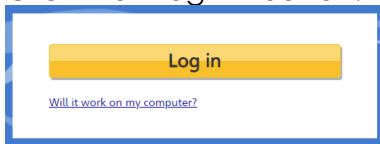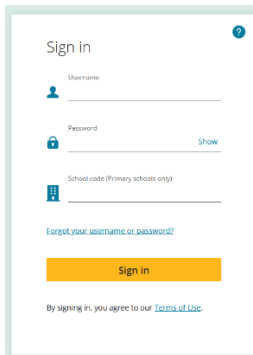## Pearson Schools – Active Learn

Logging in

Your teacher will give you a username, password and a four letter school code.
Click the "Log in" button. You will be taken to a new page to sign in

Enter these details in the fields provided, then select the "Sign in" button.

Forgotten pupil login details?

If you are a pupil or parent please ask your teacher to reset your password.
Note: The school code is stored on the computer after it has been entered once, so you will not need to type it in every time.

Home Page
Once you have logged in, click on *My Stuff* to see all the resources assigned to you.

Changing worlds

You can choose a theme for **ActiveLearn**. These themes are called "worlds".

Hover over *My Home* at the top of the page to see which worlds you can choose from:

Click on the world you want to go to.

You can change worlds any time you like. All your items can be found whichever world you are in.

Rewards

You can see the number of **ActiveLearn** coins you have earned on the barrel underneath your name.

My Stuff
This panel contains items your teacher has set.

The number of items available for each programme is shown at the top right of the panel.

Items not opening?

If your items are not opening when you click on them, ask a teacher or parent to disable the Pop-up Blocker in your internet browser, using these instructions.

Activities

Your teacher will decide when activities are removed from *My Stuff*.

Activities you opened before can be found in *My Library*.

Click on the Bug head icon to open an activity. Some activity questions are unmarked and don't require a correct answer. For these questions, the pop-up screen will thank you for your answer.

In most books, the "Done" button will be greyed out to show the activity question is complete. Click the orange arrow icon in the bottom right corner to return to the book.

The Bug head icon will have closed eyes to show that the activity has been answered. If all the Bug eyes are not closed, you can select "Keep reading" and click the "Back" arrow until you reach the book page to try that activity again. Click "Close book" to go back to your *My Stuff* page.
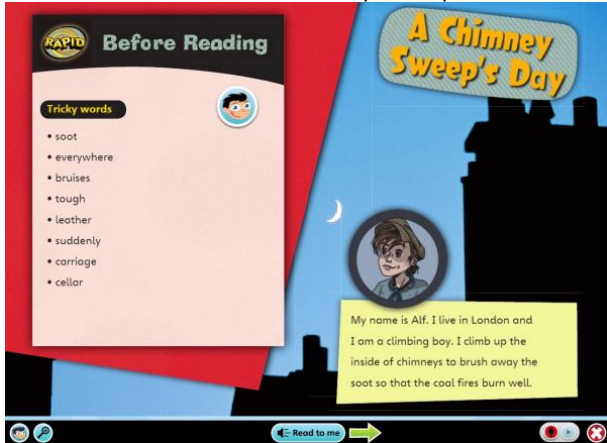
Books

Each book shows a number in a yellow circle. These are the maximum reward coins in the book.

Get coins by reading the book and (for some books) by completing the activities inside. Spend them in *My Rewards*.

Rapid Books
Click on a book or activity to open it:

Inside the book you can:
- Move around the book with the **green arrows**.
- Click on words to hear them read out.
- Click "**Read to me**" to hear the page.
- Click the **magnify button** on the bottom left to go full screen.
- Click the **red cross button** on the bottom right to close the book.
- Record yourself using the **red microphone button**.
- Open book activities using the **Rapid Boy/girl** icon (see below).

When you finish a book it is moved to *My Library*. A book is not finished until you have opened all the activities in the book.

Wordsmith Books
Click on a book to open it:

Inside the book you can:

- Move around the book using the orange arrows.
- Click the Click the **magnify button** on the bottom left to go full screen.
- Click the **red cross** button on the bottom right to close the book.
- Click the pen tool to annotate the page. (Annotations are not saved when you close the book).

Inside non-fiction books you can also:
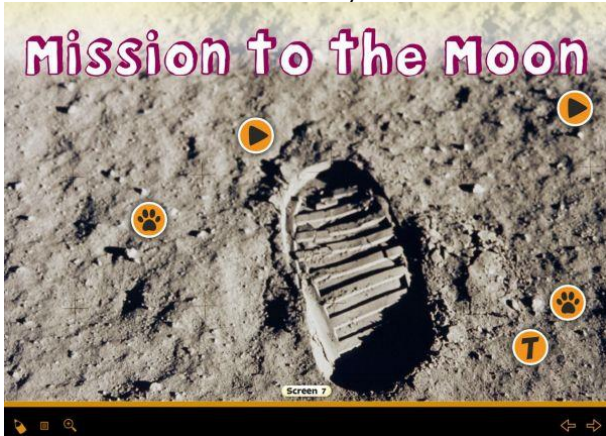
- Click on a Paw Print to open pop-up windows containing extra information such as maps, diagrams and photo slideshows
- Click on the "Play" arrow to play a video or animation
- Click the "T" button to open up an extra piece of text.

My Library

My Library contains all the books you have read and units that you have finished. It also contains activities that you have finished or opened, but which are no longer set by your teacher.

Click on the door of the library to look inside. Click on an item to open it.

Items

The **Rapid** books below are in the library because they have all been completed. This means that the books have been read to the last page and all the activities inside the book have been finished.

Marking and rewards

You will not get additional [rewards](#) for completing books and activities in *My Library*. You are only marked when you open books and activities in *My Stuff*. Opening them in *My Library* does not change your mark.

My Rewards

My Rewards contains any [rewards](#) you have gained. You get coins when you complete [books](#) and [activities](#) in *My Stuff*.

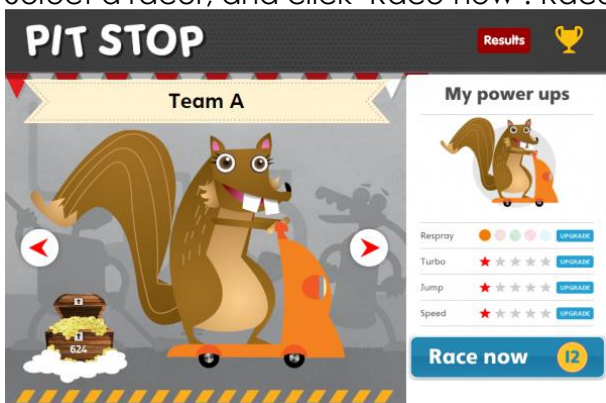You can spend your [coins](#) in the Rewards areas.

Rewards areas

Click on the sign posts to move between the Rewards areas. Click on the door to look inside your chosen Rewards area.
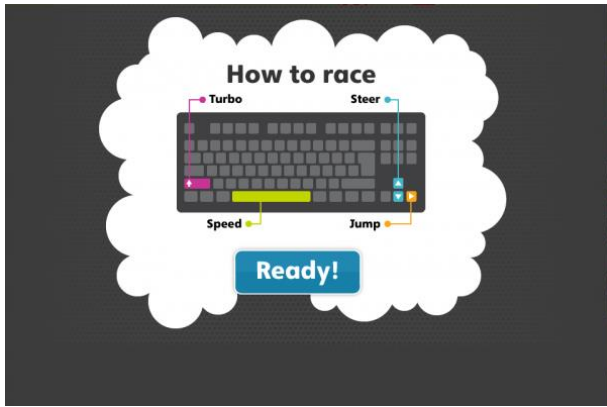
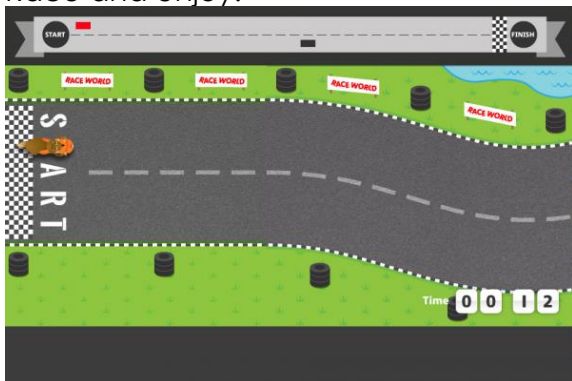**Buying rewards**

Pit Stop

Select a racer, and click "Race now". Race entry costs 12 coins.

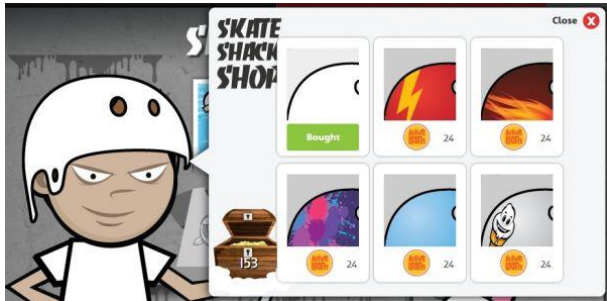The next window to appear will explain the controls.
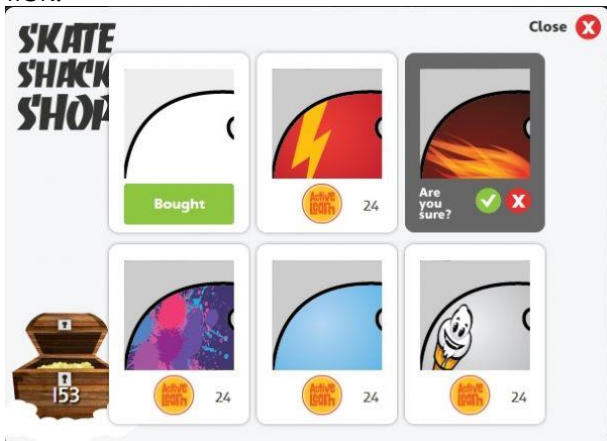
Race and enjoy.

Skate Shack

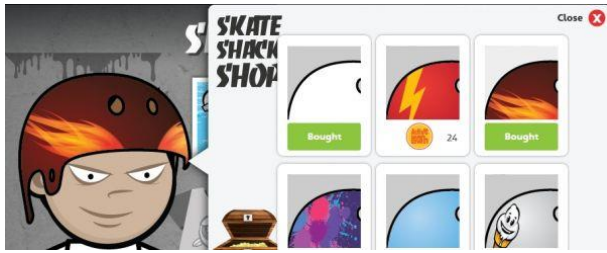To buy a reward, click on the item you want to change. Here we clicked on the helmet.

The first reward is yours for free. Items you cannot afford are grey.

To buy a different reward like a new helmet, click on it. Confirm by clicking the green tick:

Your new reward is now added:

To get more coins, go to *My Stuff* and start another book!

Sticker Factory

To buy some stickers, click "Insert 20 coins". You will then see the stickers in your pack.
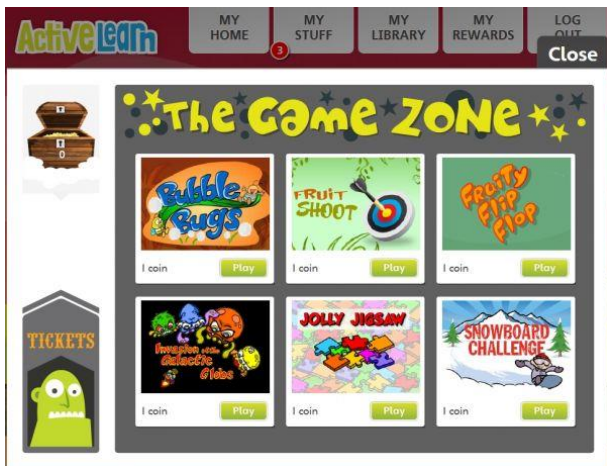

Click "To the sticker book". You can then drag and drop your stickers to the correct places in the book.
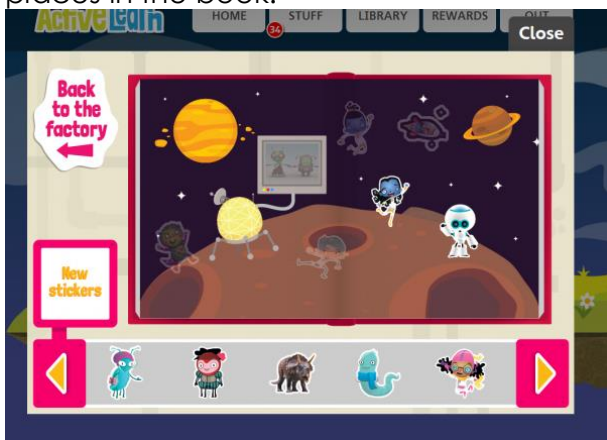
The Game Zone

Find the game you want to play. You will see the number of coins it costs. Click the "Play" button to spend some coins on this game.

These games require **Adobe Flash Player** in order to open. This means that they will not work on a tablet device.

The Tree House

Add to your tree house by buying pets, furniture and toys.

Click on the item you would like to buy. Confirm by clicking the green tick.
Items you cannot afford are grey and cannot be clicked.

System requirements
The following system requirements are the minimum required to access *ActiveLearn*. Please note that Javascript and cookies must be enabled for the software to run on any device.
Important: closing all open, unused applications and programs you're not using on your computer or tablet device, will ensure you have the best website browsing experience, thus meaning ActiveLearn Primary will run as fast as possible.

All platforms:
Adobe Flash Player required for:

- *Phonics Bug Prepare and Assess*
- *Phonics Bug Whole Class Teaching*
- 'The Games Zone' reward scheme within the pupil world
- Some interactive resources in *KB Select*, *Abacus*, *Heinemann Active Maths* and *Wordsmith*

Microsoft Powerpoint required for *Abacus* Graded Practice and Fluency Fitness
Microsoft Word required to open exported *Abacus* plans

Windows
Windows 7 or newer

- Google Chrome (current version)
- Microsoft Edge
- Internet Explorer (11 only)
- Firefox (current version)

Mac
Mac OS X 10.9 "Mavericks" or newer

- Google Chrome (current version)
- Firefox (current version)
- Safari (current version)

Linux
Linux 3.10 or newer

- Firefox (current version)

iPad
iOS 8.1 or newer

- Safari (current version)

Note: Resources listed above as requiring **Adobe Flash Player** are not available on iPad. Resources that can be used on the iPad are shown with a tablet icon.

Android
Android 4.4.x KitKat or newer

- Google Chrome (current version)
- Android devices from major manufacturers (Samsung, Google)

Note: Resources listed above as requiring **Adobe Flash Player** are not available on Android. Resources that can be used on the Android are shown with a tablet icon.

Others
Other devices and browsers may run the software with no issues, but we can only offer support for the configurations listed above.

Pop-up Blocker Settings

When using some resources, such as **Bug Club** books, Pop-up Blocker will need to be turned off, as the resources open in a new window.

Pupil privacy notice

Who are we?
We are Pearson Education Limited, part of the Pearson group of companies.
We created ActiveLearn. We hope you enjoy it!

If you need to contact further information you can email us at:
UKDataProtection@pearson.com.

What information do we store?

Your teacher will tell the system your name and give you your password. Please remember to keep your password secret!

Your teacher may also tell the system how old you are, which class you are in and your gender.

ActiveLearn will show your teacher and school how you are getting on with your activities. We can also see this.

What will we do with this information?

We will keep it so that the system knows who you are and give you access to the activities your teacher gave you.

We won't give your details to anyone else outside the Pearson group of companies.

We will do our best to reply if you get in touch with us, but otherwise we won't contact you.