

Dear Parent/Carer

April 2020

The Everlearner – GCSE PE, BTEC sport and Level 3 BTEC sport home learning

We have enrolled all of our PE exam classes on an online learning platform called the **Everlearner**. We feel that this platform will be a really valuable addition to your child's learning whilst away from school.

The Everlearner gives students access to exam-board specific tutorials, space to make notes and thousands of self-marking questions related to the topic areas that they study. The team behind this platform suggest that students who complete 60% of online tutorials and associated progress checks achieve on average a grade 1.8 times higher than those that do not.

Attached is a parent information sheet outlining this platform and its features in more depth - please familiarise yourself with this document so that you can support your child when accessing this platform.

Your child's exam class teacher will be providing login details for this system via Show My Homework and I ask that you check that they have logged into this platform by the end of the Easter break as this is when staff will be going live and using it to set work.

N.B. Our current Year 11 classes have been signed up to the Level 3 BTEC course. Students will be set tutorials in preparation for them returning to study with us in September. **These are entirely optional, but I would strongly recommend that students wanting to continue on our Sport course in Year 12 complete these tutorials to help them get ahead of some of the units they will be doing.**

The platform works on all mobile and computer devices, however if your child has any issues logging on or problems with their username and password please email me:

Robert.Hodgson@thesuttonacademy.org.uk

Kind regards.



Mr R Hodgson (Faculty Leader PE and Sport)



The EverLearner



We're not just learners,
we're EverLearners!

What does The EverLearner do for my child?

The EverLearner radically improves learning. With exam-board-specific tutorials, self-marking questions and razor-sharp reporting, students can be sure that they are fully prepared for their exams and that every gap has been recognised and addressed. Teachers dramatically reduce their workload through automated marking, assignments and data reporting, freeing up time for more valuable interactions with students.

Features of The EverLearner



Tutorials

Exam-board specific tutorials teach students everything they need to succeed with no corners cut. Lessons are focussed on developing a deep understanding of specific content.



Online Note-Taking

Students bookmark high-quality, online notes against specific teaching moments, creating a robust record of what has been learned.



Practice Mode

Low-stakes quizzing in a pressure-free environment. With no time limits and lesson notes available, this is a formative space for students to learn and grow.



Test Mode

A test environment where students prove what they have learned and practised. Time-restricted, with no notes available and with high-quality feedback after every question.



Checkpoints

End-of-unit summary tests. Interleaved questions from a range of lessons taken in an exam-style format. Detailed diagnostic feedback available to both student and teacher once the last question has been submitted.



Assignments

Set personalised homework and classwork in under 30 seconds. The EverLearner provides the content, the notifications and the marking, and delivers it all into a beautiful markbook.



Progress Tracking

Razor-sharp diagnostic feedback for students, teachers, course managers and school leaders. Live scores, completion rates, homework marks, time spent studying and progress over time provided at every level.



Messenger

Teacher-student communication in and outside of the classroom. Know what students need help with before you step into your classroom.



Automated Markbook

Always up to date, your markbook reflects student performance with no input from the teacher. Teachers respond to a rich data stream without producing a single number.

Subjects



Physical Education



Spanish



French



Chemistry



Biology



Roadmap



Physics



English Literature



Computer Science

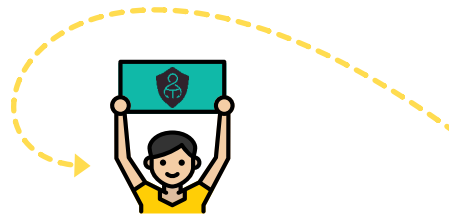


History

More subjects coming all the time!

How does your child learn with The EverLearner platform?

Exam-board-specific courses.



Course broken down into chapters.

Chapters broken down into topics.

Benefits for Students

- Boost grades.
- Never miss homework.
- Identify areas to improve.
- Access teaching at any time.



Mastery practice available throughout.

Topics broken down into lessons.

Each lesson has a learning video with note-taking facilities and advanced engagement monitoring.

Low-stakes practice mode quizzing embeds knowledge before testing with access to videos and notes. Feedback is given after every question. Practice-mode will only end when the learner chooses.

Higher-stakes test mode takes place after practice with in-test feedback but no access to videos and notes.

Highest-stakes checkpoint mode tests understanding of a range of lessons with no access to videos or notes. Personalised feedback is given after the checkpoint.

OCR GCSE Computer Science: Paper 2 Computational Thinking, Algorithms and Programming

Computer Science GCSE Level 2 6 chapters 60 Lessons 7 Free lessons

Exam board-specific online course, featuring fast-paced tutorials taught by Mark, practice and test mode quizzing and checkpoint assessments preparing you for your Paper 2 examination. We recommend that you study Paper 1 Computer Systems and The Roadmap course along with this course. Click to find out more.

Algorithms

- Computational thinking (0/3)
- Searching algorithms (0/4)
- Sorting algorithms (0/5)
- Writing algorithms (0/1)
- Checkpoint 1

Programming techniques

- Variables and Constants (0/3)
- Subroutines (0/4)
- Checkpoint 2

Practice makes perfect: Start practice Start test

Lesson (1/4) Subroutines Start learning	Lesson (2/4) Procedures and Functions Start learning	Lesson (3/4) Built-in and User-defined Subroutines Start learning
Lesson (4/4) Variable Scope Start learning Start practice Test yourself		

- Data processing techniques (0/10)
- Data Storage (0/4)
- Checkpoint 3

Producing robust programs

- Defensive design (0/2)
- Maintainability (0/1)
- Testing (0/2)
- Checkpoint 4

For more information, visit ... theeverlearner.com