

Crowmarsh Gifford Church of England Primary School
Expected Pupil Premium Spend 2016-2017
Total Number of Children on Roll: 202



	FSM	Service Children	Looked After Children	Adopted Children
Number of Eligible Children	11	10	0	3
Money Expected	£14,520	£3,000	0	£5,700

Expected Pupil Premium Spending: 2015-2016

In light of the review and assessment of the previous year's spend, the school's use of Pupil Premium funding has been reviewed and 2016-2017 year's funding will be spent as follows

(N.B. could change according to circumstances)

Raising Achievement

Action	Amount Expected	Reason
HLTA Support across School	£11,000	Most impact has been shown from having 1:1 or small group work support. Therefore having a specific role of an HLTA will help provide this across school.
TA Specific to Intervention Work and 1:1 across school	£4,180	Again, most impact has been shown by additional adult support. TA support for both KS1 and KS2 as appropriate.
Be the Best You Can Be Programme	£2,000	Olympic Legacy Programme – continuing as this has formed our 'ethos.' All groups of children striving to be the 'best they can be.' Visitors into school to inspire and motivate children in key learning values.

Pastoral Care

Action	Amount Expected	Reason
RAFTers	£300	Highlighted from RAF parents in parent questionnaire, as something children really value.
Home-Link Worker/Counselling	£7,000	Home-Link Worker now full time to take into account families affected by mobility and the wellbeing of pupils at different times as necessary. Wellbeing of staff and pupils a school priority this year.

Increasing Participation/Improving Access

Action	Amount Expected	Reason
School Uniform	£50	To ensure all children are able to wear our school uniform and feel a part of our team.
Clubs/Extracurricular	£1000	To ensure children can do things they enjoy inside and outside of school and have routine and consistency through the holidays.
School Trips	£200	To ensure that all children are able to attend school trips regardless of circumstances.