



Works best
with Chrome

GETTING STARTED



Nessy
reading
spelling



Learning Happens When It's Fun!



Games develop the 5 core components of reading and writing

1. Phonological Awareness

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



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 uses Synthetic Phonics, a method of teaching reading that introduces small groups of sounds then immediately progresses to blending the sounds together 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.

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.

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, 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 l (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

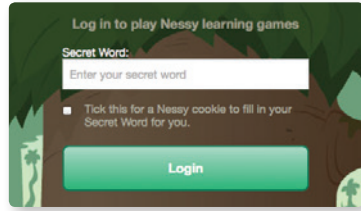


91	Silent letters 2 (e.g. colleague)
92	Tails (suffixes) 6 -ory -ary -ate -ance -ence -ology -ism
93	Connective ti ci (e.g. conscience)
94	j choices (j ge dge di du)
95	-ar -or (e.g. particular)
96	eu (e.g. entrepreneur)
97	y as a vowel (e.g. hysterical)
98	Assimilated prefixes (e.g. irresponsible)
99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


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.**

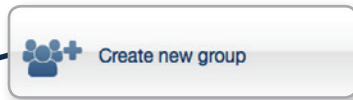
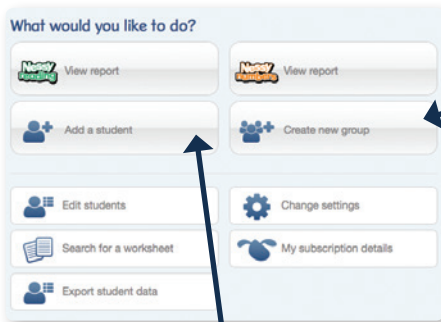
After you have logged-on to Nessy, you will see the 'Welcome' screen. The first thing to do is create a new group/class and add new students.

Creating Groups and Adding Students

5. Select 'My Account'.

The default admin 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 upon the group progress (Nessy Reading only).

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 and school Year. Select a group for this student to join.



Once complete, you will see the Student Details screen to verify your new student was added.

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



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.




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

Student Log in

Everyone plays as a monkey. Creating a new monkey will create a new student record, where progress will be saved. If 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. Click on the sign to begin playing.



Assessment

The first time Nessy is played, an introduction explains the quest. This will motivate students. Completing learning activities is rewarded with Nessy nuggets and waking up sleeping animals.

After the intro has played you will see the Nessy islands.

Ten island levels



Islands are revealed as students progress.

The program is structured into ten island levels of 100 lessons. To find an appropriate starting level, students should take the Nessy Challenge assessment. This will set 5 target lessons.



1. Click on 'Set Targets'
2. Select 'Reading' or 'Spelling'



You can pause and return to complete it later.

Student Targets

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



Student learning targets and assessment results can be reviewed in the reporting module.

The report will compare previous and current results.

Recommended lessons are identified with a Nessy target icon until they are completed. When all targets are completed the assessment will become available to play once more.



Reading targets are blue.



Spelling targets are pink.



Click a row to go to that lesson.

Select a row or an island with a target icon. A message and pointing arrow will guide the student through the series of learning activities. The student is now ready to play Nessy.

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

Finding Your Way Around

Worksheet
Includes over 1000 printable activities. Interactive worksheets mark answers.

14 Lesson
Shows the currently selected lesson. Opens a panel that shows all ten lessons.



abc Phonics
Learn all the phonic sounds with 77 mini animated strategies.

car

Heads Tails (prefixes suffixes)
Learn to recognise prefixes and suffixes with 58 mini animated strategies.

Mnemonics
52 mnemonic memory strategies for Tricky (sight) words. There is a tricky word lesson at the end of every island.

Nuggets
Collect nuggets by playing games.

Achievement
A sleeping character will wake up when all games have been completed.

A tick appears on the pencil icon when spelling games are completed.

A tick appears on the book icon when reading games are completed.

Lessons that need to be targeted have this sign. blue for reading, pink for spelling. It will disappear when all the games have been completed.



Strategies
Video learning strategies explain rules using humour to become memorable.

cr

Games
Score 8 or more to pass a game. Complete all games to pass a lesson.

Messages and arrows guide students through learning activities.

Customise the look of your monkey avatar or change the monkey name.



Strategies for Learning

Lesson 1



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

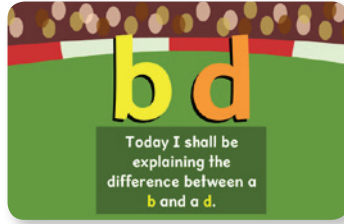
Lesson 1



An elephant in orange underpants

Remember the difference between vowels and consonants.

Lesson 3



Today I shall be explaining the difference between a b and a d.

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

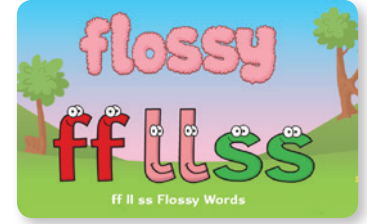
Lesson 7



These letters make very similar sounds

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

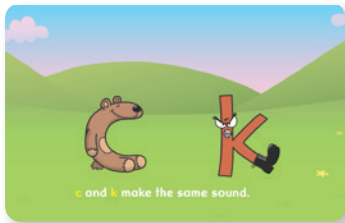
Lesson 11



If ll ss Flossy Words

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

Lesson 13



c and k make the same sound.

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

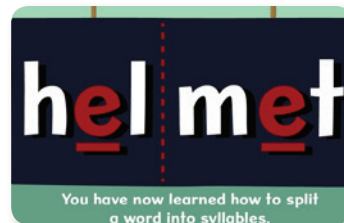
Lesson 14



make one new sound.

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

Lesson 17



You have now learned how to split a word into syllables.

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

Lesson 18



This body has two heads

independent ly

Prefixes and suffixes are explained as heads and tails.

Lesson 18



What an excellent student. You are so clever.

Learn about plurals.

Lesson 21



It sends all its power to the vowel.

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 54 strategies.

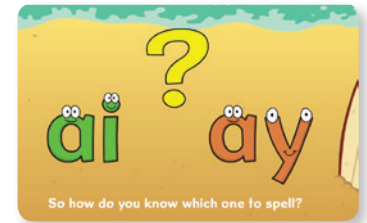
Lesson 22



You see i y e after the c makes it soft.

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

Lesson 24



So how do you know which one to spell?

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



See, I told you. It's happening all over the city.

Together a vowel-re make completely new sounds.

Lesson 61



it changes to an i.

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

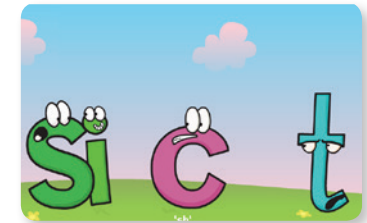
Lesson 66



We call the 'o u g h' pattern, 'monster words'.

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

Lesson 93



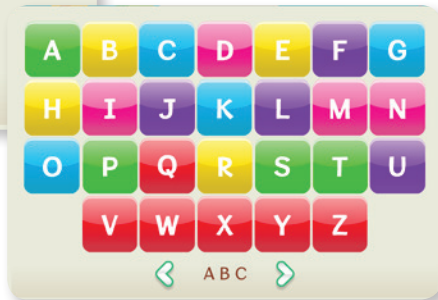
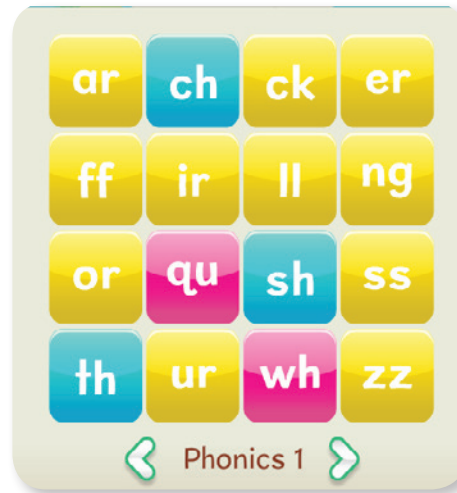
The sticky 'i' strategy explains why 'tion' makes a sound /sh/.

abc Phonics

Nessy uses mini animated strategies to make learning fun and memorable.



Groups of colour-coded phonics are introduced together.



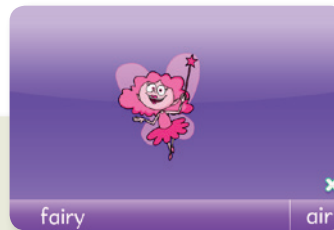
There are 77 phonic animations. Each incorporates the sound in the action to make it memorable.



Learning phonics is so important that they can all be accessed from any lesson. The phonics relevant to the lesson will pulse. After learning the sound a tick will appear in the corner.



This phonic makes two different sounds. The number of sounds (phonemes) made by the letters (graphemes) is shown in the corner, e.g. x2



Use the arrows to navigate between the five phonic grids.





Prefixes and Suffixes

Learn to recognise prefixes (heads) and suffixes (tails) using 58 mini animated strategies. After learning the sound a check mark will appear in the corner.

-ed x3	-er ✓
-es	-ing
-s	-y

← Tails 1 →

-er

runner

-age	-en	-est	-et
-ful	-ish	-le	-less
-ly	-ment	-ness	-some
-ty			

← Tails 2 →

-ment

experiment

Research evidence has found that knowledge of the meanings and spellings of prefixes, root words, and suffixes can be very effective in helping beginning readers learn to read with understanding.

-able	-ain	-al -el	-ant
-ible			-ent
-cy	-eer	-ic -ical x3	-ice
-ily x3	-ine x2	-ite x2	-ity
-ive x2	-oon	-ous	-ture -sure

← Tails 3 →

-ance	-ary
-ence	-ory
-ate x2	-ique
-ism	-ology
-sion	-tion

← Tails 4 →

ab-	ad-	com-	con-
de-	dis-	ex-	in- un-
mis-	ob-	per-	pre-
pro-	re-	sub-	

← Heads →

de-

deliver

Suffixes are introduced in color coded groups. Nessy games provide practice at identifying the separate components in a whole word.

Use the arrows to navigate between the five grids.



Irregular 'Tricky' words

Nessy includes 90 'Tricky' words. These are special words that appear very frequently. Learning them makes a rapid difference to reading ability. They are *tricky* to learn because they are Phonically irregular, i.e. they can't be read by phonic decoding but must be learnt by visual recognition.

all	are	have	one
said	that	the	they
to two	was	with	you

◀ Mnemonics 1 ▶

The final lesson of every island contains a lesson of Tricky Words.

know




Say the word as it looks

Mispronouncing words so they sound the way they are spelled is another useful strategy.

any	ask	because	does
every	know	little	many
month	once	other	write

◀ Mnemonics 3 ▶

their



their happy elephant is red

The first letter of each word spells out the Tricky Word. The picture reinforces the memory strategy.

beautiful	believe	busy	great
laugh	necessary	piece	pretty
shoe	success	sure	water

◀ Mnemonics 4 ▶

bird	come	could	down
first	girl	here	only
some	their	want	what
where	which	who	your

◀ Mnemonics 2 ▶

Nessy contains 52 memory strategies called 'Mnemonics' to help you learn these most important Tricky words.

piece



piece of pie

Finding smaller words inside the Tricky word can be a helpful strategy.

Records and Reports

To access progress reports, select 'My Account'.
The home screen has quick access to the most important reporting features.



The default admin password is: lochsmith



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

View Report will show a list of all students.
Use 'Sort' to rank students by achievement, effort, or what they are studying.
Use 'Search' to find a specific student record.

To send your group a message go to
Manage/Manage Groups

Use the navigation bar to drop down more options.

Add a Student includes the option to add multiple records at once.
Upload a CSV file that lists first and last names.

Edit Students to change personal details or delete.

Search for a Worksheet gives access to 1000s of learning resources including card and board games.

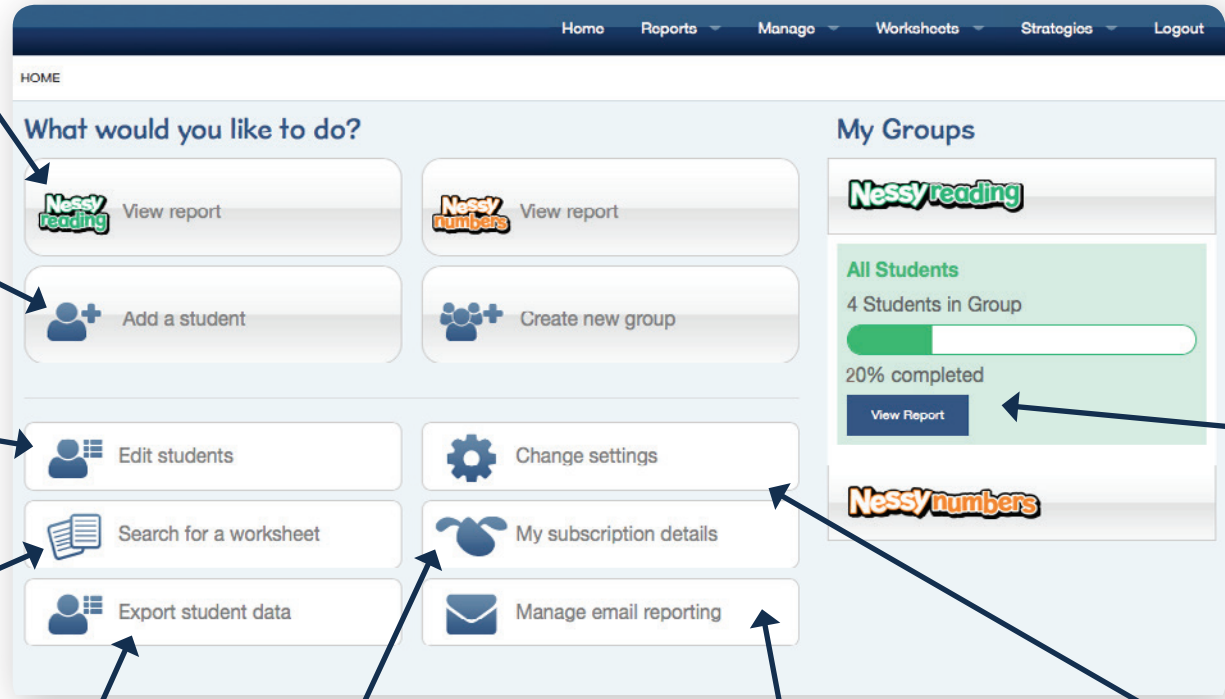
Export Student Data generates an Excel document of records.

My Subscription shows how many students you can create and when you need to renew.

Manage Email Reporting gives options to set weekly or monthly feedback on group progress.

My Groups gives quick access to class reports. Everyone joins the 'All Students' group until assigned to a new one.

Change Settings to control student access, switch language or location. Your Secret Word can be found and changed here.



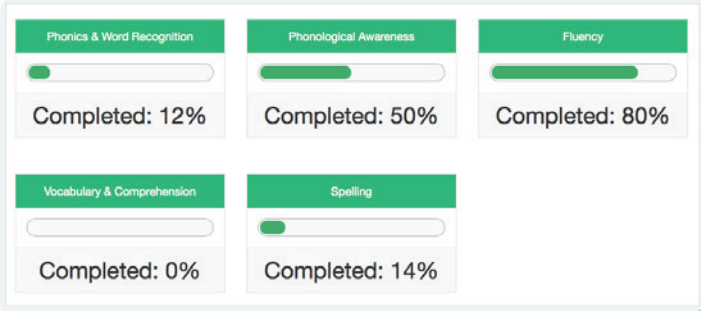
Student Report

Select 'View Report' to see students listed alphabetically. To see individual reports, select a student name or the 'view report' option at the end of the row.

Name	Correct Answers	Learning Objectives	Time Learning	Learning	
amy smith	9	9	3 mins	ar	View Report

Skills

The Skills report gives feedback on a student's specific strengths and weaknesses. Update the report for results upon each island level.



Recent Activity

The Activity report is the most detailed with the most important data prioritised at the top. This report can be printed and shared with parents.

Select to view the different reports.

Activity | Skills | Scores | Learning Objectives

Student Name: Kermit Frog
Correct Answers: 175
Time Learning: 00:11:41
Learning Exercises: 186
Objectives Mastered: 59

Recent Activity:
 Learning exercise (Gorilla Ticker): Word reading Score: 100%
 Learning strategy: Silly bull
 Phonic sound strategy: ur
 Phonic sound strategy: ch
 Learning exercise (Gorilla Munch): Phoneme blending Score: 50%
 Missed Words: chip, inch, chill, bench, chin

Reading and Spelling Progress:
 Current Island: **Island 9**
 Date started: Tue, 1
 Choose an island: Island 9

Progress Meter: 63% Completed (52 mins)

Student Profile:
 Monkey Name: minky
 Age: 8 years 8 months
 Date of Birth: 01 January 2006
 Grade/Year: 4
 Group: All Students

Assign the student to a group: All Students [Update]

Activity Summary:
 Last played: Thu, 31 Jul 2014 09:23
 Last island played: 2
 Last lesson played: Lesson 18 (Tails 1)
 Number of lessons completed: 1

Current Reading Targets:
 51 wa war wor ISLAND 6
 53 silent letters ISLAND 6
 54 vowel-re(are ire ure) ISLAND 6
 55 p as u ISLAND 8
 57 soft c g 2 ISLAND 6

Current Spelling Targets:
 7 th ISLAND 6
 8 initial consonants ISLAND 6
 9 y as i ISLAND 6
 10 tricky words 1 ISLAND 1
 19 ee ea ISLAND 2

Reading Assessment Progress:
 Current Island 6 July 11 2014 51%
 Previous Island 5 June 20 2014 41%

Spelling Assessment Progress:
 Current Island 2 June 25 2014 14%
 Previous Island 1 June 24 2014 0%

The progress meter shows how many lessons have been successfully completed in the island level.

See which activities have recently been completed and words causing difficulty.

Assign the student to a new group then 'Update'.

Review the student's learning targets

Compare the assessment results over time.

Scores

The Scores report shows how the student performed in every learning exercise. The bars fill to represent the score achieved.

	Lesson	Target	Phonics and Word Recognition	Phonological Awareness	Print Concepts and Fluency	Vocabulary and Comprehension	Spelling
letter sounds	1		████████	████████			
cvc	2		████████				
b d	3			████████			
closed and open syllables	4		████████	████████			████████
sh	5		██████		████████		
ch	6		██████		████████		
th	7		████████	████████			████████
initial consonants	8		████████	████████	██████	████████	████████
y as i	9		████████		████████		████████
tricky words 1	10		████████				████████

Learning Objectives

Successful completion of the learning activities is recorded in the learning objectives report. Every lesson has several curriculum objectives. Select a row to expand the list of objectives. The recommended school year for each objective is listed in this section.