

# Setting Up

## How to Log In

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



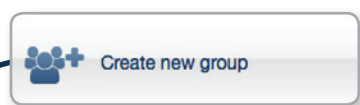
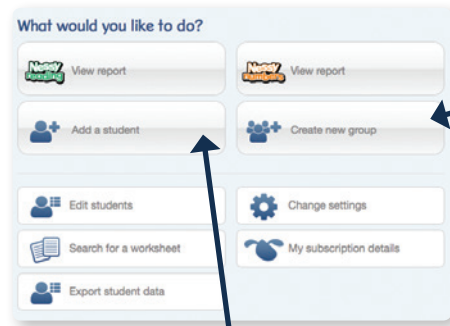
Next time you log in from this computer the information will be entered for you.

**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.**

After you have logged on to Nessy, you will see the 'Welcome' screen. The first thing to do is create a new group/class and add new students.

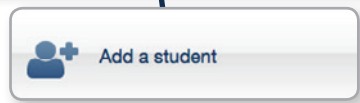
## Creating Groups and Adding Students

5. Select 'My Account'.
- The default password is: **lochsmith**  
Your school may have created another password, check with your co-ordinator.



6. Select 'Create New Group'. 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.



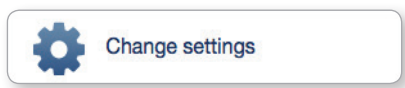
**There is an option to add multiple students at once. Each student's monkey name will be automatically generated so remember to print the details.**



Select 'Save'

Once complete, you will be taken to the 'Student Details' screen to verify the new student was added.

# Controlling Student Access



Select 'Change Settings'.

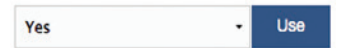
## Allow Students to Create Monkeys

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

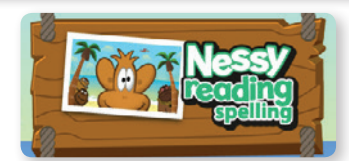
Everyone plays as a monkey. Creating a new monkey will create a new student record, where progress will be saved. If you're not using the Nessy browser, the student will need to go to nesity.com and click 'log in'.

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 nesity.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



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



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

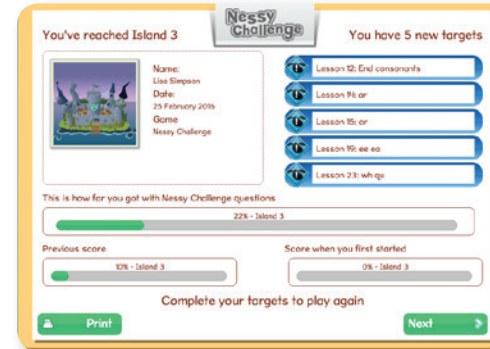
The game will automatically save at the end of each level so if the game is abandoned a student can return to complete it later.



# 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.

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



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.



Tap the corner picture to launch the next activity.

Click a row to load a lesson.



# Finding Your Way Around

Using the Home icon will 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 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.

- Strategy videos
- Games
- Phonics
- Prefix & suffix
- Mnemonics
- Worksheets & card games



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.



# 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.



Phoneme isolation and rhyming.



Learn the principles of chunking longer words into syllables.



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.



Phoneme blending.



Speed up whole word recognition.

## Spelling

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

### Sir Minky



Complete the word.

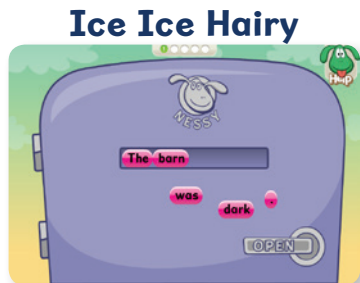
### Hands Off My Bananas



Spell words and sentences.

## 3. Fluency

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



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.



# 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- pro- re- sub-
44	Tails (suffixes) 2 -en -ful -et -ly -ty -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. tri-umph)
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 (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 -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)

6



# Admin & Reports

To access progress reports, select 'Admin & Reports'.

Admin & Reports



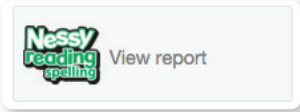
The default admin password is: lochsmith  
Update the admin password under Settings.

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.

Select 'View Report'.



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 the group name then select 'Go' to launch the report. Everyone joins the 'All Access' group until assigned to a new one.

Name	Reading	Spelling	Answers	Games	Time Spent	Learning	
Lisa Simpson	10	0	10	1	15 mins	Lesson 12: End consonants	<a href="#">View report</a>
Buzz Lightyear	29	1	74	13	28 mins	Lesson 5: sh	<a href="#">View report</a>
Scooby Doo	275	74	691	85	306 mins	Lesson 79: Tails (suffix) 4	<a href="#">View report</a>

Group report

Add single or multiple students.

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.

'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.

**Student Report**  
Scooby Doo

Activity | Assessment Targets | Words Learned | Curriculum Objectives

Words learned reading: 275 | Words learned spelling: 74 | Time learning: 365 mins | Correct answers: 680

Rate of progress: 1 words per minute | Targets complete: 19 | Lessons complete: 12 | Games passed: 85

Print the report or save it as a digital document.

Select a different tab to change the report.

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

## Words Learned

This report shows all words attempted.

Activity | Assessment Targets | Words Learned | Curriculum Objectives

Words Learned: 344 | Target Words: 10 / 40 | Missed Words: 10 | Previously Learned: 5

Search for a word

Show: Reading Spelling All

the she of to with that this was see they bed big  
but box bus dig bit bad dad did dish fish shall  
ship wish push shed shop shut park hard yard star sharp  
shark farm dark car bark spill sniff shelf

Select different options to filter which results are shown.

Words in target lessons have a pink outline for spelling and a blue for reading.

When printing this report only words causing difficulties will print out.

## Assessment Targets

This report shows the results of reading and spelling assessments.

Activity | Assessment Targets | Words Learned | Curriculum Objectives

**Current Reading Targets**

Lesson 22: Soft c g	Island 3
Lesson 24: ai ay	Island 3
Lesson 25: igh ie	Island 3
Lesson 32: End consonants (2 syll)	Island 4
Lesson 33: Vowel teams (2 syll)	Island 4

**Current Spelling Targets**

Lesson 79: Tails (suffix) 4	Island 8
TARGET NOT SET	
TARGET NOT SET	
TARGET NOT SET	
TARGET NOT SET	

**Reading Assessment Progress**

Current	Island 8	29/02/2016 19:52	78%
Previous	Island 7	26/01/2016 21:14	64%
Baseline Result		15/06/2015 00:00	24%

**Spelling Assessment Progress**

Current	Island 6	11/01/2016 18:41	54%
Previous	Not Recorded		0%
Baseline Result		11/06/2015 00:00	10%

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

When all targets have been completed the assessment game is retaken and shown as the current result.

The first time the assessment game is played a baseline result is set.

## Curriculum Objectives

Completed lessons are recorded in the curriculum objectives report.

Objectives completed: 40 | Learning target: Lesson 79: Tails (suffix) 4 | Current objectives: 1 / 5

Island 1  
Island 2  
Island 3

Lesson 21: Magic e | Jan-2016

Magic e rule	✓
a-e	✓
i-e	✓
o-e	✓
u-e	✓
Mixed magic e	✓

Every lesson has several objectives.

When all activities have been passed the lesson displays a trophy and completion date.

Select a row to expand the list of objectives.

To retake the assessment game, select 'NO TARGET SET' and then update.