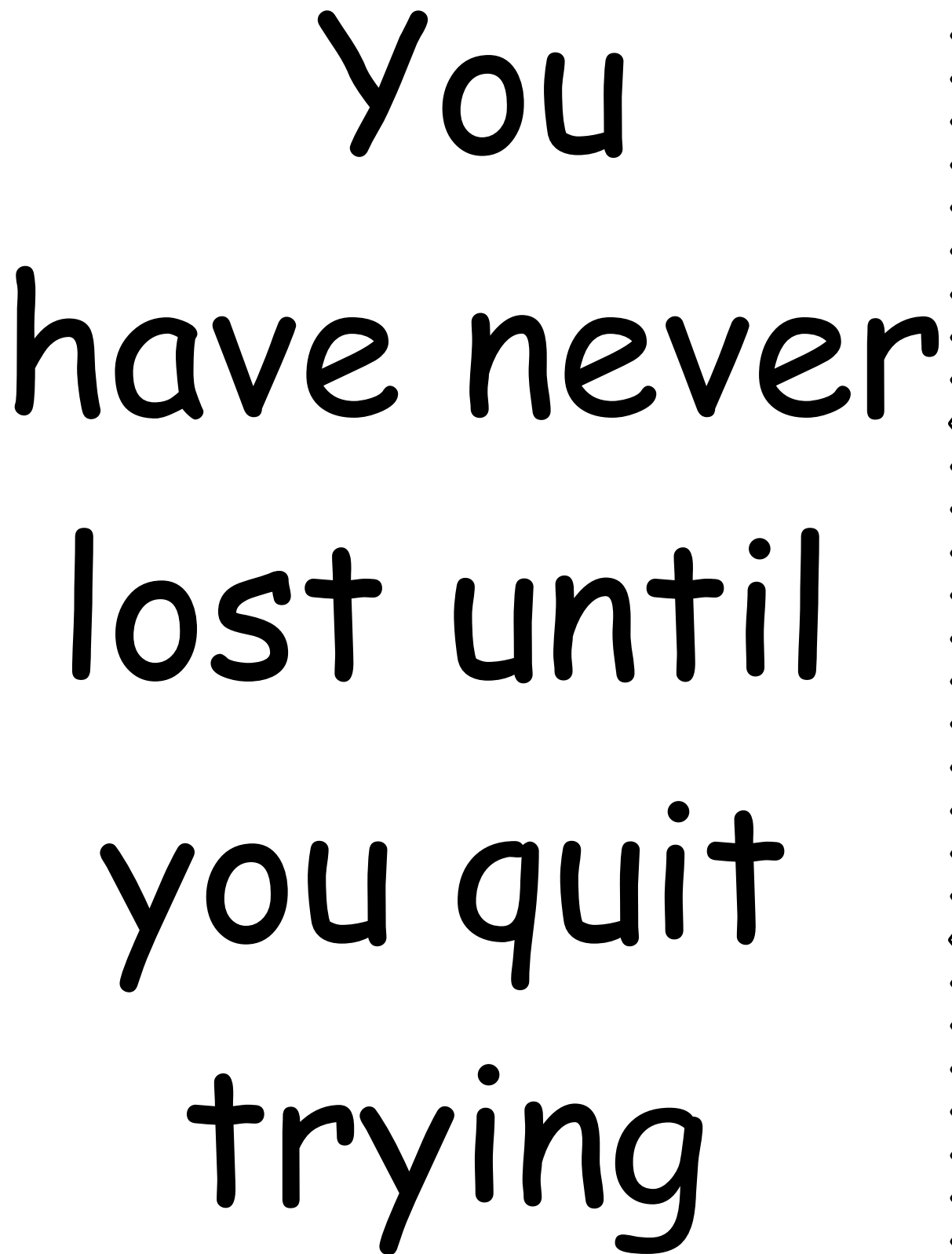


The best
learners
ask
the best
questions

A big
journey
begins with
a little
step

If you only
look at what
is, you might
never become
what you can
be



You
have never
lost until
you quit
trying

Never,
never,
never give
up

Winston Churchill

Have you
exercised
your
brain
today?

Winners
don't quit

Quitters
don't win

Use it

Or

Lose it!

It is better
to be beaten
trying
than to win
by lying

Don't be
a fool
learning
is
cool

Getting
stuck is not a
problem,
staying stuck
is - Practise
getting
unstuck

The
quickest
way to
fail is
not to try

The 'Give It
A Go Club'
meets here
on weekdays

Talk
yourself
through it
as you
do it!

Put on your
memory

See it

Personalise it

Exaggerate it

Connect it

Share it

Learn on
radio WIIFM

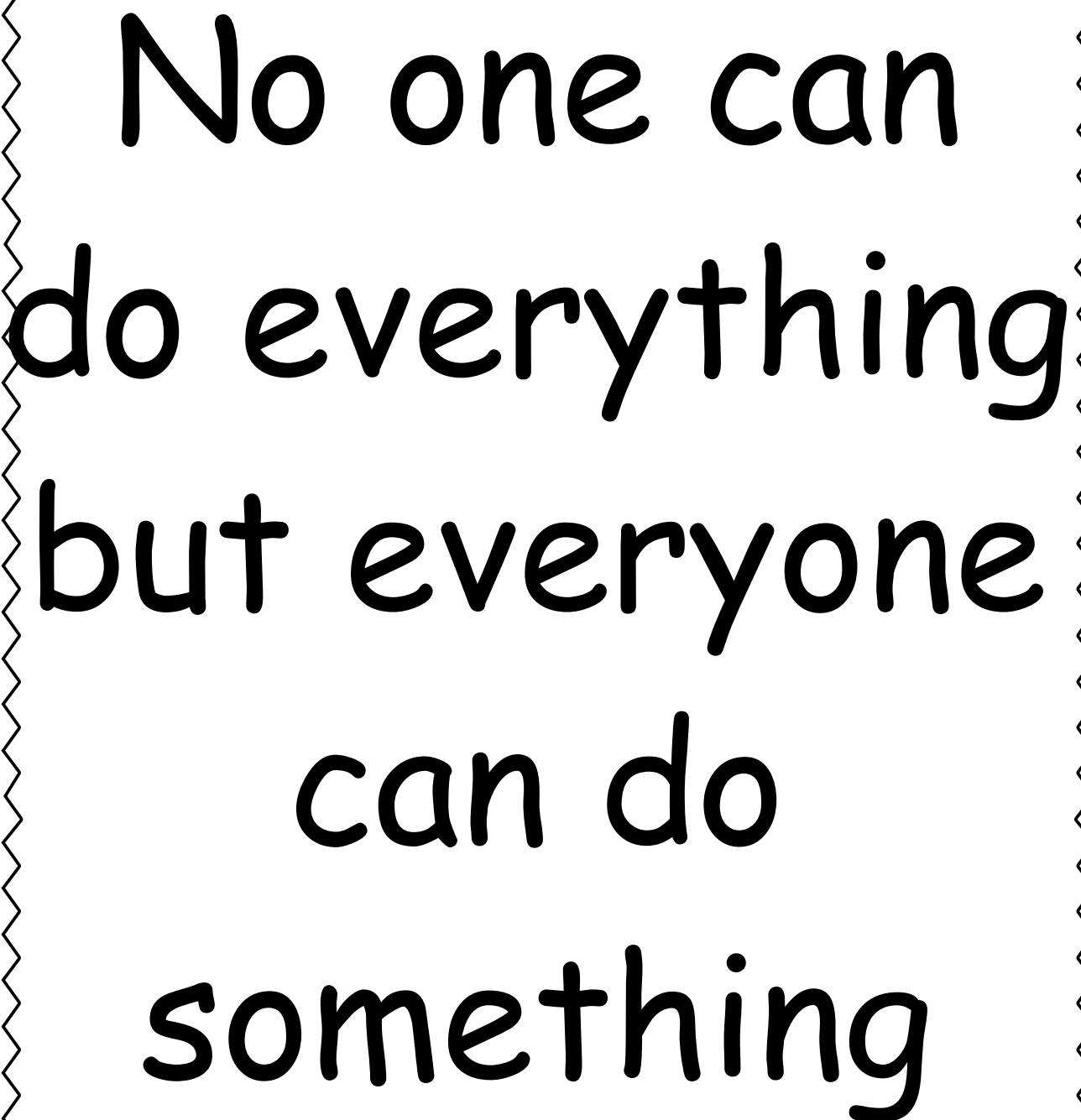
What's

In

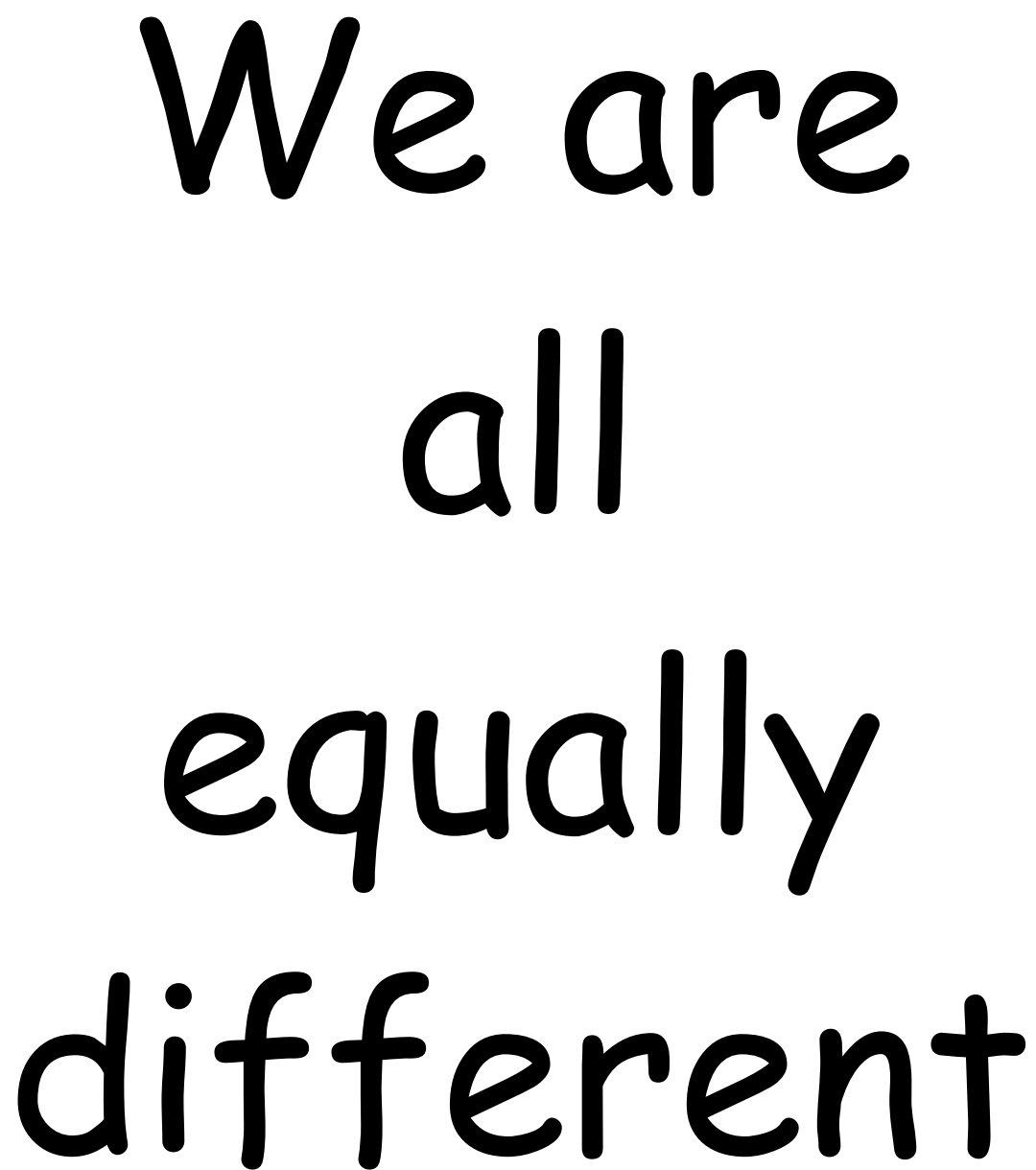
It

For

Me?



No one can
do everything
but everyone
can do
something



We are
all
equally
different

~~Practez~~

~~Practis~~

~~Practese~~

Practice

makes perfect

If you
can dream
it, you can
do it

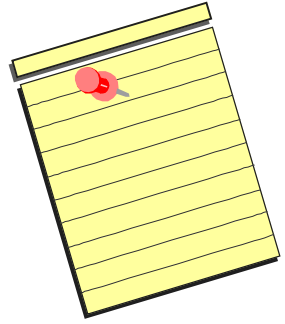
Walt Disney

It is better
to be beaten
trying
than to win
by lying

Don't be
a fool
learning
is
cool

Getting
stuck is not a
problem,
staying stuck
is - Practise
getting
unstuck

We
are
all
high
achievers!



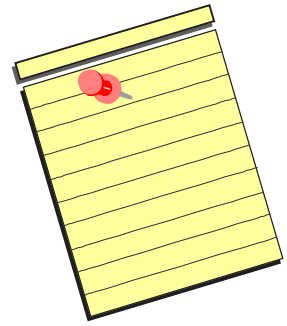
We are all

conscientious

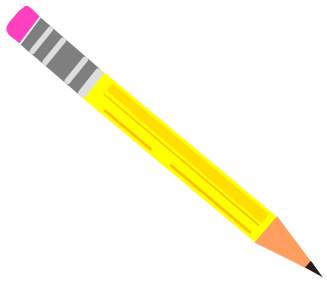
students in

this classroom.





We are all
successful students
who know when to
listen and when to
discuss our work.



Our teacher is
here to teach and
we are here to
learn.

Good listening
happens
here!

Sometimes
learning is hard
work, but
together we
can overcome
any obstacle in
our path.

To do 'Good Answering' you must:

- ◆ listen carefully to all the question
- ◆ practise your answer in your head
- ◆ think again if it is a good answer
- ◆ put your hand up and wait quietly as you practise your answer in your head
- ◆ speak slowly and clearly when asked to

To do 'Good Asking' you must:

- ◆ practise your question in your mind
- ◆ look at the other person
- ◆ wait for quiet
- ◆ speak slowly and clearly
- ◆ wait for an answer

To do 'Good Listening' you must:

- ◆ keep your hands still
- ◆ look at the speaker
- ◆ hear what is said
- ◆ think about it

To do 'Good Looking' you must:

- ◆ have nothing in your hands
- ◆ keep your hands and feet still
- ◆ look into the speaker's eyes
- ◆ keep your eyes on the speaker

To do 'Good Sitting' on the carpet you must:

- ◆ put your bottom on the carpet
- ◆ face the front
- ◆ cross your legs
- ◆ put your hands in your lap

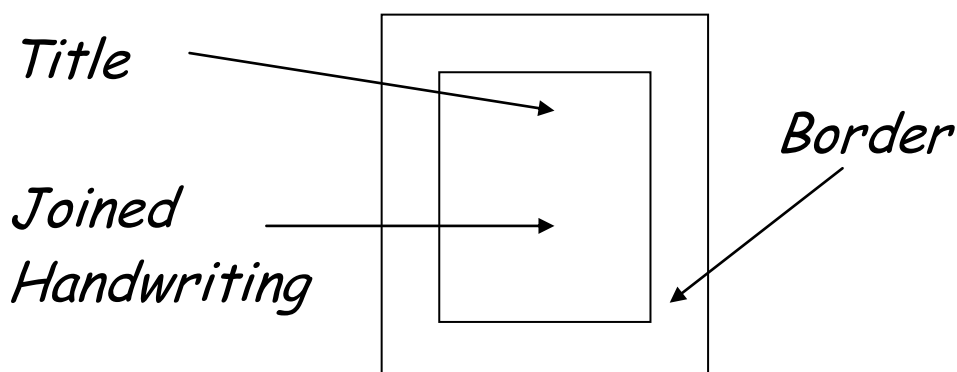
To do 'Good Sitting' on a chair you must:

- ◆ put your bottom on the chair
- ◆ face the front
- ◆ keep all four chair legs on the floor
- ◆ pull the chair into the desk

General Rules

when using
A4 Plain Paper

- Put your **name** neatly on the back.
- Use a **line guide** and 2 paper clips.
- Draw a careful **border** around the page using a **pencil and ruler**.
- Write your **title** on the main part of the page, not in the border.
- **Do not underline.**
- **Miss a line** after your title, before you start your work.
- **Join up** all handwriting.



General Rules

when using
An Exercise Book

- ◆ Write the **date in words** on the right hand side of the page for all work, except mathematics.
- ◆ **Miss a line.**
- ◆ Write the **title.**
- ◆ **Miss a line.**
- ◆ Start your work.
- ◆ **Do not underline** your title.
- ◆ **Join up** all writing.
- ◆ Use **every page.**
- ◆ Write on the **top line** of every page.
- ◆ Begin each line by the **margin.**

General Rules for Mathematics

1. Write the **date** in numbers.
2. Only use **1 digit** in each square.
3. Use a **ruler** to draw all lines.
4. Use **every page**.
5. Fold each page vertically into **2 columns**.
6. Work **down** the columns.
7. For **fractions**, put the numerator and denominator in the **same square**.

$$\frac{1}{2}$$

8. Do not use a **rubber**.
9. Work in **pencil** only.

Task Rules

for Story Writing

Organisation

- Write at least 3 paragraphs.

Punctuation

- Use capital letters and full stops correctly.
- Use question marks for questions.
- Use speech marks for direct speech.

Style

- Do not start sentences with 'Then', 'And' or 'So'.

Marking Codes

Code	Meaning
T	Target
T?	Look at target card and make a correction if needed.
T1	Good – you have met Target 1.
T1 R	Good – you have met your target and can claim your reward.
Sp	Spelling mistake
Th	Look in a thesaurus to find a more interesting word.
TC:	Target challenge
TT	You're a Target Terminator – congratulations!
PP	Presentation Point
TP	Team Point