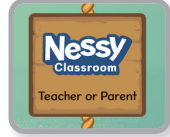





Teacher Set Up

How to Log In

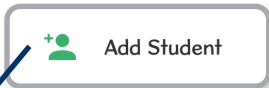
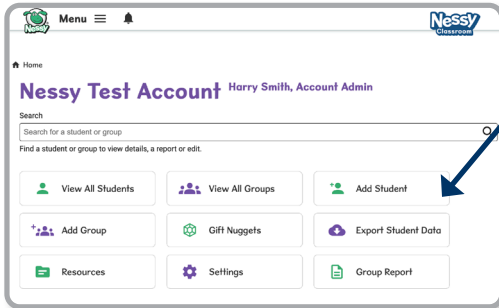
1. Go to nessy.com
2. In the top right corner click 'Log in to learn'.
3. Select the Nessy Classroom option.
4. Type your email and password.

Students log in with an Emoji login, a QR code, or their access code and Nessy Name. Find students' login details on their profiles in Nessy Classroom.

Add a New Student


When you log in to Nessy Classroom you will see this screen.



- There are five steps to complete:
1. Add the student's personal information.
 2. Add them to a group (class).
 3. Choose which programs they can access.
- When all steps are complete, tap 'Submit'.



There is an option to import multiple students at once. Each student's login details will be generated automatically. This can be found within the Main Menu. You can print login info with bulk actions.



Student Log In



Option 1 – Emoji Log In



1. Enter your Access Code (Secret Word).
2. Enter your emojis.
3. Select 'GO'.

Option 2 – QR Code Log In



Scan the QR code on your Nessy Badge.

Option 3 – Old Log In



1. Enter your Access Code (Secret Word).
2. Enter Student Log in Info:
 - First Name
 - Last Name
 - Nessy Name (Student Password)
3. Select 'GO'.



Assessment

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

After the video has played you will see the Nessy islands. The program is structured into 10 island levels of 100 lessons.

Play the Nessy Challenges. These assessments will set 5 lessons as learning targets for both Reading and Spelling.

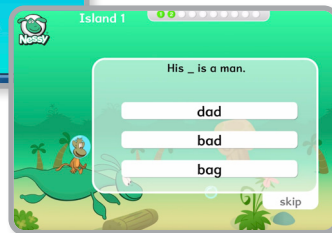


Ten Island Levels



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

Please encourage students to complete the game as it will save at the end of each level.



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.

2

Student Targets

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



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

The game report will compare previous and current results.

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



Use the journal to see which lessons need to be completed.

Tap the corner picture to launch the next activity.



Reading targets are blue.



Spelling targets are pink.





Finding Your Way Around

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

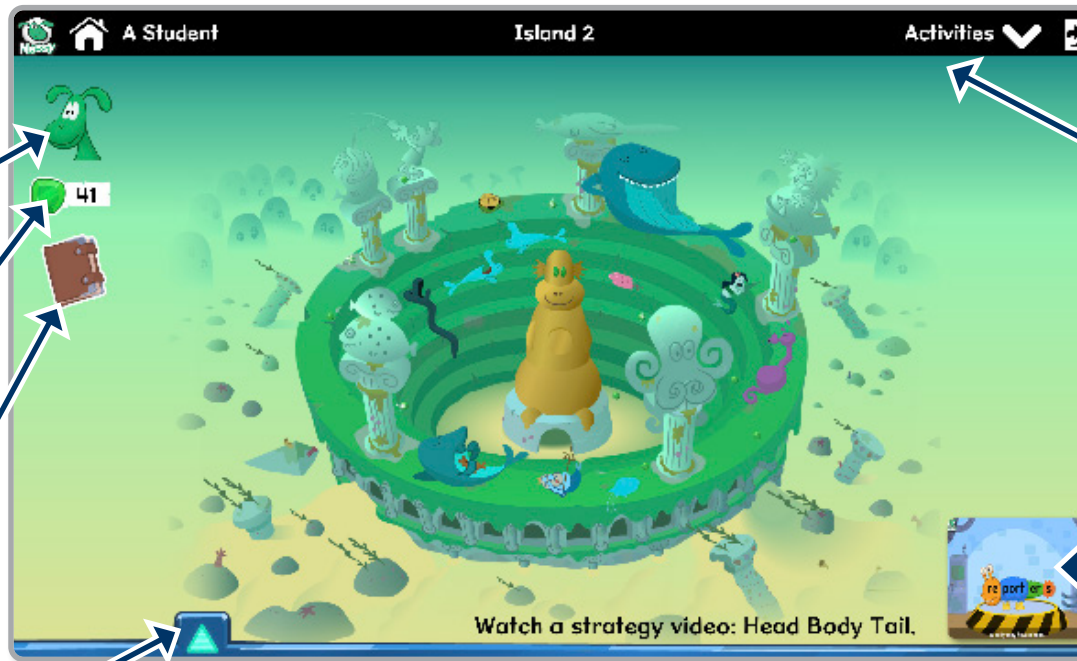
Tap the Nessy character to visit Jungle Town where your appearance can be changed.

Players earn Nuggets by completing lessons. Nuggets can be spent in Jungle Town.

The Journal helps players keep track of their progress.

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

Once passed, the activity will show a check mark.



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

Use the activities tab to open the side menu and find any lesson or resource.

Tap the corner picture to launch the next activity.



Use the arrows to switch between lessons.

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.



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.

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.

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



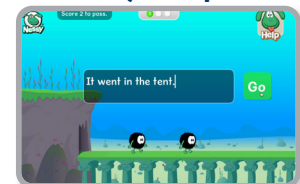
Find the missing word to complete the sentence.

Hands Off My Bananas



Spell words.

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. shin)
6	ch (e.g. chin)
7	th (e.g. thin)
8	Initial consonants (ccvc)
9	y as i (e.g. try)
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. car)
15	or (e.g. horse)
16	er, ir, ur (e.g. bird)
17	cvc-cvc (two syllables)
18	Tails/suffixes 1 (-s, -es, -er, -ing, -y)
19	ee, ea (e.g. tree)
20	Tricky words 2 (all, are, for, have, her, more, one, said, went, you)

Island 3



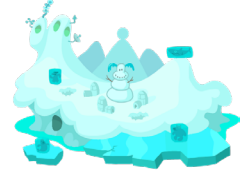
21	Magic e (a-e, i-e, o-e, u-e)
22	ce, ge (e.g. fence)
23	wh, qu (e.g. whale)
24	ai, ay (e.g. rain)
25	igh, ie, y (e.g. tie)
26	oa, ow, oe (e.g. coat)
27	oo (e.g. moon)
28	tch (e.g. match)
29	ar, or, ir, ur (two syllables)
30	Tricky words 3 (before, bird, come, do, down, first, girl, here, some, too)

Island 4



31	Triple consonants (e.g. scream)
32	End consonants (two syllable)
33	Vowel teams (two syllables)
34	Open syllables (two syllables)
35	Magic e (two syllables)
36	-ed (e.g. walked)
37	ui, ue, ew (e.g. fruit)
38	oi, oy (e.g. coin)
39	ou, ow (e.g. mouse)
40	Tricky words 4 (could, only, their, there, want, where, what, which, who, your)

Island 5



41	ph (e.g. graph)
42	dge (e.g. bridge)
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, -ish)
45	Suffixing -ing (e.g. hopping)
46	Vowel -rr (e.g. carry)
47	-le (e.g. tickle)
48	ear, air (e.g. search)
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. world)
52	Suffixing -ed (e.g. hopped)
53	Silent letters (e.g. honest)
54	Vowel -re (are, ire, ure)
55	o as u (e.g. governor)
56	ce, se (e.g. promise)
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. babies)
62	links (e.g. serious)
63	-tion, -sion (e.g. television)
64	qua, squa (e.g. quality)
65	Advanced plurals
66	ou as u (e.g. carousel)
67	ough, augh (e.g. thought)
68	Split vowels (e.g. triumph)
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. believe)
75	Sounds saying e (ee, ea, ie, ei, ey)
76	Homophones (e.g. aloud, -allowed)
77	ir, ur 2 (e.g. virtual)
78	Soft c, g 3 (e.g. fragile)
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. interval)
82	Advanced suffixing
83	au 2 (e.g. authentic)
84	Links 2 (e.g. ingredient)
85	Tails/suffixes 5 (-able, -ible, -ant, -ent, -ive, -ine, -our, -ice, -ite, -cy)
86	ch as k/sh (e.g. archive)
87	ph 2 (e.g. amphibian)
88	que (e.g. physique)
89	-ly (e.g. occasionally)
90	Tricky words 9 (almost, always, beginning, busy, necessary, pretty, school, soldier, success, suggest)

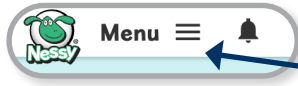
Island 10



91	Silent letters 2 (e.g. colleague)
92	Tails/suffixes 6 (-ory, -ary, -ate, -ance, -ence, -ology, -ism)
93	Connective ti ci (e.g. conscience)
94	j choices (j ge dge di du)
95	-ar, -or (e.g. particular)
96	eu (e.g. entrepreneur)
97	y as a vowel (e.g. hysterical)
98	Assimilated prefixes (e.g. irresponsible)
99	Advanced prefixes (e.g. coincidence)
100	Commonly misspelled



Nessy Classroom



To add multiple students, expand the menu in the top left corner and click 'Import Multiple Students'. This will allow you to import a .csv file to create multiple students at once.

Type a student's name to search for their profile.

Click 'View All Students' or 'View All Groups' to see lists of students.

Click 'Add Group' to create a new group.

Notifications from Nessy will be displayed here.

You can keep track of the licences used for each program on the homescreen.

Home

The School The Teacher, Teacher

Search

Search for a student or group

Find a student or group to view details, a report or edit.

View All Students

Add Group

Resources

View All Groups

Gift Nuggets

Settings

Add Student

Export Student Data

Group Report

Notifications You have no new notifications at this time. [View All](#)

Licences Used

Hairy Reading	Reading Spelling	Number Sense	Writing Beach	Nessy Fingers	Dyslexia Quest
4/5	3/5	3/5	3/5	3/5	1/5

Weekly Achievements

Most Nuggets

★ No Student: 0

Most Time Working

★ No Student: 0h:0m

Click 'Add Student' to add an individual student.

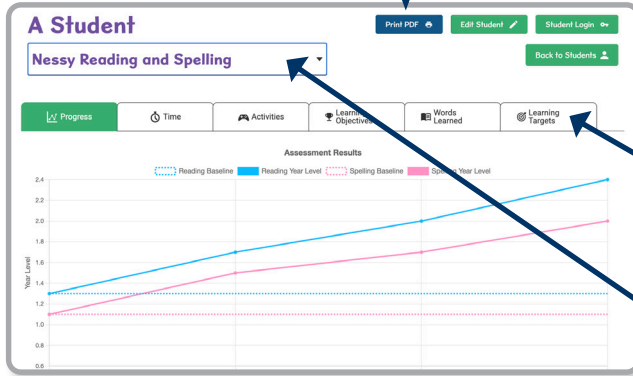
You can update your admin password, manage teachers and view your subscriptions under Settings.



Student Report

Progress

This report shows a summary of recent student activity.



Print the report or save it as a digital document.

Select a different tab to change the report.

Reports for different programs can be found in the drop-down menu.

Learning Targets

This report shows the results of reading and spelling assessments.

The screenshot shows the 'Learning Targets' report. It is divided into two columns: 'Reading Targets' and 'Spelling Targets'. Each column lists lessons with their corresponding island numbers. A 'Set targets' button is located at the bottom right.

Reading Targets	Spelling Targets
Lesson 5: sh Island 1	Lesson 7: th Island 1
Lesson 6: ch Island 1	Lesson 9: y as /i/ Island 1
Lesson 9: y as /i/ Island 1	Lesson 10: Tricky words 1 Island 1
Lesson 12: End consonants Island 2	Lesson 11: ff ll ss zz Island 2
Lesson 13: ck Island 2	Lesson 12: End consonants Island 2

Target lessons are set automatically by the assessment game.

Targets can be changed or removed using 'Set Targets'.

When targets have been completed, the program will automatically prompt students to retake a Nessy Challenge (assessment). This will set new targets and update the current assessment result.



Words Learned

This report shows all words attempted.

The screenshot shows the 'Words Learned' report. It features a grid of words, each with a green checkmark indicating it has been attempted. The words are arranged in four rows.

sing	swim	star	snake	dip	mad	sad	kid	mud	red	dishes	glasses	buses	boxes	matches
brushes	witches	peaches	dresses	foxes	pens	trees	cats	legs	books	socks	frogs	eggs	hats	
bag	bug	big	bed	bat	pen	pet	hen	ten	peg	axe	apple	arrow	ant	fill
fit	fix	fish	fog	lip	leg	log	long							

Target words will only appear after a game in the lesson has been played.

Learning Objectives

Completed lessons are recorded in the learning objectives report.

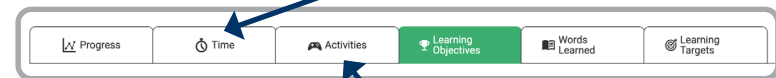
The screenshot shows the 'Learning Objectives' report. It displays a table with columns for 'Lesson name', 'Completed', and 'Completed Date'. The 'Completed' column has dropdown arrows next to each row.

Lesson name	Completed	Completed Date
Island 2	-	-
Island 6	-	-
Lesson 52: Doubling -ed	-	-
Lesson 54: are ire ure	-	-
Island 9	-	-
Island 10	-	-

Select a row to expand the list of objectives.

Time

This report shows the time spent learning.



Activities

This report shows the details of each activity the student has completed.



Strategies for Learning

Lesson 1



Learn the process of blending (reading) and segmentation (spelling).

Lesson 1



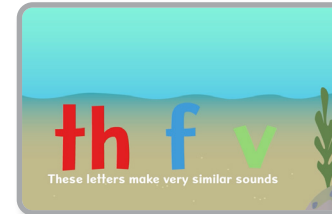
Remember the difference between vowels and consonants.

Lesson 3



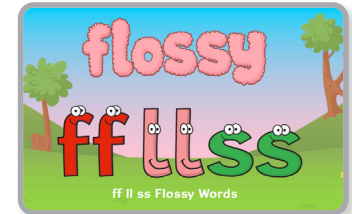
Help for students with directional confusion who mix up 'b' and 'd'.

Lesson 7



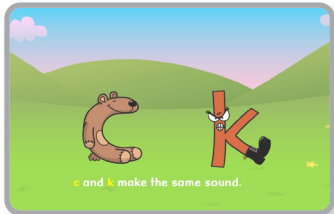
A strategy to tell the difference between the sounds 'th', 'f' and 'v'.

Lesson 11



The flossy Words strategy explains when to spell doublets - ff, ll, ss, zz.

Lesson 13



'c' and 'k' make the same sound. This strategy explains which to use.

Lesson 14



The soft 'c' and 'g' strategies explain the sounds made by 'ce' and 'ge'.

Lesson 17



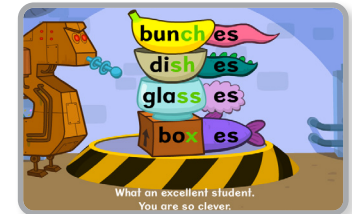
Lessons 17, 29, 33-35 and 47 explain how to chunk longer words into syllables.

Lesson 18



Prefixes and suffixes are explained as heads and tails.

Lesson 18




Learn about plurals.

Lesson 21



The Magic 'e' explains why an 'e' is silent at the end of the word.



Those with memory difficulties need a different approach to help them succeed. Nessy uses strategies to help students understand. Here is a selection of some of the strategies all the strategy videos are available in the Nessy Classroom.

Lesson 22



Vowel-r syllables have strategies in lessons 14, 15 and 16.

Lesson 24



Students who can't memorise words by sight need spelling strategies for phonics that make the same sound.

Lesson 53



Learn all about silent letters.

Lesson 54



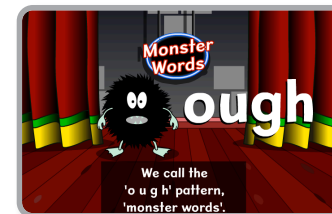
Together a vowel-re make completely new sounds.

Lesson 61



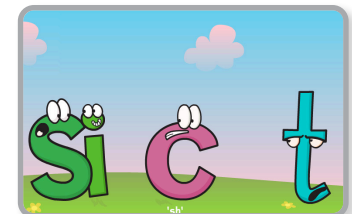
When does a 'y' change to an 'i'?

Lesson 66



Words with 'ough' are monsters to learn because they makes lots of different sounds.

Lesson 93



The sticky 'i' strategy explains why 'tion' makes a sound 'sh'.