Setting Up

How to Log In
1. Go to nessy.com
2. In the top right corner click ‘log in’.
3. Type your ‘Secret Word’.
4. Check ‘Remember Me’.
Next time you log in from this computer the information will be entered for you.

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.

Creating Groups and Adding Students
5. Select ‘My Account’.
The default password is: lochsmith
Your school may have created another password, check with your co-ordinator.

Creating Groups and Adding Students
Enter your email to receive weekly reports on group progress.

7. Select ‘Add a Student’
Enter each student’s first and last name. Every student has a monkey avatar. The monkey name will be their password. Enter their date of birth. Select a group for this student to join.
Select ‘Save’

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

Controlling Student Access

Allow Students to Create Monkeys
The default setting allows students to create their own monkey avatar and user record. Disable this by changing it to ‘No’ and clicking ‘Use’.

Secure Login
The default setting shows the student’s real name and monkey 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 monkey name as a password before they can play.

Student Login

Everyone plays as a monkey. Creating a new monkey will create a new student record, where progress will be saved. If you’re not using the Nessy browser, the student will need to go to nessy.com and click ‘log in’.

1. Type your real name
2. Click your monkey picture.
3. Type your monkey name.

If a student forgets their monkey name there is an option for the teacher to enter the admin password.

4. Tap on the sign to begin playing.

Stay Safe Online. The Nessy browser provides a desktop shortcut and protects children from accessing other websites. Download it from nessy.com
**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 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**

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.

**Student Targets**

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

The game report will compare previous and current results. Learning targets and assessment results can be reviewed and changed in reports.

Now that learning targets have been set, lessons on high level islands have become hidden behind clouds. Click on ‘Set Targets’ then select ‘Reading’ or ‘Spelling’.

Use ‘My Targets’ to see which lessons need to be completed.

Reading targets are blue.

Spelling targets are pink.

Tap the corner picture to launch the next activity.

Click a row to load a lesson.
Finding Your Way Around

Use the Home icon to take you to the screen with all the islands.

Tap the Monkey avatar to visit Monkey Town where your monkey 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 the 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.

The program guides a player through the activities.

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.

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.

Tap the corner picture to launch the next activity.
Games Develop the 5 Core Components of Reading and Writing

1. **Phonological Skills**

Nessy develops phonological skills - the ability to hear and manipulate sounds (phonemes) and the understanding of how they can be structured into words.

- **Monkey Sounds**
  - Phoneme isolation and rhyme.

- **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.

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.

- **Spelling**

When the reading games have been completed, reinforce learning by completing the spelling games.

- **Sir Minky**
  - Complete the word.

- **Hands Off My Bananas**
  - Spell words and 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, this, to, was, with

**Island 2**
11. Doublets: ff ll ss zz
12. End consonants (cvc)
13. $c$, $k$, $ck$ discrimination
14. $ar$ (e.g. car)
15. Of (e.g. horse)
16. er ir ur (e.g. bird)
17. CVC-CVC (two syllables)
18. Tails (suffixes) 1
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. al ay (e.g. rain)
25. igh le 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. screen)
32. End consonants (two syllables)
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)
44. Tails (suffixes) 2
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
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. careless)
67. ough augh (e.g. thought)
68. Split vowels (e.g. tri-umph)
69. Sounds saying A (æ ææ æa æea)
70. Tricky words 7

again, birthday, brought, great, laugh, shoulder, straight, through, thought, young

**Island 8**
71. Sounds saying I (æ igh y ie)
72. Sounds saying E (ee ea ie ei ey)
73. Sounds saying O (o ea ooe ooa)
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

-sly -sty -icy -tacular -tious -eous
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 (e.g. jewelled)
83. au 2 (e.g. authentic)
84. Links 2 (e.g. ingredient)
85. Tails (suffixes) 5

-able -ible -ant -ent -ive -ine -our
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, soldiers, 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)
To access progress reports, select ‘Admin & Reports’.

The navigation bar gives more reporting options.

- See a list of all students to edit details or delete.
- Resources gives access to all the videos and printable activities.

Students created / Total that can be created.

See a list of all groups. Edit group members. Manage which programs a group can access. Get a weekly email report.

Don’t forget to set up your weekly email report.

The graph shows words learned for reading in blue, for spelling in pink and time learning in green.

Type a student name to find them then select ‘Go’ to launch the report.

Add single or multiple students.

‘Change settings’ to update the admin password, stop students creating monkeys and require students to enter their monkey name as a personal password. Your Secret Word can be found and changed here.

Add single or multiple students.

‘Subscription details’ shows how many students you can create and when you need to renew.

The home screen has quick access to the most important reporting features.
**Student Report**

*Activity*
This report shows a summary of recent student activity.

*Assessment Targets*
This report shows the results of reading and spelling assessments.

*Curriculum Objectives*
Completed lessons are recorded in the curriculum objectives report.

*Words Learned*
This report shows all words attempted.

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**Current Reading Targets**

<table>
<thead>
<tr>
<th>Lesson</th>
<th>Island</th>
</tr>
</thead>
<tbody>
<tr>
<td>22: 6th c g</td>
<td>3</td>
</tr>
<tr>
<td>24: a y</td>
<td>3</td>
</tr>
<tr>
<td>25: q h</td>
<td>3</td>
</tr>
<tr>
<td>32: End consonants (2) still</td>
<td>4</td>
</tr>
<tr>
<td>38: Vowel sounds (2) still</td>
<td>4</td>
</tr>
</tbody>
</table>

**Current Spelling Targets**

<table>
<thead>
<tr>
<th>Lesson</th>
<th>Island</th>
</tr>
</thead>
<tbody>
<tr>
<td>9: Tots (suff)</td>
<td>4</td>
</tr>
<tr>
<td>7: TARGET NOT SET</td>
<td>4</td>
</tr>
<tr>
<td>7: TARGET NOT SET</td>
<td>4</td>
</tr>
<tr>
<td>7: TARGET NOT SET</td>
<td>4</td>
</tr>
</tbody>
</table>

**Reading Assessment Progress**

- Current: Island 6
- Previous: Island 7
- Baseline Result: Island 6

**Spelling Assessment Progress**

- Current: Island 6
- Previous: Island 8
- Baseline Result: Island 6

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**Target lessons are set automatically by the assessment game. Targets can be changed or removed using ‘Set Targets’.