## Setting up the mathsquad homework program

## Semester 1:

- 1. Download the Foundation Homework Booklet (mathsquad.org/all-files)
- 2. Print pages 1 to 16 to print out Foundation homework booklet 1A.
- 3. Make one copy of the booklet for each student in your class/year level (recommend A3 booklet, stapled in the middle)
- 4. Decide what consequence (if any) you will have in place for students who do not complete their homework by the due date (some examples are below but discussed further in the optional add-ons)
  - ☐ 5 minute detention immediately after class if a day late
  - ☐ Student has to stay back after the following class to correct their homework with you
  - Student has an after school detention if the homework is more than a week late
- 5. Decide what day the homework will be due for your class. (For example "homework is due in our maths lesson on Period 1 each Monday".)
- 6. Distribute homework book to students (to minimise the likeliness that students will lose this booklet I request that each student has a display folder for the subject)
- 7. Tell students what day and/or lesson homework will be due each week.
- 8. Explain the consequences that will occur (if any) if homework is late or not completed.
- 9. When the due date arrives, students open their booklets to the completed homework sheet and correct their work by either viewing a projection of a completed homework sheet or using answers which are written on the board by the teacher. See <a href="www.mathsquad.org/homework">www.mathsquad.org/homework</a> for information on accessing solutions.
- 10. Remind students when the next sheet will be due (For example "homework sheet 2 is due Period 1 on Monday").
- 11. Repeat Step 9 & 10 until all sheets within the booklet are complete. Once complete print next set of booklets. (note that Book 1A is page 1 to 16, Book 1B is page 17 to 48 Book 2 is page 49 to 92, Book 3 is page 93 to 136 and Book 4 is page 137 to 180)

## Semester 2:

Complete as in Semester 1 though use Core level homework.