

Case Study

Victory Heights Primary School

Location: Dubai, United Arab Emirates

Year levels: FS1 (pre-reception) to Year 6.

Type: Co-educational British Curriculum primary school.

Why LiteracyPlanet? Comprehensive, fun and ideal for differentiation.



Helping differentiated learners to make faster progress



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- Ben Rothwell, ead of Technology & Innovation

Victory Heights Primary School is a learning hub at the centre of Dubai's Sports City Community, that aims to provide its 700 students with a world-class education.

Why did the school choose LiteracyPlanet?

Victory Heights embraces eLearning and digital resources to complement traditional learning paradigms, and produces bespoke 'flipped' lessons for students across a range of different subjects.

Literacy is one of the school's key priorities, and after looking at a number of different software packages, teachers felt that LiteracyPlanet

offered the most comprehensive solution to support the school's literacy objectives.

They like the interactive features, which allow all students to benefit, and the intuitive backend functionality, which easily allows teachers to differentiate and ensure they are focusing on the right areas.

How the school uses LiteracyPlanet

The most important use of LiteracyPlanet at Victory Heights is for intervention groups.

Several of the school's students within each year group are making below the expected rate of progress or at risk of doing so, and have SEN, EAL or receive some other form of learning support.

Teachers have found that LiteracyPlanet has helped these students to boost their progress when they were previously at risk of falling behind. It presents an interesting and engaging medium for learning that engages students and helps them to understand difficult concepts more easily, particularly for spelling, grammar and punctuation.

According to Matt Hawley, Assistant Head Teacher, one of the most useful aspects to the programme for teachers is being able to lock students in to individual activities or focus areas, such as 'Year 5 Spelling' or 'Year 2 Grammar': "This means that you can ensure that children are working on the areas that you know they need to in order to plug gaps and aid their progression," he says.

Students particulary enjoy the gamified elements and the self-guided mode of the programme known as 'Quest'. Incentives and rewards for completing tasks and doing well, like earning credits to redeem items for their avatar, motivate them to continue and complete more work.

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