

Implementation Scenarios

In all scenarios, two key questions remain: 1. What do you want learners to do? 2. When will this be checked and fed back into the classroom?

	Curriculum Wired	Hybrid	Home Learning
Description	Consistent access to Bedrock is ensured through built-in curriculum time, such as: - Tutor time	Curriculum time is dedicated to ensuring a level of consistency to access Bedrock; for example: - Tutor time	Curriculum time is not dedicated to Bedrock - although access it guaranteed to give learners access to
	- English or library lessons - Dedicated literacy sessions	- English or library lessons - Dedicated literacy sessions	ICT to complete their Bedrock; for example: - Before/after school
	Pupils achieve the vast majority of the suggested 20 points during these sessions.	Pupils are expected to achieve 20 points per week, 'topping up' their points independently as required.	- Lunchtimes - Homework clubs
Bedrock Leads/ Pastoral Leads	Termly: - Uses the attainment reports to understand achievement amongst micro populations - Uses the Student Engagement report to understand engagement over time, intervening and supporting where appropriate - Monitors School Knowledge Trends (in 'School Reports') and collates the most powerful words to share across the curriculum; see 'Tier 2 Word Template' here. Words from blocks 3/4/5, 6/7/8/9, 10/11/12 could be collated to target particular cohorts of learners. Weekly: - Uses attainment, points and time spent leaderboards in 'School Reports' to reward and celebrate		
Classroom Teacher	Weekly: - Check the weekly email (change the reporting day if necessary); monitor engagement, celebrating and supporting where necessary - Use our Bedrock Superstars template to reward and celebrate - Use our Block Placement and Knowledge Trends Reports to identify the most powerful tier 2 words to bring into lessons (see 'Bedrock in the Classroom' here).		