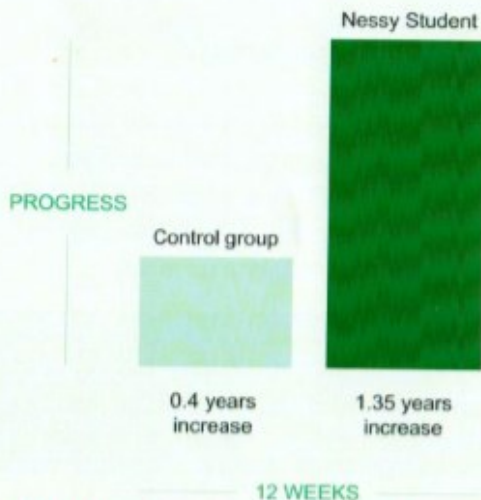




## Results

### What progress can I expect?

Students using Nessy make on average more than one year of progress in 12 weeks.



\*ERS Research and Consultancy 2015

*“ We have tried many online reading programs and I've never seen any improvement. With Nessy I see improvement. They are willing to try to read and spell. This is huge for them. Nessy is worth it. ”*

**Samantha P**

## Key Features...

### What is included?

- Assessments set an appropriate level of learning
- 100 lessons
- 300+ videos explain the rules of English
- 450 computer games
- 1000s of printable worksheets and card games
- Comprehensive reporting
- Phonological and phonemic development
- Fluency and comprehension
- Mnemonic spelling strategies
- Suitable for home or school

*“ My daughter didn't even realise how much she was learning. She picked up a book that she has not even come close to being able to read - especially before we started Nessy - opened that book and began reading it like it was a picture book. She was so proud of herself. As am I. Thank you, Nessy! ”*

**Delaina**

*“ Nessy really has made a huge difference. It is easily understood and teaches through fun, concrete methods. The games are fantastic for learning. I love it! ”*

**Julian Swindale**

## Free Trial...

go to: [nessy.com/free-trial/signup](http://nessy.com/free-trial/signup)

School trials are also available

Contact: [info@nessy.co.uk](mailto:info@nessy.co.uk)

# Nessy reading and spelling



# Features of the Nessy Reading and Spelling Program



## What is Nessy?

Nessy Reading & Spelling is an internet-based literacy program that follows the Orton-Gillingham approach to learning. Every student follows an individual program of study, filling gaps in their learning before moving on to more challenging material.

## What is covered?

Learning games develop the five core components of reading and spelling: phonological awareness, phonics, fluency, vocabulary and comprehension. Reading skills mature in a structured sequence. Rules and strategies help students improve their spelling.

## Who should use the program?

Nessy is suitable for ages 6-11 years. It is particularly effective for students who learn differently. Designed to help those with dyslexia, research has shown that Nessy benefits all students and is effective for EAL.

*“ We love Nessy because it provides targeted practise while feeling like a game. ”* Missy Watts

## How does it work?

Students play an assessment game that sets their level and finds gaps in their knowledge. The program then sets personalised learning targets and guides the student through a series of structured activities.

## How is student activity tracked?

Every time a student logs in and interacts with the program their activity is logged and analysed. The reporting area of the program provides access to comprehensive progress monitoring and allows the teacher to see where a student is struggling. Weekly email reports provide a snapshot of student success.

## How is student engagement maintained?

When a student passes a learning activity they collect nuggets, which they can spend on rewards in a play area called Monkey Town. There are ten different island levels to unlock and explore, each with sleeping animals to wake up and Nessy eggs to collect.

# Learning Structure

### Island 1



- 1 Letter sounds - names
- 2 Consonant-vowel-consonant (cvc)
- 3 b d discrimination
- 4 Syllables: closed, open
- 5 sh (shin)
- 6 ch (chin)
- 7 th (thin)
- 8 Initial consonants (ccvc)
- 9 y as i (try)
- 10 Tricky words 1 (of, see, she, that, the, they, this, to)

### Island 2



- 11 Doublets: ff ll ss zz
- 12 End consonants (cvcc)
- 13 c k ck
- 14 ar (car)
- 15 or (horse)
- 16 er ir ur (bird)
- 17 cvc-cvc (two syllables)
- 18 Tails (suffixes) 1 (-s -es -er -ing -y)
- 19 ee ea (tree)
- 20 Tricky words 2 (all, are, for, have, her, more, one)

### Island 3



- 21 Magic e (a-e i-e o-e u-e)
- 22 ce ge (fence)
- 23 wh qu (whale)
- 24 ai ay (rain)
- 25 igh ie y (tie)
- 26 oa ow oe (coat)
- 27 oo (moon)
- 28 tch (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 (scream)
- 32 End consonants (two syllables)
- 33 Vowel teams (two syllables)
- 34 Open syllables (two syllables)
- 35 Magic e (two syllables)
- 36 -ed (walked)
- 37 ui ue ew (fruit)
- 38 oi oy (coin)
- 39 ou ow (mouse)
- 40 Tricky words 4 (would, their, there, who, want, were, what, where, which, could)

### Island 5



- 41 ph (graph)
- 42 dge (bridge)
- 43 Heads (prefixes) ab- ad- com- con- de- dis- ex- un- mis- ob- per- pre- pro- re- sub-
- 44 Tails (suffixes) 2 (-en -ful -et -ly -ty)
- 45 Suffixing -ing (hopping)
- 46 Vowel rr (carry)
- 47 -le (tickle)
- 48 ear air (search)
- 49 au aw oor oar
- 50 Tricky words 5 (ask, because, little once, only, people saw, very, your)

### Island 6



- 51 wa wor war (world)
- 52 Suffixing -ed (hopped)
- 53 Silent letters (honest)
- 54 Vowel -re (are ire)
- 55 o as u (governor)
- 56 ce, se (promise)
- 57 soft c g 2
- 58 Tails (suffixes) 3 -ment -less -ness -est -age -some
- 59 Compound words (baseball)
- 60 Tricky words 6 (any, another, does every, know, money many, month, other)

### Island 7



- 61 y changes to i (babies)
- 62 links (serious)
- 63 -tion -sion (television)
- 64 qua squa (quality)
- 65 Advanced plurals
- 66 ou as u (carousel)
- 67 ough augh (thought)
- 68 Split vowels (tri-umph)
- 69 Sounds saying A (a-e ai ei ea)
- 70 Tricky words 7 (again, birthday, great, laugh, shoulder, thought, young, straight)

### 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 uf ue)
- 74 ie ei (believe)
- 75 Sounds saying E (ee ea ie ei ey)
- 76 Homophones (aloud allowed)
- 77 ir ur 2 (virtual)
- 78 Soft c g 3 (fragile)
- 79 Tails (suffixes) 4 (-ily -ity -ic)
- 80 Tricky words 8 (beautiful, believe, water, clothes, friend, heart, piece, shoe, sure)

### Island 9



- 81 ai ei (interval)
- 82 Advanced suffixing (jeweled)
- 83 au 2 (authentic)
- 84 Links 2 (ingredient)
- 85 Tails (suffixes) 5 -able -ible -ant -ent -ive -ine -or -ice
- 86 ch as k/sh (archive)
- 87 ph 2 (amphibian)
- 88 que (physique)
- 89 -ly (occasionally)
- 90 Tricky words 9 (almost, always, beginning, busy, pretty, school)

### Island 10



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