Getting Started

Nessy numbers

Learning Happens When It’s Fun!
How to sign in

1. Go to nessy.com. In the top right corner click ‘log in’. Type your Nessy account email and password.

Students can sign in with a Secret Word so that your email and password can remain confidential. Find out your Secret Word by visiting the admin area, ‘My Account’.

Everyone plays as a monkey. Creating a new monkey will create a new student record, where progress will be saved.

2. Create new monkey

- Select the yellow button ‘Create new monkey’ (this option can be hidden by teachers).
- Use the ‘Change monkey’ button to make your monkey look cool.
- Enter first and last name. Make up a monkey name.
- When you are ready, click ‘OK’ to play.

3. Click on the Nessy Numbers sign.

Next time you play, type your real name and click on your monkey picture.

Nessy Tip: Go to ‘My Account’ for teacher controls and student records. The default password is lochsmith

4. Choose what to learn.

There are two Nessy Numbers islands, with more planned.

Learn times tables on Tables of Doom island.

Learn to tell the time at Clock Island.

Each island has a different learning adventure.

Forgot Monkey Name?
The teacher types the admin password ‘lochsmith’ to show the monkey name.

Students log in as a monkey avatar.

Teachers can make this more secure so that students have to type their monkey name before they can play.
Learn Times Tables

The first time an island is played, an introduction explains a story, setting the student on a quest that motivates practice. After watching the introduction, use the navigation menu at the bottom of the screen to access the learning resources.

- Each game develops a different skill.
- The game in the middle of the island will become available when all the others have been played.
- Select a times table to learn.
- Begin each lesson by watching a strategy.
- Printable activities reinforce strategies.
- Multiplication facts are colour coded. Green = correct answers. Orange = one mistake. Red = two mistakes. A lightning flash appears when an answer is made in under 3 seconds.
- A nugget is awarded for a correct answer.
- Meet all learning objectives to win certificates.
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Learn to Tell The Time

The gorillas have broken Clock Island. To repair the clockwork, complete all 7 lessons and develop a complete understanding of time in gradual, easy-to-manage steps.

Fill the island with Nessy characters as learning objectives are completed.

Customise the look of your monkey avatar.

Zoom to get a closer view of the island.

Widgets are teaching tools, ideal for an interactive whiteboard. Turn the clock hands. Ask the time. Reveal the answer.

Hidden in one of the other games is a key to unlock the final game at the middle of the island.

The selected lesson is green.
Strategies for Learning

Learn what happens when a number is multiplied by zero.

The ten times table has the same pattern as x1 and introduces the idea of place value.

The two times table has a pattern of even numbers.

The five times table is the last of the key facts. x1, x10, x2, x5 can all be used to work out the rest.

Three strategies to help learn the 9 times table.

Add the 5 and 2 times table to get the answers to the 7 times table.

Add the 2 and 1 times table to get the answers to the 3 times table.

Add the 5 and 1 times table to get the answers to the 6 times table.

Three strategies to help learn the 9 times table.

Learn how different units of time are measured.

Memory strategies to help understand AM and PM.

Learn about the 24 hour clock.

Meet Mr Hour. Learn why the hour hand goes to 12 twice in one day.

Learn why the important numbers in time are 12, 30, 60.

Meet Mrs Minute. Learn why the minute hand goes to 60.

Memory strategies to help understand ‘past’ and ‘to’.

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See how much is represented by each multiplication fact.

Count on to recognise pattern and sequence.

Use the answer to find the question.

Remember using rhythm.

Assess speed, accuracy and knowledge.

Move the clock hands to the correct time.

Work out how much time has passed.

Convert between digital time and clock hands.

Convert between 24 hours and a 12-hour digital time.

Demonstrate an understanding of concepts and read the time.

Designed to reinforce strategies and develop understanding.
Admin Controls - My Account

To access the admin area, click on ‘My Account’. There is a link to this at the bottom of the screen and on the Gorilla’s desk.

To change the default password, go down the screen to find the option to ‘Update Admin Password’. Type a new password, and click ‘Update’.

Here you can see your Secret Word. Give this out to students so that your email and password can remain confidential. ‘Update’ will randomly generate a new Secret Word.

Control Access

When you first play Nessy Numbers, it is easy to get started. Anyone can create a new record by creating a monkey. Switch the button to ‘No’ to hide the option for students to create new monkeys.

If students are going to play Nessy at home then a useful feature to enable is ‘Secure Login’. When set to ‘On’, every student will have to type their monkey name before they can play.

Groups

Create a new group, then add students by dragging them to the group name.

Send your group a message. Each student will see the message when they next log in.