



# GETTING STARTED

**Nessy  
reading**



Learning Happens When It's Fun!

Go to [nessy.com](http://nessy.com). In the top right corner click 'log in'.  
Type your Nessy account email and password.

**Nessy Tip: Students can sign in with a Secret Word so that your email and password can remain confidential. Find out your Secret Word by visiting the admin area - My Account.**

Everyone plays as a monkey. Creating a new monkey will create a new student record, where progress will be saved.



1. Select the yellow button 'Create new monkey' (this option can be hidden by teachers).
2. Use the 'Change monkey' button to make your monkey look cool.
3. Enter first and last name, then make up a monkey name.
4. When you are ready, click 'Ok' to play.

Next time you play, type your real name and click on your monkey picture.

Teachers can make this more secure so that students have to type their monkey name before they can play.



**Nessy Tip: Go to 'My Account' for teacher controls and student records.**

The first time Nessy is played, an introduction explains the quest - collect Nessy nuggets to wake the sleeping characters.

The program is structured into ten island stages of 100 lessons.

The student will be guided to the Nessy Challenge. This assessment game will set 5 target lessons.



Islands are revealed as students progress.



Find a starting point with the Nessy Challenge.



Recommended lessons are identified with a Nessy target icon until they are completed.



Click a target to go to that lesson.

You can pause the Nessy Challenge and return to complete it later.

**After 5 errors the Challenge will end and target lessons drop down.**

# Finding Your Way Around

## 14 Lesson

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



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



A check mark 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.



**Worksheet** Every lesson includes printable worksheets and card games - over 1000 in total. Interactive worksheets mark answers.



Messages and arrows guide students through learning activities.

Customize the look of your monkey avatar.



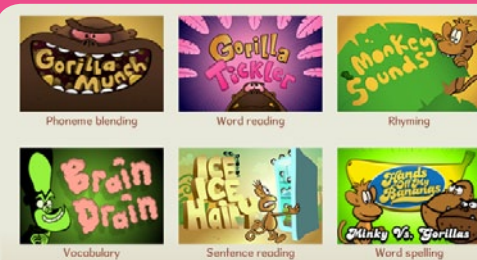
## Strategies

Longer strategies are watched on the Big Screen.



## Games

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



## Phonics

Learn all the phonic sounds with 77 mini animated strategies.



## Heads Tails

(prefixes suffixes)

Learn to recognize 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 awake when all games have been completed.



# 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. <b>sh</b> in)
6	ch (e.g. <b>ch</b> in)
7	th (e.g. <b>th</b> in)
8	Initial consonants (ccvc)
9	y as i (e.g. <b>try</b> )
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. <b>car</b> )
15	or (e.g. <b>hor</b> se)
16	er ir ur (e.g. <b>bir</b> d)
17	CVC-CVC (two syllables)
18	Tails (suffixes) 1 -s -es -er -ing -y
19	ee ea (e.g. <b>tree</b> )
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. <b>fen</b> ce)
23	wh qu (e.g. <b>wh</b> ale)
24	ai ay (e.g. <b>rai</b> n)
25	igh ie y (e.g. <b>tie</b> )
26	oa ow oe (e.g. <b>coa</b> t)
27	oo (e.g. <b>mo</b> on)
28	tch (e.g. <b>ma</b> ch)
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. <b>scream</b> )
32	End consonants (two syllable)
33	Vowel teams (two syllables)
34	Open syllables (two syllables)
35	Magic e (two syllables)
36	-ed (e.g. <b>walk</b> ed)
37	ui ue ew (e.g. <b>fruit</b> )
38	oi oy (e.g. <b>coa</b> in)
39	ou ow (e.g. <b>mo</b> use)
40	Tricky words 4 could, only, their, there, want, where, what, which, who, your

## Island 5



41	ph (e.g. <b>gra</b> ph)
42	dge (e.g. <b>br</b> idge)
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. <b>hopp</b> ing)
46	Vowel-rr (e.g. <b>car</b> ry)
47	-le (e.g. <b>br</b> idge)
48	ear air (e.g. <b>sear</b> ch)
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. <b>wo</b> rd)
52	Suffixing -ed (e.g. <b>hopp</b> ed)
53	Silent letters (e.g. <b>honest</b> )
54	Vowel-re (are ire ure )
55	o as u (e.g. <b>govern</b> or)
56	ce se (e.g. <b>prom</b> ise)
57	soft c g 2
58	Tails (suffixes) 3 -ment -less -ness -est -age -some
59	Compound words (e.g. <b>baseball</b> )
60	Tricky words 6 any, brother, does, every, know, many, money, month, other, write

## Island 7



61	y changes to i (e.g. <b>bab</b> ies)
62	links (e.g. <b>seri</b> ous)
63	-tion -sion (e.g. <b>televisi</b> on)
64	qua squa (e.g. <b>qual</b> ity)
65	Advanced plurals
66	ou as u (e.g. <b>carou</b> sel)
67	ough augh (e.g. <b>thoug</b> ht)
68	Split vowels (e.g. <b>tri-um</b> ph)
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. <b>belie</b> ve)
75	Sounds saying E (ee ea ie ei ey)
76	Homophones (e.g. <b>aloud</b> -allowed)
77	ir ur 2 (e.g. <b>virtu</b> al)
78	Soft c g 3 (e.g. <b>frag</b> ile)
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. <b>int</b> erval)
82	Advanced suffixing (e.g. <b>jewel</b> ed)
83	au 2 (e.g. <b>auth</b> entic)
84	Links 2 (e.g. <b>ingr</b> edient)
85	Tails (suffixes) 5 -able -ible -ant -ent -ive -ine -or -ice -ite -cy
86	ch as k/sh (e.g. <b>arch</b> ive)
87	ph 2 (e.g. <b>amph</b> ibian)
88	que (e.g. <b>physiq</b> ue)
89	-ly (e.g. <b>occasi</b> onally)
90	Tricky words 9 almost, always, beginning, busy, necessary, pretty, school, soldier, success, suggest

## Island 10



91	Silent letters 2 (e.g. <b>colleagu</b> e)
92	Tails (suffixes) 6 -ory -ary -ate -ance -ence -ology -ism
93	Connective ti ci (e.g. <b>consci</b> ence)
94	j choices (j ge dge di du)
95	-ar -or (e.g. <b>partic</b> ular)
96	eu (e.g. <b>entrepren</b> eur)
97	y as a vowel (e.g. <b>hyster</b> ical)
98	Assimilated prefixes (e.g. <b>irrespon</b> sible)
99	Advanced prefixes (e.g. <b>coinc</b> idence)



# Strategies for Learning

## Lesson 1



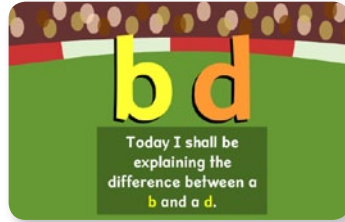
Learn the process of blending (reading) and segmentation (spelling)

## Lesson 1



Remember the difference between vowels and consonants.

## Lesson 3



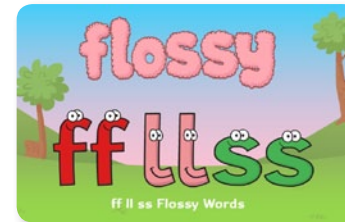
Help for students with directional confusion who mix up 'b' and 'd'

## Lesson 7



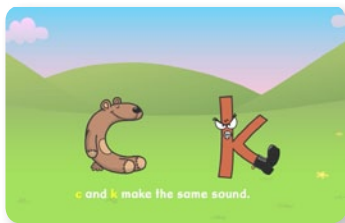
A strategy to tell the difference between the sounds 'th', 'f' and 'v'.

## Lesson 11



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

## Lesson 13



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

## Lesson 14



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

## Lesson 17



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

## Lesson 18



Prefixes and suffixes are explained as heads and tails.

## Lesson 18




Learn about plurals.

## Lesson 21



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



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

## Lesson 24



Students who can't memorize words by sight need spelling strategies for phonics that make the same sound.

## Lesson 53



Learn all about silent letters.

## Lesson 54



Together a vowel-re make completely new sounds.

## Lesson 61



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

## Lesson 66



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/.





# Games develop the 5 core components of reading instruction

## 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.

### Monkey Sounds



Phoneme identification and rhyme.

### Chimp Fu



Learn the principles of chunking longer words into syllables.

### Tail Kwon Do

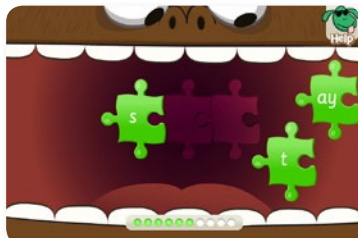


Identify prefixes and suffixes to develop word analysis skills.

## 2. Phonics and Word Recognition

Nessy uses Blended Phonics - a method of teaching reading that introduces small groups of sounds then immediately progresses to blending the sounds together into words.

### Gorilla Munch



Phoneme blending.

### Gorilla Ticker



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 that complete the sentence.

## Spelling

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

### Sir Minky



Which sound that completes the word?

### Hands Off My Bananas



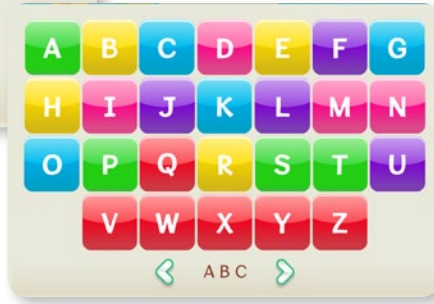
Spell words and sentences.

# abc Phonics

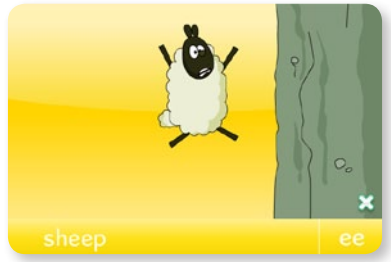
Nessy uses mini animated strategies to make learning fun and memorable.



Groups of color-coded phonics are introduced together.



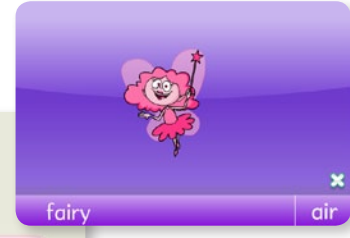
There are 77 phonic animations. Each incorporates the sound in the action to make it memorable.



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 check mark 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 recognize 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	-ice
		-ical	x3
-ily	-ine	-ite	-ity
x3	x2		
-ive	-oon	-ous	-ture
x2			-sure

← Tails 3 →

-ance	-ary
-ence	-ory
-ate	-ique
x2	
-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

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.



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 ▶

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.



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.

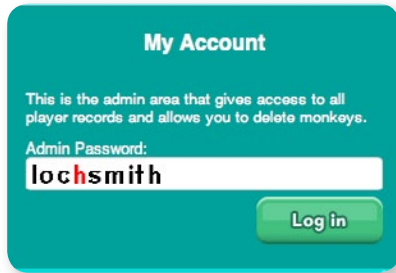


Finding smaller words inside the Tricky word can be a helpful strategy.

# Teacher Controls

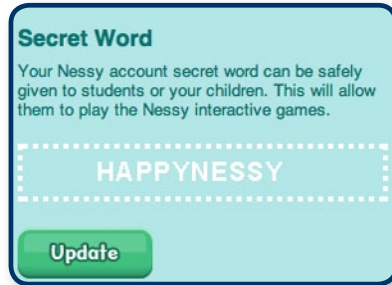
# Records

To access the teacher area, click on 'My Account'. There is a link to this at the bottom of the screen and on the Gorilla's desk.



Change the default password to one that only your school teachers will know. Go down the screen to find the option to 'Update Admin Password'. Type your new password, and then click 'Update'.

Here you can see your **Secret Word**. Give this out to students so that your email and password can remain confidential. 'Update' will randomly generate a new Secret Word.



**Secret Word**  
Your Nessy account secret word can be safely given to students or your children. This will allow them to play the Nessy interactive games.

When you first play Nessy Reading, it's easy to get started. Anyone can create a new record by creating a monkey. Switch the button to 'No' to hide the option for students to create new monkeys.

If you're going to let students play Nessy at home then a useful feature to enable is 'Secure Login'. When set to 'On', every student will have to type their monkey name before they can play.



**Allow students to create monkeys**  
Students can create monkeys  
Yes No  
**Secure Login**  
This asks each student to enter their monkey name before they can enter the Land of Ness.  
On Off

If a student forgets their monkey name the teacher just enters the admin password and their monkey name will appear on screen.

Go to 'Student Records' to see an overview of all the students using Nessy.



Here you can add new students to the program. The number of records you can create is limited to the size of your subscription.

**Nessy Tip: The monkey name will be used as a password, so should be easy to remember.**

To see a detailed breakdown of individual progress, click on the student's name.

Progress is displayed on a graph



Set the date range to see progress over time and predict student performance

Real age is shown as a horizontal green line. Performance level is shown in relation to their age – blue for reading and pink for spelling. As lessons are completed successfully, the performance level will increase.

Common Core State Standards									
Island 1	Island 2	Island 3	Island 4	Island 5	Island 6	Island 7	Island 8	Island 9	Island 10
					Phonics and Word Recognition	Phonological Awareness	Fluency	Vocabulary and Comprehension	Spelling
1	letter sounds: consonants vowels				60%	30%	20%		30%
2	consonant-vowel-consonant (cvc)				20%	10%	50%		
3	b d				20%	10%			
4	syllables: closed open				30%	20%		30%	
5	sh				70%		20%	10%	
6	ch				50%	30%	20%		30%
7	th				20%	10%	50%		
8	initial consonants (ccvc)				20%	10%			
9	y as i				30%	20%		30%	
10	tricky words 1				70%		20%	10%	

Nessy Reading is divided into ten island stages. Each island has ten lessons that progress systematically, each one building upon the knowledge already learned.

Target lessons are highlighted.



## How often should Nessy be used?

Students who have fallen further behind need to spend more time using Nessy.

<b>Tier 3</b>	<b>Tier 3</b> general curriculum	one 60 minute lesson a week
<b>Tier 2</b>	<b>Tier 2</b> supplemental classroom support	30 minutes twice a week or 20 minutes three times a week
<b>Tier 1</b>	<b>Tier 1</b> intensive instruction	20 minutes a day or 30 minutes three times a week



## How does Nessy link to the curriculum?

Nessy provides inspirational professional development, empowering teachers to integrate Nessy technology into the curriculum. Teachers learn how to use Nessy to develop project based learning, enriching the curriculum. Projects that engage students to direct their own work and take control over their own learning culminating in a Presentation Day where students show off their Nessy project work to parents.



## Is there a diagnostic test that prescribes activities?

Nessy assessments are an automated process integrated within the program so teachers do not have to take time out to administer a test. Assessments are computer adaptive – altering to fit the student's performance. Performance levels are diagnosed for both reading and spelling, setting individual targets, Current and previous results are compared as a bar chart at the end of the assessment. The student's individual record includes a graph that plots assessment results in relation to the student's actual age and grade level.

# Frequently Asked Questions



## Who is Nessy Reading suitable for?

Nessy is designed to help struggling readers who have fallen behind their grade level (including as RTI and Special Ed) but can be used to teach foundational reading skills to all abilities. Learning begins at the earliest stages, so Nessy Reading can be used from Kindergarten, and advances to multi-syllable words suitable for grade 5 students. The students who will get the most benefit from Nessy are aged between 6-11 years.



## Does each island represent a grade?

Nessy Reading is structured into ten learning levels represented as different islands. Every island level has ten lessons that progress systematically following Orton-Gillingham principles.

Kindergarten - island 1 lessons 1-3  
Grade 1 - islands 1/ 2  
Grade 2 - islands 3/4  
Grade 3 - islands 5/6  
Grade 4 - islands 7/8  
Grade 5 - islands 9/10



## How is Nessy aligned to the Common Core?

Nessy Reading is designed to meet the Common Core and most rigorous state standards. Common Core progress monitoring is integrated throughout all interactive activities. The admin area used by teachers, reports progress of Common Core foundational skills using a traffic-signal color coding. Grade levels are diagnosed for both reading and spelling. Readability is calculated using the long established Flesch-kincaid algorithm.

### Phonics & Word Recognition



### Phonological Awareness



### Fluency



### Vocabulary & Comprehension



## Does Nessy qualify for title-1 or other grants?

Nessy Reading has been proved to be effective at improving academic achievement among disadvantaged students. Title-I is the federal program that provides funding to qualifying local school districts to improve the academic achievement of disadvantaged students. Nessy Reading can be used to specifically serve students who are failing to meet academic standards or can be run as a schoolwide program where 40% of the school qualify as disadvantaged.



## What type of reports are given?

Select a student record to see their personalized learning targets and a graph of the student's success at meeting those targets over time. Below the graph is a breakdown of every learning activity and the percentage of success experienced in each of the five core areas of reading instruction. At the end of the report is a link to each foundational skill that has been completed.



## Frequently Asked Questions



### How is children's online privacy protected?

Nessy complies with the Children's Online Privacy Protection Act (COPPA). Nessy posts a COPPA compliant privacy policy everywhere information is collected. Parents and teachers have the opportunity to delete all information held on their account. The Nessy privacy policy tells the visitor about the Nessy information collection practices.



### What is an Ambassador School?

Ambassador schools are passionate about researching and developing the latest educational technology and sharing their Nessy experience with other educators. Ambassador schools get a 30% discount when purchasing Nessy programs and are the first to try new resources. All ambassador schools undertake heavily discounted Nessy professional development to ensure best practise and results. Ambassador schools are happy to share their experiences with other schools, particularly on how it works on a practical level. Only five schools can become Ambassadors in every State. To apply for Ambassador status please email [info@nessy.com](mailto:info@nessy.com)



### How much training do I need to use Nessy?

Nessy provides free online videos that explain the core elements of the program but to ensure the best results it is highly recommended that schools take Nessy professional development. Nessy PD is provided by our partner TechKNOW Associates. A range of PD options are available at [Nessy.com](http://Nessy.com).



### How is Nessy inclusive and accessible?

Nessy Reading has been tested using assistive technology. The design process used Federal regulations for electronic media and information technology (websites and computer applications) from Section 508 of the Rehabilitation Act. All graphics and similar visual elements have a text description that a screen reader can access. Any object or text that uses color for emphasis, also uses emphasis techniques that do not depend on color. Nessy Reading has been developed to aid the learning disabled.



### What results can I expect?

Independently verified research-based evidence demonstrates that following a 12 week program of Nessy Reading will result in average gains of more than 1 year progress in reading ability. Nessy Reading has been proved to have a positive impact on student engagement and self-confidence.

Pilot schools following an 8 week program, combined with professional development, recorded the following results:

- Grade 1 reading scores up 17 points.
- Grade 2 reading scores up 19.7 points.
- Grade 3 reading scores up 23.6 points, spelling up 7.1
- Grade 4 reading scores up 19 points, spelling up 10.4
- Grade 5 reading scores up 21 points, spelling up 14.



### Is Nessy environmentally responsible?

Nessy requires all employees and organizations we work with to follow strict environmental and ethical standards. Where materials are manufactured Nessy uses local companies. Printed materials use vegetable, rather than chemical, based inks on carbon balanced paper, produced from sustainable, managed forests. By providing digital products Nessy avoids producing manufacturing waste. As a company Nessy prioritizes purchasing decisions based upon ethical and environmental standards.



### Are there any Nessy Apps?

In 2014 all the Nessy Reading games are being released as touch-screen Apps for Android tablets and iPads. Nessy already has four Apps for touch-screen devices including the award winning Hairy Letters that helps Kindergarten children learn letter sounds and blend.



### Can Nessy be used at home?

Nessy has been used successfully as a home school program. Subscriptions can be purchased individually or as a small group. Schools subscribing to Nessy can choose to let students play at home by revealing the account Secret Word and enabling the admin features that enhance account security. Enable Secure Log-In to make students enter a password. Turn off the option that allows students to create new records.

