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# 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.

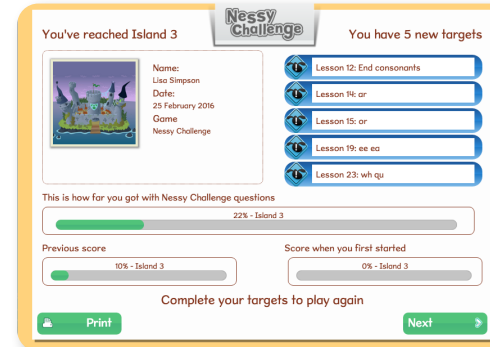


It is important that no help is given during the assessment game, or the student will be given a learning level that is too difficult.

# Student Targets



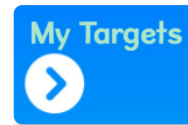
The assessment will set a baseline result for all future progress.



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.



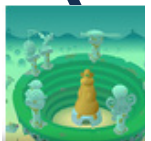
Now that learning targets have been set, lessons on high level islands have become hidden behind clouds.

Reading targets are blue.

Spelling targets are pink.



Click a row to load a lesson.



Tap the corner picture to launch the next activity.

# Finding Your Way Around

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



Island 2



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

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



My Targets



55

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.



Lesson

12

Shows the currently selected lesson.

Watch a strategy video: Cover the last letter.



Tap the corner picture to launch the next activity.

The program guides a player through the activities.

The default view shows all activities. Select a different icon to filter what is shown.

All Activities

End consonants (cvcc)

Use the arrows to switch between lessons.

Strategy videos



Games



Phonics



Prefix & suffix



Mnemonics



Worksheets & card games



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.

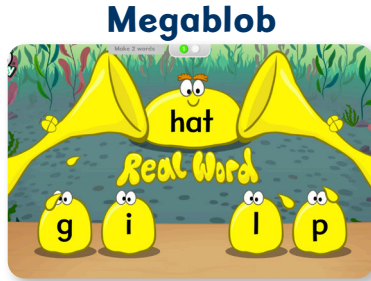




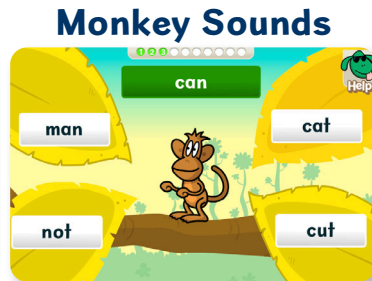
# Games Develop the 5 Core Components of Structured Literacy

## 1. Phonological Awareness

The development of phonological ability is an essential foundation skill before phonics instruction.



Chunking, onset and rime.



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.

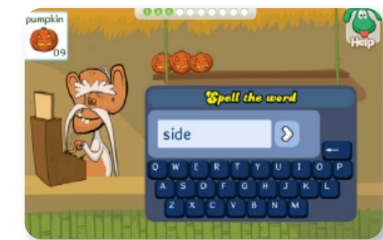
## Spelling

Spelling activities follow on from reading in the same lesson.



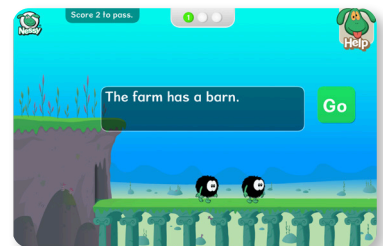
Complete the word.

## Hands Off My Bananas



Spell words.

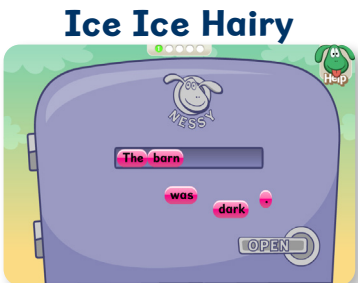
## Hairy Jumper



Spell sentences.

## 3. Fluency

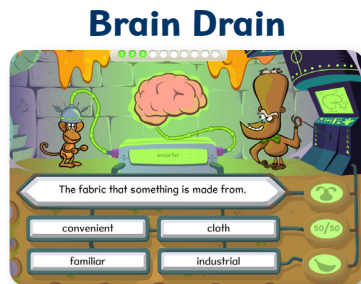
Fluency is how quickly and accurately text can be read. Accuracy is developed by sentence reading games.



Sequence words into a complete sentence to develop fluency.

## 4. Vocabulary

Understanding the meaning of words is an essential element of reading.



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.



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- pre- 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
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