

Nessy Literacy Programme

Dear Parent/Guardian,

Please find details on how your child can log onto Nessy and some notes about the literacy programme. There are one or two minor twists in the logon process for P/R.2s and IME R3-R5 classes. The notes should set this out clearly. If you experience a difficulty contact me at armaghcbs2020@gmail.com. That e-mail address is very busy at the minute so in the subject state that it is for Mr. Breen/Nessy. Let me know the student's name, class and the issue. Hopefully, it can be resolved speedily.

Very Important Note: Nessy has a requirement for parental consent for any pupil under the age of 13, not due to content, rather the fact that pupil details are being placed on their data system. In order to get the new pupils set up on Nessy I had to assume that your parental consent was given, as it was impossible to get consent forms signed. If you do not consent, please, contact me using the address above.

Try to target 2 hours work each week, spread out in 30 minute sessions.

Best Wishes,

P. Breen

WORKS ON TABLETS

Requires an Internet connection. Chrome is the recommended Internet browser for Android tablets, Windows and Mac computers. Safari is recommended for iPad

Recommended internet browsers – **Chrome**, Safari and Firefox

Visit <http://play.nessy.com/login/>

In the Secret word box enter: **INKYDEER** and select login

Type your name into the box (IME R3-R7 pupils' names are in Irish). Computer will recognise all names after entering a few letters.

Then enter your monkey name to continue; this is the same as pupil login name for school computers and games e.g. mwhite123 (for P/R2 this is simply mwhite).

Tap on the Nessy Spelling & Reading sign to begin.

Pupils are then required to take the Nessy Challenges in Reading and spelling to set their individualised targets.

It is important that the pupils complete these challenges on their own, support and guide without providing answers. Giving answers will set the pupils at a level which is too difficult. *Rang 2 pupils do not start formal English lessons until Rang 3, so the programme should start them with basic sounds etc for learning English next year.*

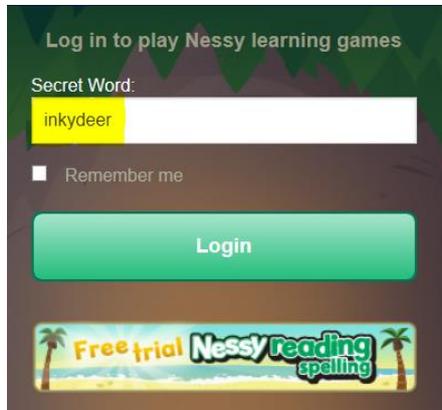
Each child is learning exactly what they need to know, filling in the gaps in their knowledge.

5 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.  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.  Phoneme blending.  Whole word recognition.	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 that complete the sentence.
Spelling When the reading games have been completed, reinforce learning by completing the spelling games.  Which sound that completes the word?		 Spell words and sentences.	

Recommended Internet Browser - **Chrome or Safari or Firefox**

Using Google search enter Nesy Login



Secret word - INKYDEER



Type in your real name and your monkey will appear. If necessary, scroll down to find your monkey.

Mary



This is your child's individual username:

mwhite123 (or mwhite for P/R2)

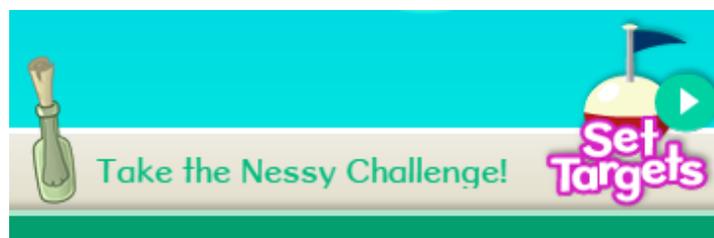
Enter OK



Tap Nessy Reading and spelling for individualised learning games and materials.

Setting Targets

Once on the programme you will need to set some targets by taking the Nessy Challenge. You can do this by selecting the bobbing 'Set Targets' icon in the bottom right.



Once the student has their targets set and their baseline established they can work through the lessons. When the student next goes on the programme they will see that only islands that have targets set are open to go on. Targets will be shown as either a blue (reading) or pink (spelling) icon on the island. The picture icon in the bottom right of the screen will take them to their next target. They carry on doing this until they have no more targets. At this stage pupils need to complete the Nessy challenges again to set new targets.

