around' has two syllable 'ou' words.
- Show 1.6 and model how to split the words 'all break, so it doesn't look like a letter 'l'. You may
- Ask children to then work with a partner/individ 'out|stand|ing'.
- Share answers and correct where necessary.
- Phoneme Maps: Share 1.7 and model how to a individual sound. Where multiple letters make c
- Ask children to then work with a partner/individ
- Share answers and correct where necessary.
- Show 1.8 and ask the children to complete man Check answers and correct where needed.



Stage 3

1 Hour Session

Lesson 1: Words where the digraph 'ou' makes an /ow/ sound

Independent

Apply – Share 1.10 and ask children to write a sentence about the pictures, remembering to include the word in the sentences. Then read the sentences and replace the underlined word with one of the blue words. Share 1.11 and invite children to write a description of the picture using the given words. Answers on 1.12 and 1.13.

Investigate - Share 1.14 with the children, Explain that they are going to complete the Word Shed grid based on the word 'proud'. Possible answers on 1.15.

- Ask the children to complete the four sections:
 - Definition
 - In a sentence
 - Antonyms
 - Synonyms



Lesson Presentations

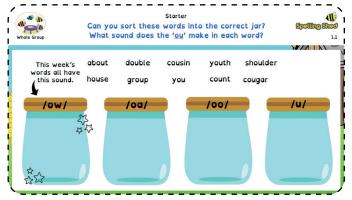
Each lesson includes teacher slides, with every slide referenced in the lesson plan.

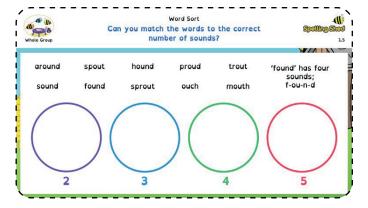
Making spelling easy to teach.













Pupil Printable Worksheets

Each lesson includes worksheets. Worksheets are clearly numbered, so that they can be used alongside your lesson. They can also be completed as a home learning task.



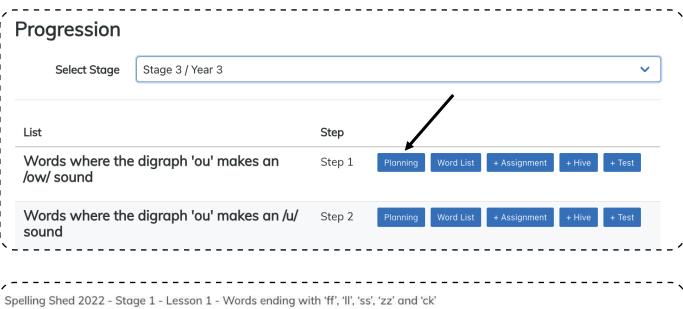


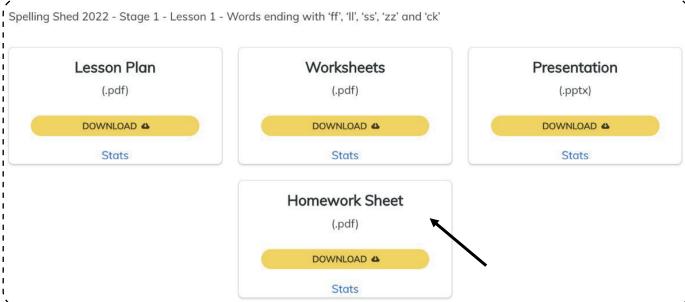
Spelling Shed @ Home

These sheets are designed to have activities that the children are familiar with. However, they are different from the work they carry out in the lesson. Children will interact three times with each word either through sorting, syllable maps, missing words or sentence writing.

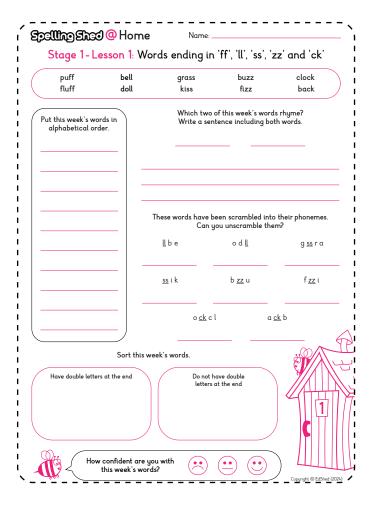
The Spelling Shed @ Home sheets can be used as a way to extend learning beyond the classroom or, if you prefer, can be used as a focus activity in class.

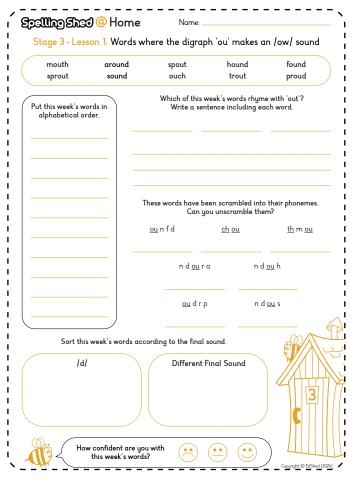
They are available for all stages 1-6 and can be found in the planning section of each step.

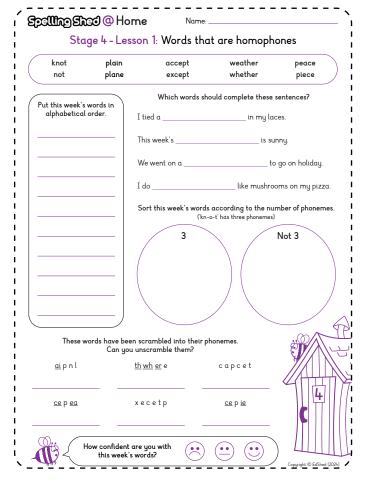


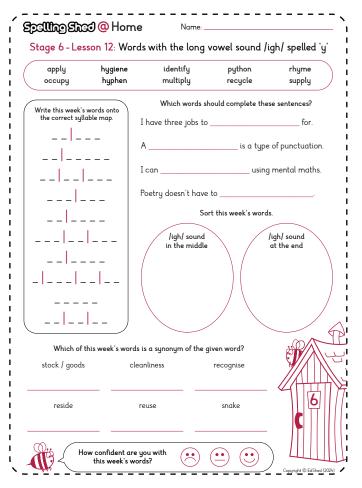








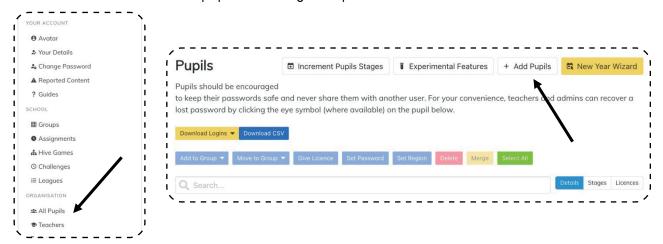




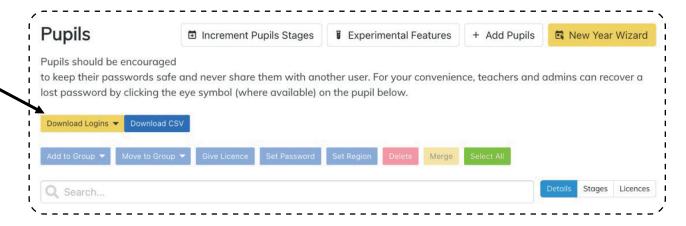


Creating Pupil Accounts

First, we need to add your pupils to your trial account. From your homepage, scroll down the left-hand menu and select 'All Pupils'. Click 'Add Pupils' to create pupil accounts, where you can add pupils manually or import them from a csv.



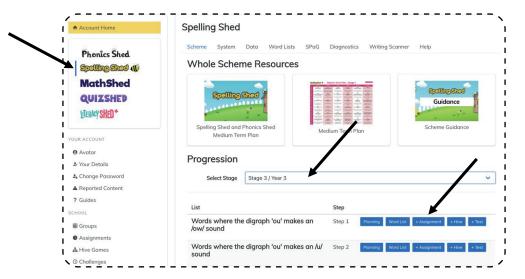
Once your pupils have been created, click the 'Download Logins' button and distribute login details to your pupils.





Setting Assignments

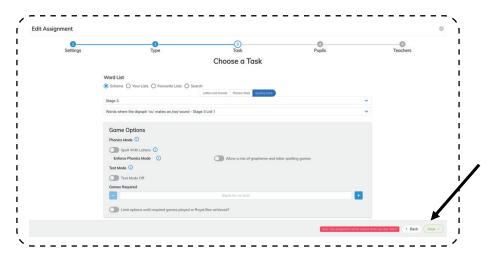
From the Spelling Shed area of your homepage, click 'Scheme'. Select the stage of your pupils and locate the pattern you would like them to practise. More often than not, this is likely to be the pattern that your teaching input has followed for the week.



Select the start and end times for your assignment, then click 'Next'.

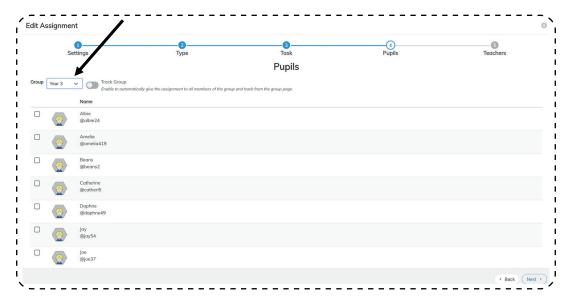


As a subscriber, you have various options at this point, but for the purposes of your trial, simply click 'Save'.

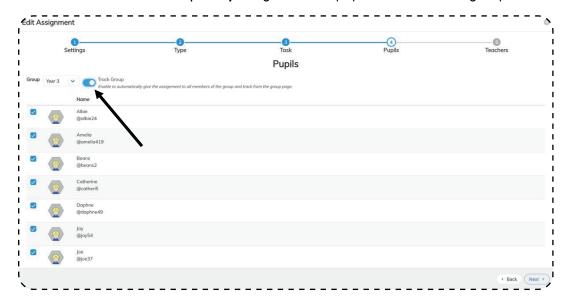




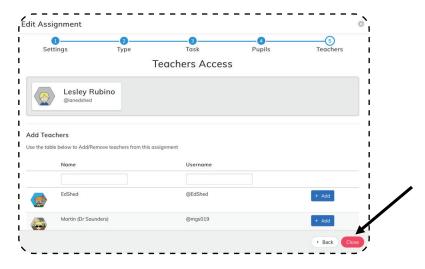
Select all pupils, specific groups or individual users to receive the assignment, then click 'Next'.



Select 'Track Group' to quickly select all pupils in the chosen group.



Should you wish, you can tag other teachers in school into this assignment, but for now, simply click 'Close'.

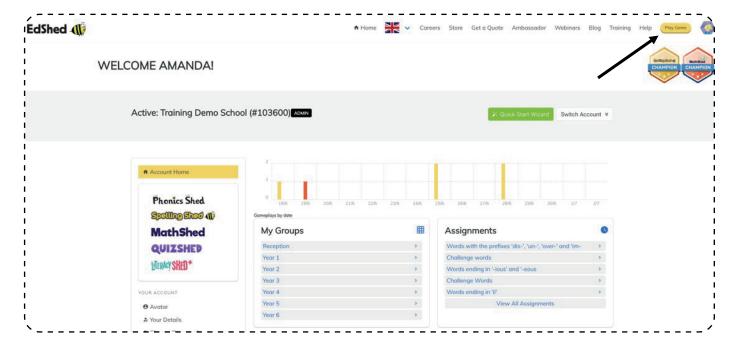


Your assignment will then appear as scheduled in the pupil view when they log in.



Pupil Gameplay

For the purposes of your trial, you can quickly sample what things look like from a pupil perspective by clicking the yellow 'Play Game' button from your teacher homepage.

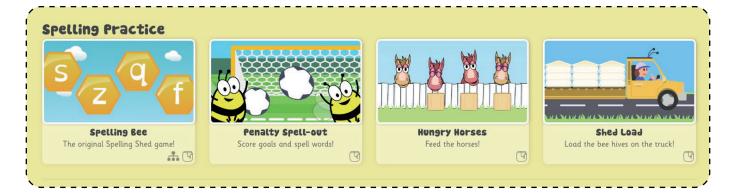


Alternatively, if you have assigned pupils work to practise using the steps laid out previously, they will be able to sign in with their details at www.edshed.com and complete the assignments you have set them.

Pupils will be presented with a range of engaging practice games directly focussed on the spelling pattern you have assigned them.







Each of our core spelling practice games provide different levels of scaffolded support and can be played either independently or as a 'Hive Game' with other class members with additional features such as a competitive leaderboard.

Games are designed to support, be engaging and are all self-marking. Data from gameplay feeds directly into your handy data report.

Try our games for yourself here: play.edshed.com/en-gb



Spelling Shed also provides additional games around the assigned spelling pattern to provide contextual understanding to the words the pupils are learning during the week.

Engagement and reward features include the ability to accessorise avatars and feature on school, national and international leaderboards.

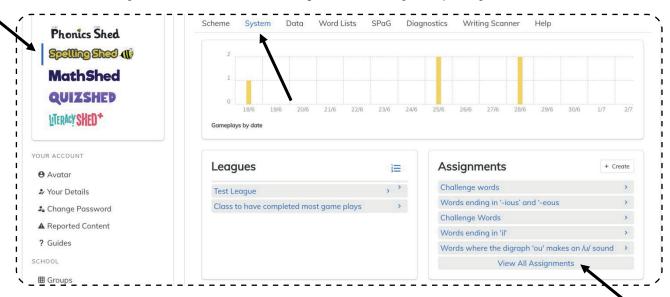


Viewing Assignment Data

To view how your pupils have engaged with the assignments you have set, click 'Assignments' from your EdShed homepage.

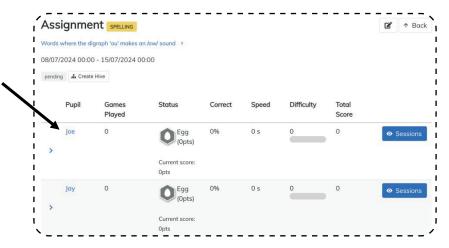


Or you can access it via the 'System' tab on your Spelling Shed screen.



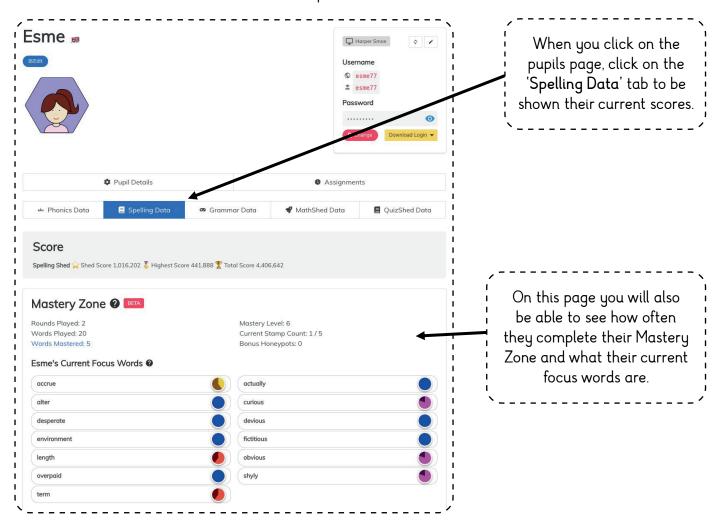
You will be able to view data reporting on your assignments, including pupil engagement and accuracy indicators. Want to see exactly how a pupil has responded?

Click on the pupil's name for a wealth of additional useful data.





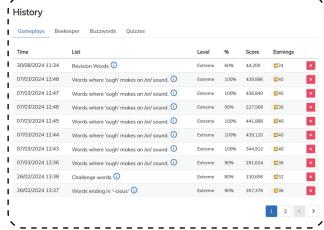
You can see a snapshot of some of the data below.



It will also show words they have spelled in the last 7 days. Showing those that they got wrong and what their spelling of the word was.



Their complete Spelling Shed History can also be found here on their pupil page.

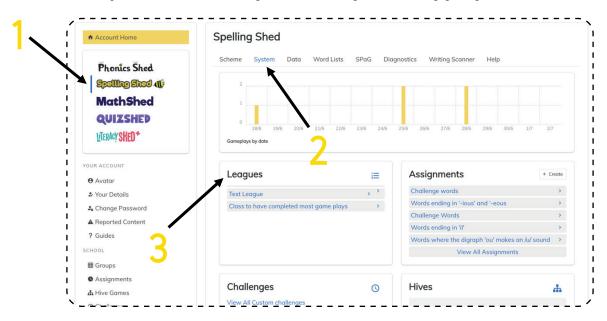




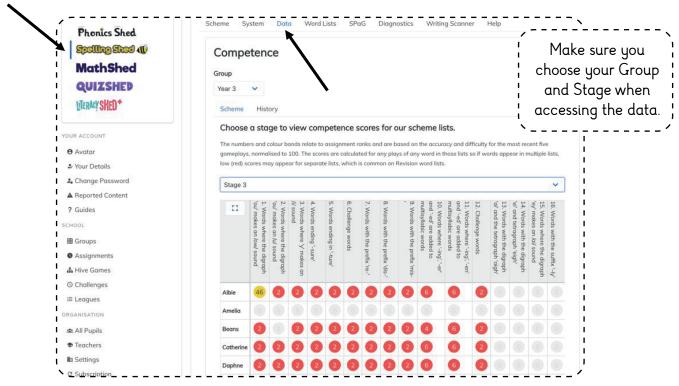
Monitoring Progress and Engagement

Many of our schools want a quick weekly check-in on how things are going that is just that - quick! Here's what we would suggest:

Quick monitoring of engagement: Once pupils are set up and using Spelling Shed, your weekly League leaderboard will appear giving you a 7-day rolling engagement leaderboard of pupils in your class. This makes it easy to reward those using well and 'nudge' accordingly to get consistent outcomes.



Quick monitoring of progress outcomes: From the 'Data' tab, an ongoing class overview grid of competence by objective will be displayed. As pupils progress through assignments, the data dashboard will update with a traffic light system. Where learning outcomes aren't 'green', find out more, view pupil responses and even remediate on areas of weakness with further practice on these areas!

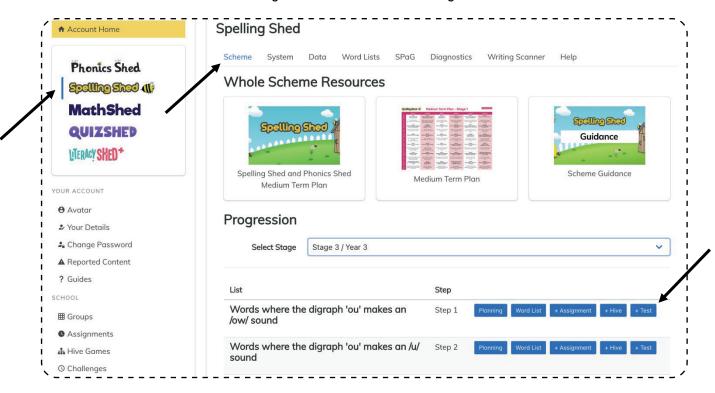




Test Mode

'Test' mode allows teachers to assign pupils a specific pattern as an assessed piece.

Scaffolding is removed, pupil's complete their assigned test and teacher's receive feedback which they can locate under the assignment tab:

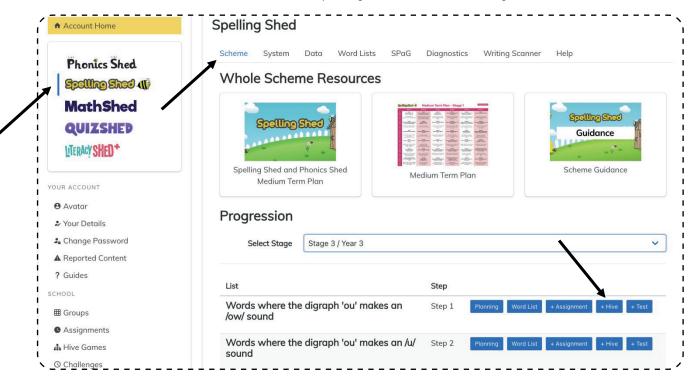




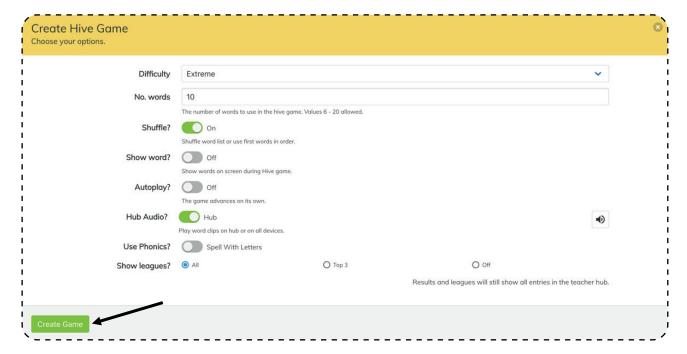
Hive Games

Teachers and pupils can set up Hive games. They can be used as interactive spelling checks. Children are given the same spellings at the same time as each other, so they can play together in real time. To join a Hive game, you need a code. Click 'Spelling Shed' and 'Scheme'.

Select the 'Hive' button next to the spelling lesson and word list you would like to use.



Check the settings and make any adjustments that you wish to make. Then select 'Create Game'.





Share the code with the children. There will be a 'Start Game' button appear once a child/children have joined.



The children input their code once they have logged in in the # space (shown below).



When the game has finished, select 'More' to access pupils' data. Here you can view a pupil's score out of 10 and total points score. You will also be able to see which words were spelled correctly and which words need to be revisited, in addition to the incorrect spelling being shown.



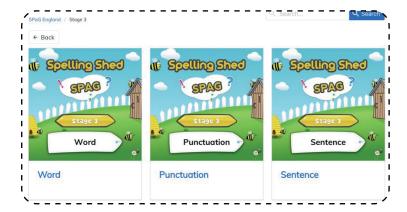


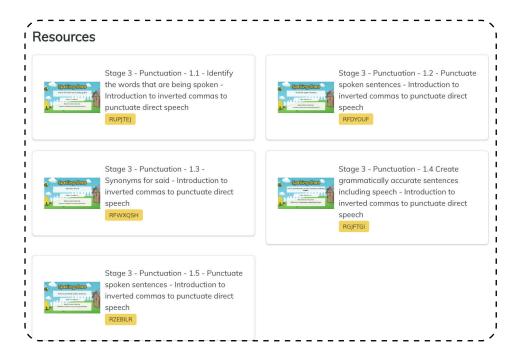
Grammar Curriculum

Spelling Shed's grammar and punctuation curriculum is included with your Spelling Shed subscription. During your trial of Spelling Shed, you will be able to explore samples of our SPaG teaching lessons and digital question sets.



Our grammar and punctuation curriculum covers all of the English National curriculum expectations for punctuation and grammar. Each year group has small step learning episodes covering all key areas of the grammar, punctuation and spelling curriculum: Word, Text, Sentence and Punctuation. Each small step is linked to a National Curriculum statement.





For each objective, we offer teaching slides to support the teaching input phase. Explore our free sample lessons.



Grammar and Punctuation Digital Quizzes

When your teaching input is complete, assign the linked digital question set for pupil practice.

Our quizzes are self-marking and returns teacher progress data:



Our digital question sets can be assigned to pupils, generated as printable worksheets or simply played as a teaching resource in the classroom!



You can view all of your pupil SPaG assignment data from your teacher dashboard here:





Grammar Arcade

Grammar Arcade empowers pupils to hone their grammar skills through engaging arcade-style game play.

There are 2 pathways for the children to choose from:

Pathway 1: Choose your learning Stage and a specific curriculum objective. You'll then be whisked away to the perfect arcade game to master that skill.

Pathway 2: Feeling adventurous? Dive straight into a game you love, then choose the curriculum objective you want to practise within that game. The choice is yours!

Alternatively, you can set a specific grammar objective that you want pupils to work on through the single assignment option.





The children can sharpen their skills with a variety of exciting games that target specific grammar and punctuation objectives.

They can earn honeypots, Spelling Shed's very own currency, as they conquer grammar challenges.

Using these honeypots to upgrade their avatar and personalise it to reflect their unique style!

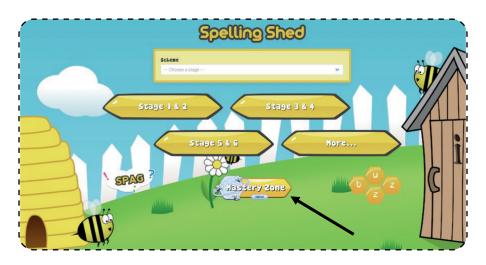


Mastery Zone

Mastery Zone is the AI-driven EdShed tool that ensures each student's learning is focused on the words and spelling patterns they need to master in order to progress. This begins by guiding each pupil through a mini-diagnostic to determine their strengths and improvement.

Once a baseline has been established, 10 focus words are selected that will come up frequently during game play. These 10 words will be combined with other spelling words from a combination of stages. Once a word has been spelled correctly, it is played on more difficult levels until the pupil has mastered it. Once mastered, the word will appear in the Mastered Words List.

Pupils are encouraged to play daily and will receive a bumble stamp for each consecutive day played. Once pupils have achieved a 5-day streak, they will receive a bonus of 100 honey pots that can be used to personalise or buy accessories for their avatar.



Mastery Zone acts as a tireless learning companion, continuously tracking each student's spelling and vocabulary gaps and automatically providing targeted practice until mastery is achieved.

On each individual student page, you can see the student's current Focus Words, how many rounds they've played, how many words they've played, the number of words mastered, their current stamp count and the amount of bonus honey pots they've earned. You are also able to see the words played by each student in the last week and whether they have been correctly or incorrectly spelled. You can then generate a personalized list for each student based on their individual needs.

In addition to this, you are also able to monitor the spelling competence of each student, the history of their gameplay and view the word lists you have created.







