

# MID-YEAR REPORT

## Digibus 2024



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# OVERVIEW

This mid-year report provides a comprehensive overview of the progress, challenges, and strategic initiatives undertaken by VUSA Rugby & Learning Academy from January to June 2024. The report highlights key achievements and areas for improvement across various age groups and programs, including Reading Eggs, coding, and the Digibus initiative.



## Key Achievements

### Improved Attendance

**Token Rewards System:** The introduction of token rewards has significantly improved student attendance. This incentive system has proven effective in motivating students to attend regularly and engage more actively in classroom activities.

#### Reading Eggs Program

**Phonemic Awareness:** Grade 4 students have shown rapid progress in phonemic awareness, sounding, blending, and reading skills. The comprehensive placement tests have successfully grouped students by ability, allowing tailored learning at appropriate paces.

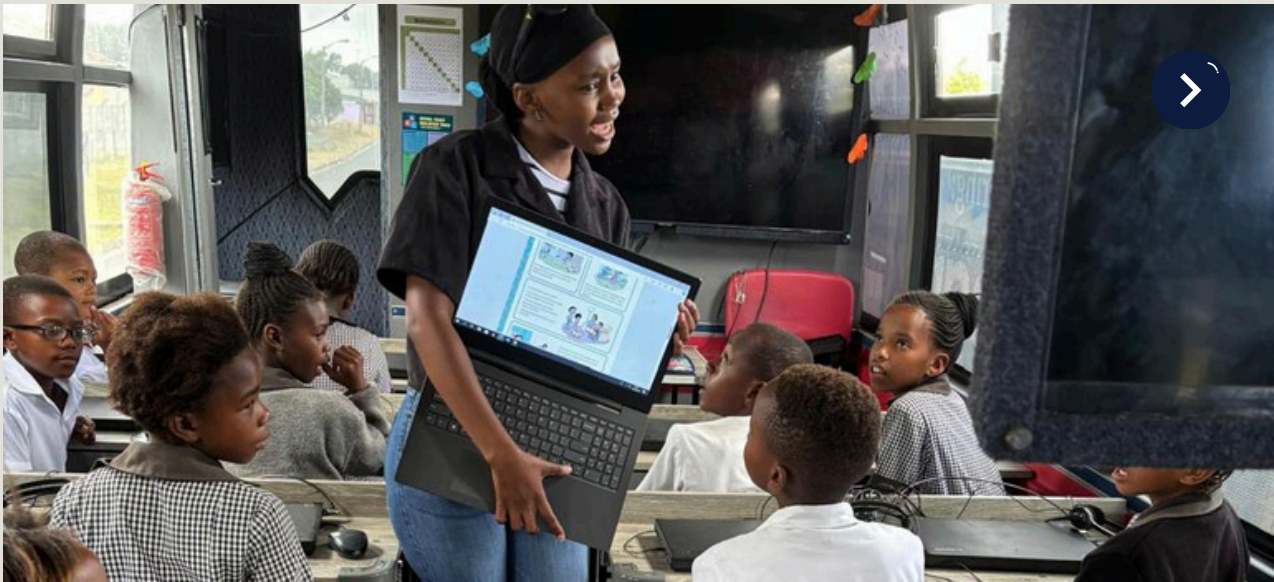
**Lexile Growth:** There has been a steady increase in Lexile scores, indicating improved reading proficiency among students. Advanced tasks and Jolly Phonics integration have further supported reading comprehension and spelling.

### Coding Programme

- **Practical Applications:** Grade 5 students have demonstrated significant strides in coding skills, particularly in HTML and CSS. Projects like the "Planets" project have reinforced practical application of coding concepts.
- **Engagement and Participation:** Despite challenges such as copying and pasting URL codes, students have remained enthusiastic and engaged. Attendance in coding sessions has been consistent, with a total of 1013 students participating.

### Matific Programme

- Improved understanding and reduced login times for Matific.
- High engagement in activities despite challenges



## HIGHLIGHTS

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- **Early Attendance:** Increased early attendance has provided students with more time for activities.
- **Motivated Participation:** Strong drive among students to complete activities and earn tokens.
- **Improved Logging Experience:** Fewer students require assistance with login details.

## CHALLENGES

- **Late Arrivals:** Impacting student progress and workload management.
  - **Attendance Discrepancies:** Some students skipping academic sessions but attending rugby practice.
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## STRATEGIC INITIATIVES

- **Enhanced Learning Environment:** Improving coordination and communication with interns and teachers to create a more conducive and safer learning environment.
- **Backup Transportation Plan:** Addressing bus breakdowns with a backup plan to ensure timely arrival.
- **Advanced Learning Materials:** Providing more challenging assignments for advanced students in the Reading Eggs program.
- **Intern Goals:** Setting individual goals for interns to enhance their contributions and development.

# MATIFIC & CODING

## MONTHLY ACTIVITIES, ACHIEVEMENTS AND CHALLENGES

### February 2024:

- Activities:
  - Placement tests on Adventure Island.
  - Coding sessions and arithmetic sequences.
  - Number sentence activities.
- Challenges:
  - Difficulty teaching younger children and new participants to use Matific or a laptop.
  - Delays in the coding program due to lack of access to Code4codes.
- Goals:
  - Ensure all children complete their assigned work before the end of the term.

### March 2024:

- Activities:
  - Continued focus on number lines, arithmetic sequences, and operations.
  - Introduction to rounding off whole numbers.
- Challenges:
  - Latecomers falling behind in their work.
  - Wifi connectivity issues when the bus is full, causing students to lose progress and time.
- Highlights:
  - Improved understanding and reduced login times for Matific.
  - High engagement in activities despite challenges.

### April 2024:

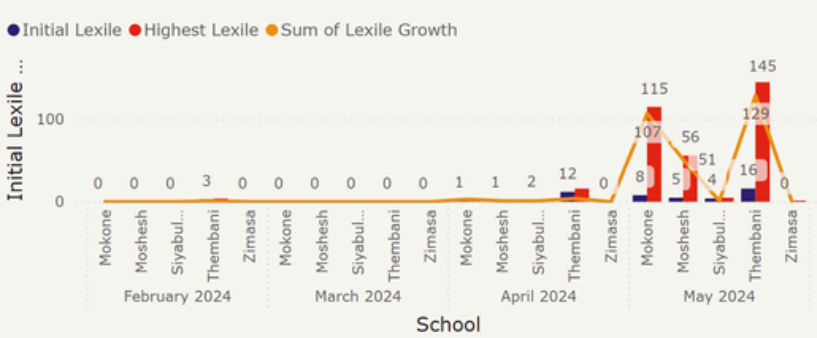
- Activities:
  - Adventure Island activities and arithmetic operations.
  - Introduction to place value and adding three-digit numbers.
  - Coding sessions focusing on "The Earth and Beyond" and environmental topics.
- Challenges:
  - Latecomers continuing to struggle with keeping up.
  - Wifi issues persisting when the bus is full.
- Highlights:
  - Increased completion of activities during sessions.
  - Positive impact of token rewards on attendance and engagement.

### May 2024:

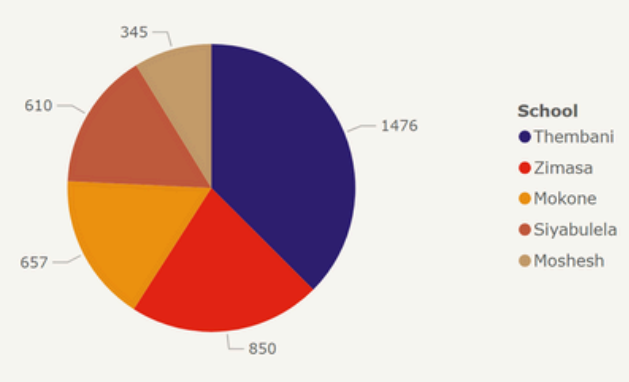
- Activities:
  - Reflection symmetry, polygon identification, and counting vertices and edges.
  - Catch-up sessions for students to complete outstanding work.
  - Coding sessions focusing on practical applications like shopping scenarios.
- Challenges:
  - Late arrivals affecting student progress.
  - Discrepancies in attendance between academic sessions and extracurricular activities.
- Highlights:
  - Improved attendance and engagement due to token rewards.
  - Enhanced logging experience with fewer students needing assistance

# Reading Eggs Report 2024

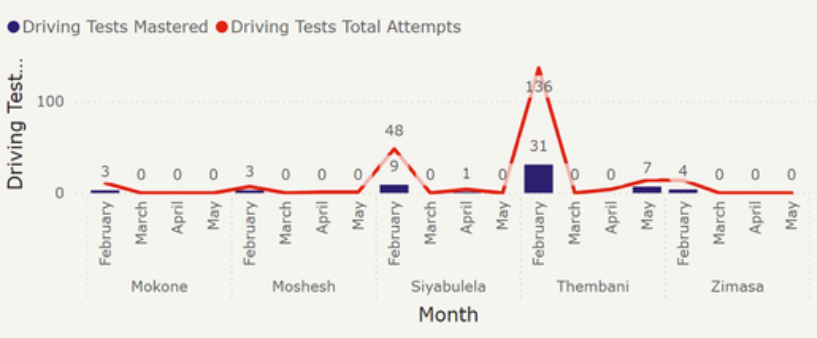
## Initial Lexile, Highest Lexile and Lexile Growth by Month and School



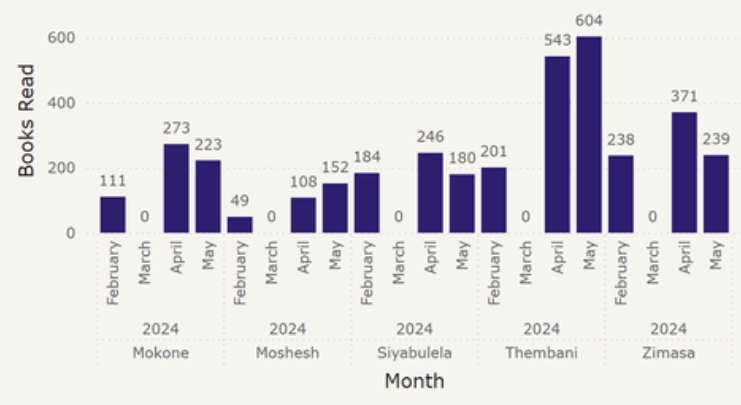
## Reading Lessons Total Completed by School



## Driving Tests Mastered and Driving Tests Total Attempts by School and Month

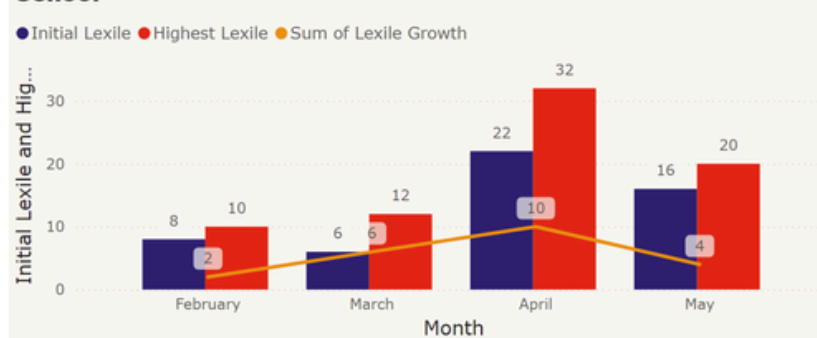


## Books Read by School and Month

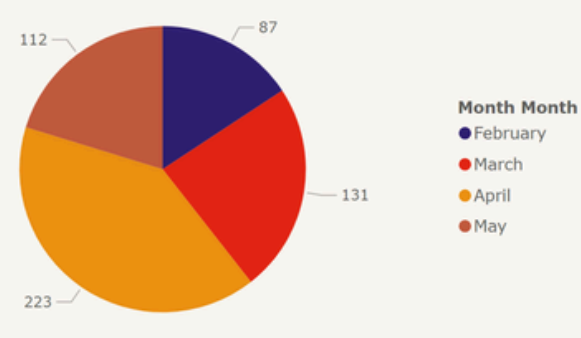


# Edunova Report 2024

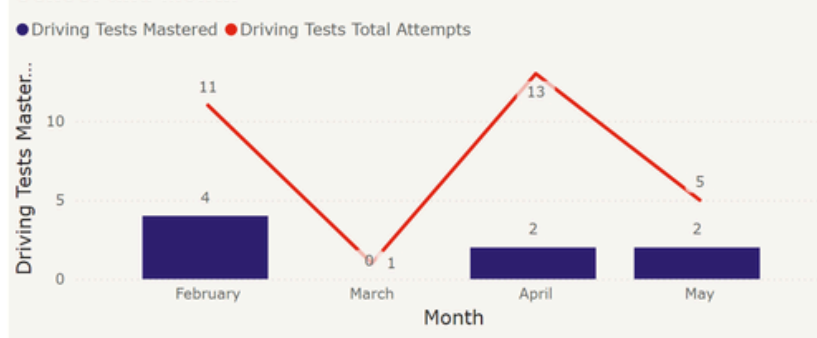
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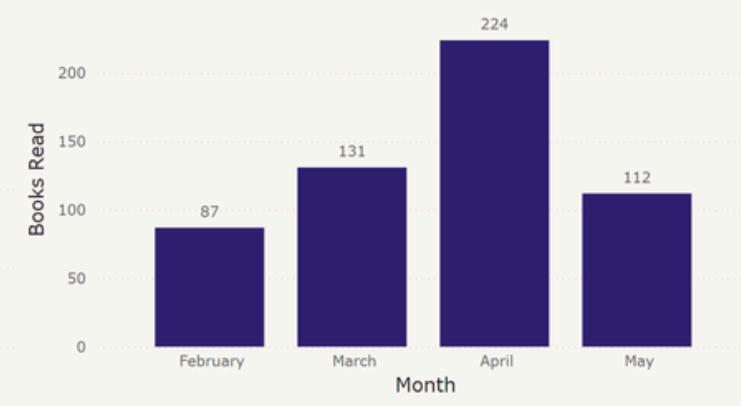
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## Books Read by School and Month



**THANK  
YOU FOR  
YOUR  
SUPPORT**

