

## Feedback from CPD – Humanities – Pace and Challenge

The following is a summary of the ideas that were fed back by staff from the CPD session that we had. Along with this we would recommend reading over the booklet 'Classrooms with Pace and Challenge' by Learning Unlimited (see Myra). There is some cross over between the ideas - but hopefully that highlights that these are things we are doing already and it's just perhaps a case of continuing to do these whilst trying to introduce some new practice too

### What can we do to improve pace and challenge?

Here is what you came up with:

- Improved planning
- Incentives appropriate to different pupils
- Timed activities
- Regular feedback
- Peer assessment
- Using peer to peer explanations
- More careful use of questioning related to ability of pupil being asked
- Having a 'store' of questions for particular topics to stretch more able
- Using experiments/demonstrations for certain groups
- Make sure we are resourced appropriately (consulting with others on this)
- Strategies for pupils persevering 'thinking for themselves', before asking teacher –
- Broader use of CA's e.g. not always working with less able pupils, but more often with more able pupils.
- Better use of CA's in resource production
- 'Chunking' lessons and sticking to timings
- Sharing of strategies for individual pupils amongst other teachers

Pages 9-27 of the booklet mentioned above look at many of these ideas, but give a bit more detail. There is also some further reading suggested at the back. I highly recommend G Claxton '*Hare Brain Tortoise Mind*' (actually that's a joke I haven't read it – but I thought the title sounded good!)

The following are the addresses that we tried to show use of during the presentation but were unable to reach

<http://www.missarnold.com>

Lots of ICT ideas on this page – class website, with challenges, puzzles, homework online - fun activities, etc

Challenge: e.g. The Homework Challenge

The idea of pupil choice and responsibility is extended

Pace: e.g. The 5-min activities

Activities that contribute to enjoyment and learning ability.

[http://www.pewinternet.org/PPF/r/162/report\\_display.asp](http://www.pewinternet.org/PPF/r/162/report_display.asp)

The report found that children view e-mail as a tool for communicating with adults. There is already a technology generation gap between 15 years olds and 25 year olds. Teens' favourite technology is Instant Messaging. Additionally a surprising 80% of online teens play online multiplayer games. This is surprising because most people over 25 have never played a multiplayer online game.

What does this suggest about modern teens? They have much higher expectations for real time interaction with other users.