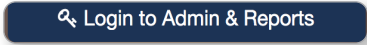# Teacher Set Up

How to Log In
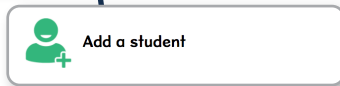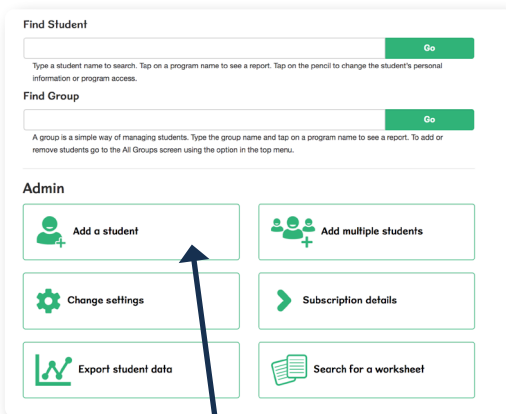
1. Go to nessy.com
2. In the top right corner click 'log in'.
3. Select the blue admin button.
4. Type your email and password.

Login to Admin & Reports

> Students log in with the Secret Word so that your email and password can remain confidential.
> Find out your Secret Word by accessing My Account/Settings.

Add a New Student

When you log in to Admin & Reports you will see this screen.

Find Student

Type a student name to search. Tap on a program to see a report. Tap on the pencil to change the student's personal information or program access.

Find Group

A group is a simple way of managing students. Type the group name and tap on a program name to see a report. To add or remove students go to the All Groups screen using the option in the top menu.

Admin

- Add a student
- Add multiple students
- Change settings
- Subscription details
- Export student data
- Search for a worksheet

Add a student

There are five steps to complete:

1. Add the student's personal information.
2. Add them to a group (class).
3. Decide whether learning will be guided by the program or by a teacher.
4. Choose which programs they can access.
5. Parental consent is required.

Nessy reading and spelling

Add Student When all steps are complete, tap 'Add Student.'

> There is an option to add multiple students at once. Each student's Nessy name will be automatically generated so remember to print the details.

> **Stay Safe Online. The Nessy browser provides a desktop shortcut and protects children from accessing other websites.**

Download it from nessy.com/help and watch quick explainer videos to help you get started.

Controlling Student Access
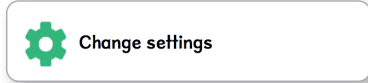
Change settings Select 'Change Settings'.

Allow Students to Create Their Own Character

The default setting allows students to create their own Nesssy character and user record when they log in.

Secure Login

The default setting shows the student's real name and Nessy name. They simply click on their name to begin playing. To make this more secure, change this setting to 'Yes' and click 'Use'. This will require each student to type their Nessy name as a password before they can play.
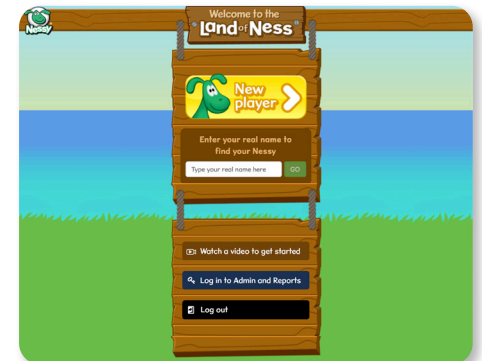
Student Login

1. Go to nessy.com
2. In the top right corner click 'log in'.
3. Type your 'Secret Word'.
4. Check 'Remember Me'.

Log in to Nessy Learning
Secret word:
Enter your secret word
Remember me
Login
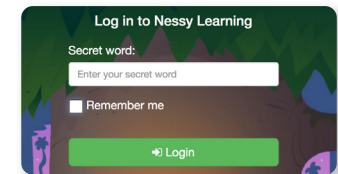
Next time you log in from this computer the information will be entered for you.

Creating a new Nessy character will create a new student record, where student progress will be saved.

5. Type your real name
6. Click your Nessy picture.
7. Type your Nessy name.

Welcome to the Land of Ness
New player
Enter your real name to find your Nessy
Type your real name here GO
Watch a video to get started
Log in to Admin and Reports
Log out

> If a student forgets their Nessy name there is an option for the teacher to reveal it using their email and password.

8. Tap on the sign to begin playing.

Nessy reading spelling

Assessment

The first time Nessy is played, the 'Explore Nessy' video explains the navigation menus. Completing activities is rewarded with Nessy nuggets.

Monkey Mission!
Take a 2 minute tour of the program.
Reward 10 nuggets.

EXPLORE NESSY

After the video has played you will see the Nessy islands. The program is structured into ten island levels of 100 lessons. To begin with, all the islands are open. Any game can be played but no progress data will be saved.

To find an appropriate starting level, students should play the 'Nessy Challenge' game. This assessment will set 5 lessons as learning targets.

Ten island levels

Click on 'Set Targets' then select 'Reading' or 'Spelling'.

Set Targets

After 5 errors the assessment will end and learning targets will be set.

The game will automatically save at the end of each level so if the game is abandoned a student can return to complete it later.
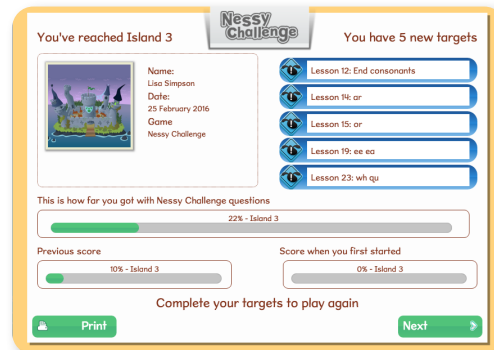

I had a pet _.

dog
bog
bad

skip

It is important that no help is given during the assessment game, or the student will be given a learning level that is too difficult.

Student Targets

The assessment will set a baseline result for all future progress.

Nessy Challenge

You've reached Island 3

Name: Lisa Simpson
Date: 25 February 2016
Game Nessy Challenge

You have 5 new targets

Lesson 12: End consonants
Lesson 14: ar
Lesson 15: or
Lesson 19: ee ea
Lesson 23: wh qu

This is how far you got with Nessy Challenge questions

22% - Island 3

Previous score
10% - Island 3

Score when you first started
0% - Island 3

Complete your targets to play again

Print   Next

The game report will compare previous and current results.

Learning targets and assessment results can be reviewed and changed in reports.

Use 'My Targets' to see which lessons need to be completed.

My Targets

Home
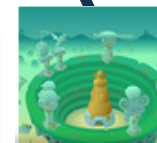
My Targets

55

Go to Island 2
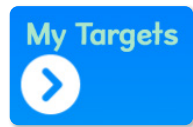
Now that learning targets have been set, lessons on high level islands have become hidden behind clouds.

Reading targets are blue.

Spelling targets are pink.

Reading Targets   Spelling Targets

12 End consonants (cvcc) : Island 2
14 ar : Island 2
15 or : Island 2
19 ee ea : Island 2
23 wh qu : Island 3

Print   OK

Click a row to load a lesson.

Tap the corner picture to launch the next activity.

Finding Your Way Around

Using the Home icon will take you to the screen with all the islands.

Tap the Nessy character to visit Jungle Town where your Nessy name and appearance can be changed.

Use the trophy icon to see which animal achievements have been earned. To wake an animal pass all the activities in a lesson.

Use this arrow to raise the menu and see all the activities in the lesson.

Shows the currently selected lesson.

The default view shows all activities. Select a different icon to filter what is shown.

Use the exit icon to log out and end the current learning session.

Use the search icon to open the side menu and find any lesson or resource.

The program guides a player through the activities.

Tap the corner picture to launch the next activity.

Use the arrows to switch between lessons.

Once passed the activity will show a check mark.

The program has 1000s of printable activities including card and board games. These documents do not need to be completed to pass a lesson but provide extra reinforcement.

Island 2

My Targets

55

Lesson 12

Watch a strategy video: Cover the last letter.

thin

0 / 37

All Activities

Strategy videos

Games

Phonics

Prefix & suffix

Mnemonics

Worksheets & card games

End consonants (cvcc)

Strategy video: Cover the last

Game: Banana Wheels 1

Phonic video: ng

Game: Banana Wheels 2

Game: Hands Off My Bananas 1

Game: Banana Wheels 3

Game: Banana Wheels 4
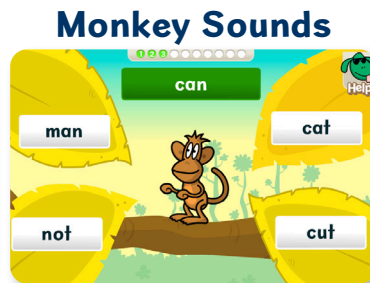
Circle word - ng nk nt nd

Games Develop the 5 Core Components of Structured Literacy

1. Phonological Awareness

The development of phonological ability is an essential foundation skill before phonics instruction.

Megablob
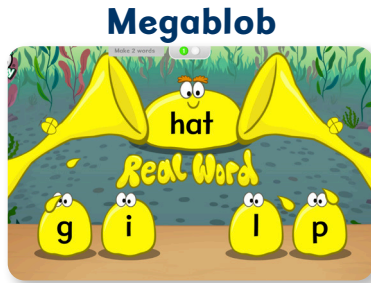
Chunking, onset and rime.

Monkey Sounds

Phoneme isolation and rhyming.

Chimp Fu

Learn the principles of chunking longer words into syllables.

Tail Kwon Do

Identify prefixes and suffixes to develop word analysis skills.

2. Phonics and Word Recognition

Nessy develops phonemic awareness by introducing small groups of sounds then immediately progressing to blending the sounds into words.

Banana Wheels

Phoneme blending.

Gorilla Tickler

Speed up whole word recognition.

Spelling

Spelling activities follow on from reading in the same lesson.

Sir Minky

Complete the word.

Hands Off My Bananas
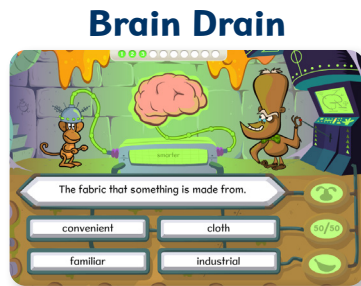

Spell words.

3. Fluency

Fluency is how quickly and accurately text can be read. Accuracy is developed by sentence reading games.

Ice Ice Hairy
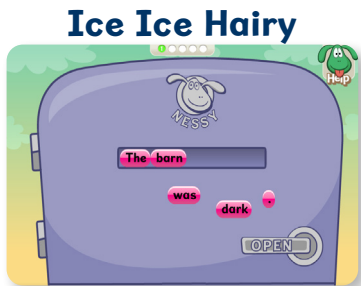
Sequence words into a complete sentence to develop fluency.

4. Vocabulary

Understanding the meaning of words is an essential element of reading.
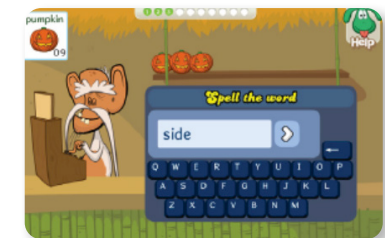
Brain Drain

Read a definition and select the matching word.

5. Comprehension

Comprehension is linked to vocabulary. These skills are developed when the student has moved beyond single words.
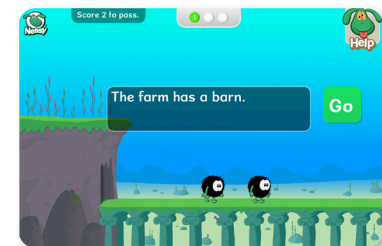
House of Fear

Find the missing word to complete the sentence.

Hairy Jumper

Spell sentences.

Learning Structure

Island 1

1	Letter sounds - names
2	Consonant-vowel-consonant (cvc)
3	b d discrimination
4	Syllables: closed, open
5	sh (e.g. **sh**in)
6	ch (e.g. **ch**in)
7	th (e.g. **th**in)
8	Initial consonants (ccvc)
9	y as i (e.g. tr**y**)
10	Tricky words 1 of, see, she, that, the, they, this, to, was, with

Island 2

11	Doublets: ff ll ss zz
12	End consonants (cvcc)
13	c, k, ck discrimination
14	ar (e.g. c**ar**)
15	or (e.g. h**or**se)
16	er ir ur (e.g. b**ir**d)
17	CVC-CVC (two syllables)
18	Tails (suffixes) 1 -s -es -er -ing -y
19	ee ea (e.g. tr**ee**)
20	Tricky words 2 all, are, for, have, her, more, one, said, went, you

Island 3

21	Magic e (a-e, i-e, o-e, u-e)
22	ce ge (e.g. fen**ce**)
23	wh qu (e.g. **wh**ale)
24	ai ay (e.g. r**ai**n)
25	igh ie y (e.g. t**ie**)
26	oa ow oe (e.g. c**oa**t)
27	oo (e.g. m**oo**n)
28	tch (e.g. ma**tch**)
29	ar or ir ur (two syllables)
30	Tricky words 3 before, bird, come, do, down, first, girl, here, some, too

Island 4

31	Triple consonants (e.g. **scr**eam)
32	End consonants (two syllable)
33	Vowel teams (two syllables)
34	Open syllables (two syllables)
35	Magic e (two syllables)
36	-ed (e.g. walk**ed**)
37	ui ue ew (e.g. fr**ui**t)
38	oi oy (e.g. c**oi**n)
39	ou ow (e.g. m**ou**se)
40	Tricky words 4 could, only, their, there, want, where, what, which, who, your

Island 5

41	ph (e.g. gra**ph**)
42	dge (e.g. bri**dge**)
43	Heads (prefixes) ab- ad- com- con- de- dis- ex- un- in- mis- ob- per- pre- pro- re- sub-
44	Tails (suffixes) 2 -en -ful -et -ly -ty -ish
45	Suffixing -ing (e.g. ho**pp**ing)
46	Vowel-rr (e.g. c**arr**y)
47	-le (e.g. tick**le**)
48	ear air (e.g. s**ear**ch)
49	au aw oor oar
50	Tricky words 5 ask, because, earth, little, once, our, people, saw, very, walked

Island 6

51	wa wor war (e.g. **wor**ld)
52	Suffixing -ed (e.g. ho**pp**ed)
53	Silent letters (e.g. **h**onest)
54	Vowel-re (are ire ure)
55	o as u (e.g. g**o**vernor)
56	ce se (e.g. promi**se**)
57	soft c g 2
58	Tails (suffixes) 3 -ment -less -ness -est -age -some
59	Compound words (e.g. baseball)
60	Tricky words 6 any, brother, does, every, know, many, money, month, other, write

Island 7

61	y changes to i (e.g. bab**i**es)
62	links (e.g. ser**i**ous)
63	-tion -sion (e.g. televi**sion**)
64	qua squa (e.g. **qua**lity)
65	Advanced plurals
66	ou as u (e.g. car**ou**sel)
67	ough augh (e.g. th**ough**t)
68	Split vowels (e.g. tr**i-u**mph)
69	Sounds saying A (a-e ai ei ea)
70	Tricky words 7 again, birthday, brought, great, laugh, shoulder, straight, through, thought, young

Island 8

71	Sounds saying I (i-e igh y ie)
72	Sounds saying O (o-e oa ow oe)
73	Sounds saying oo (u-e oo ew ui ue)
74	ie ei (e.g. bel**ie**ve)
75	Sounds saying E (ee ea ie ei ey)
76	Homophones (e.g. aloud -allowed)
77	ir ur 2 (e.g. v**ir**tual)
78	Soft c g 3 (e.g. fra**gi**le)
79	Tails (suffixes) 4 -ily -ity -ic -ical -ture -oon -eer -ous
80	Tricky words 8 beautiful, believe ,breathe, clothes, friend, heart, piece, shoe, sure, water

Island 9

81	-al -el (e.g. interv**al**)
82	Advanced suffixing (e.g. jewelled)
83	au 2 (e.g. **au**thentic)
84	Links 2 (e.g. ingred**i**ent)
85	Tails (suffixes) 5 -able -ible -ant -ent -ive -ine -our -ice -ite -cy
86	ch as k/sh (e.g. ar**ch**ive)
87	ph 2 (e.g. am**ph**ibian)
88	que (e.g. physi**que**)
89	-ly (e.g. occasional**ly**)
90	Tricky words 9 almost, always, beginning, busy, necessary, pretty, school, soldier, success, suggest

Island 10

91	Silent letters 2 (e.g. colleag**ue**)
92	Tails (suffixes) 6 -ory -ary -ate -ance -ence -ology -ism
93	Connective ti ci (e.g. cons**ci**ence)
94	j choices (j ge dge di du)
95	-ar -or (e.g. particul**ar**)
96	eu (e.g. entrepren**eu**r)
97	y as a vowel (e.g. h**y**sterical)
98	Assimilated prefixes (e.g. irresponsible)
99	Advanced prefixes (e.g. **co**incidence)
100	Commonly mispelled