



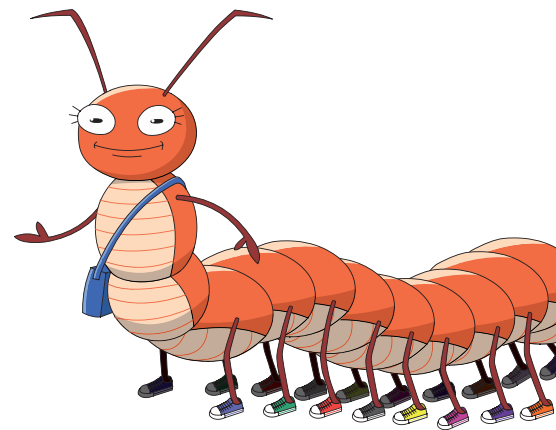
Bug Club

at Home

A Guide for Parents

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Bug Club online at Home



Bug Club is a school reading program which joins e-books with printed books to teach children how to read. *Bug Club's* online reading world aims to help children improve their reading skills at school or home with exciting e-books and rewards and has been designed to motivate children so that they get the most out of reading each book and want to read more.

How to log in to *Bug Club*

1. Go to <http://home.bugclub.com.au>



2. Enter your username and password.

3. Click **Login**.



4. The pupil will be taken to their "passport page". Here, they click on the *Bug Club* logo.

5. After a loading screen, your homepage screen will now appear. This looks different depending on your year group.

How to navigate My books – Years F-2

This is the first screen that the pupil will come to once they have logged in. This will look different according to each year group. From this screen, the pupil can launch the e-books that you allocated to them, see the number of Bug Points they have collected from completing quizzes and get help from the *Bug Club* guide character.

a Click **My bug** to choose a *Bug Club* avatar. Click on a bug and then exit the pop-up.

b The pupil's chosen *Bug Club* avatar will appear here.

c The pupil can see up to five of the e-books that you have allocated to them. They can click on any of the thumbnail images to launch the e-book and take the quizzes. When the pupil has completed an e-book (i.e. they have attempted all the quiz questions in that book), it will move to **Books I have read** and will be replaced by the next e-book you have allocated, providing you have allocated more than five e-books and have some in waiting. (See page 10 for how to allocate e-books.)

d Click **Parent's help** to launch parent hints and tips which are relevant to the pupil's current Book Band Level.



e The pupil can use the navigation panel to move between the main pupil screens: **My books**, **Books I have read** and **My rewards**. They will also see a personalised message on the left hand side of the panel.

f The pupil can click on the *Bug Club* guide character to launch a video walk-through on how to use *Bug Club* including how to navigate the e-books, how Bug Points are collected, and how these convert to rewards.

g The pupil can see the number of Bug Points they have collected by looking at the Bug Points meter. They will collect Bug Points every time they complete all the quiz questions in an e-book. When the pupil reaches the maximum number of points, they receive a reward. (See page 34.)

How to navigate My books – Years 3-6

This is the first screen that the pupil will come to once they have logged in. This will look different according to each year group. From this screen, the pupil can navigate to and launch the e-books that you allocated to them, see the number of Bug Points they have collected from completing quizzes and get help from the *Bug Club* guide character.

a Clicking on **My books** takes the pupil to a panel where they can see up to five of the e-books that you have allocated to them. They can click on any of the thumbnail images in that panel to launch the e-book and take the quizzes.

b When the pupil has completed an e-book (i.e. they have attempted all the quiz questions in that book), it will move to **Look again** and will be replaced by the next e-book you have allocated, providing you have allocated more than five e-books and have some in waiting. (See page 10 for how to allocate e-books.)

c The pupil can see the number of Bug Points they have collected by looking at the Bug Points meter. They will collect Bug Points every time they complete all the quiz questions in an e-book. When the pupil reaches the maximum number of points, they receive a reward. Rewards are accessed via **My rewards**.



d The pupil can click on the *Bug Club* guide character to launch a video walk-through on how to use *Bug Club* including how to navigate the e-books, how Bug Points are collected, and how these convert to rewards.

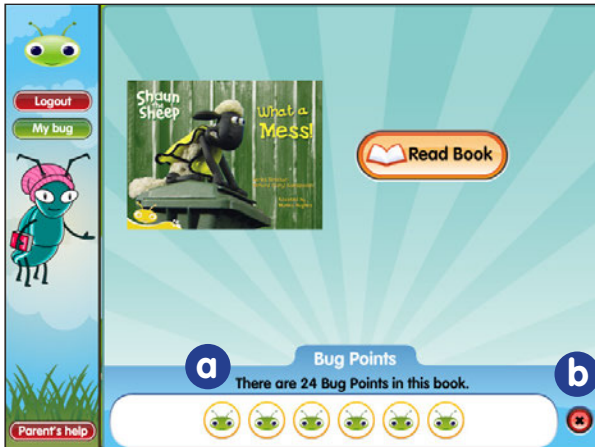
e The pupil can navigate around their world to move between the main pupil screens: **My books**, **Look again** and **My rewards**.

f If a pupil receives feedback from you before they have completed the e-book, an envelope alert will appear. For feedback sent once the e-book has been completed, the alert will appear above the **Look again** text.

How to launch and exit an e-book

1. Click on the thumbnail image of the e-book that you want to read in **My books**.
2. A pop-up will appear showing you the e-book you have chosen.

Year F - Year 2



a You can see the maximum number of Bug Points that are available in the e-book. The number of Bug Points is made up from the number of quizzes and the pupil's scores. The number of quiz questions is shown by the number of *Bug Club* hotspots.

Year 3 - Year 6

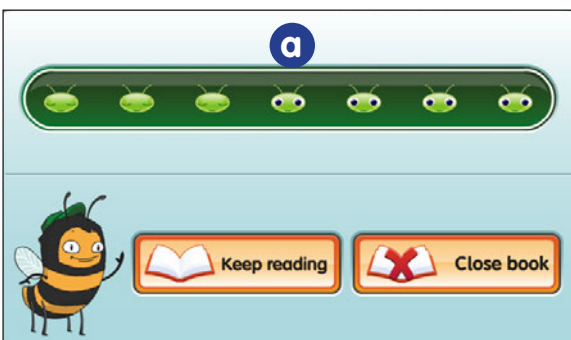


b Click the cross to exit the pop-up and return to **My books**.

3. Click **Read book** or the book cover to launch the e-book.

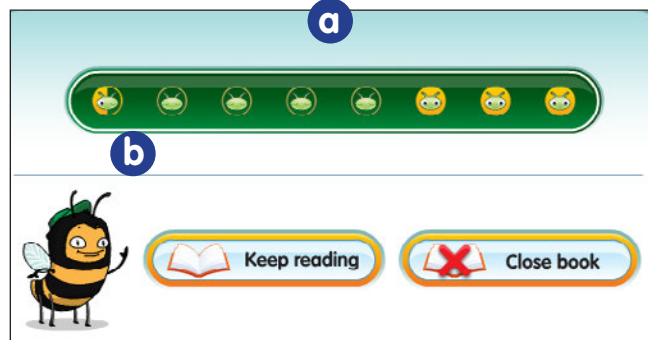
If the pupil exits the e-book after partial completion (i.e. there are still some quiz questions which have not been attempted), they will see the following pop-up. They can choose to return to the e-book to keep reading and complete the quizzes or to continue to exit the e-book. If the pupil exits the e-book after full completion (i.e. they have attempted all the quiz questions), they will still see the below pop-up but the *Bug Club* hotspots will have sleepy heads.

Year F - Year 2



a The pupil will see the number of quiz questions represented by the number of *Bug Club* hotspots. The completed quiz questions will be shown as sleepy *Bug Club* hotspots.

Year 3 - Year 6



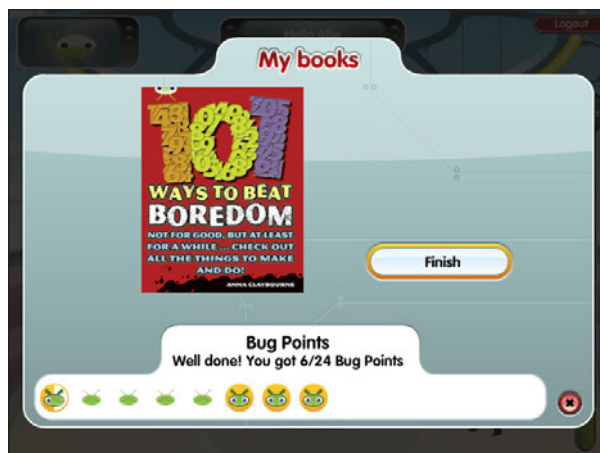
b At Levels 27-30, half asleep bugs indicate that the pupil has started an activity but has not yet finished it.

4. If the pupil clicks **Close book**, after partial completion, they will be shown how many Bug Points they have collected so far and how many Bug Points are still available.

Year F - Year 2



Year 3 - Year 6

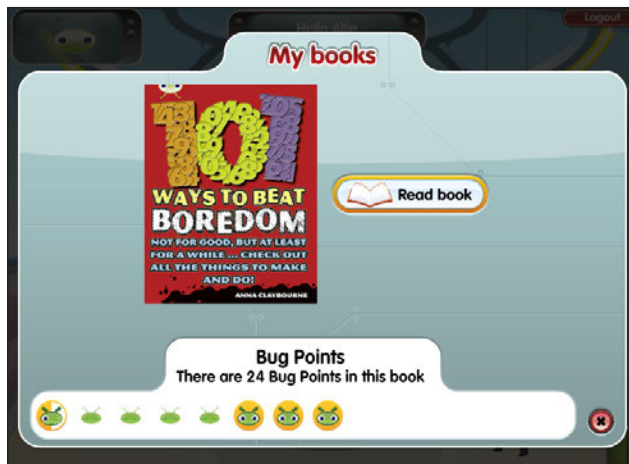


5. When the pupil relaunched an incomplete eBook from **My books**, they will be reminded how many Bug Points are available in the eBook. The quiz questions that they have completed will be shown as sleepy *Bug Club* hotspots.

Year F - Year 2



Year 3 - Year 6



How to navigate an e-book – Levels 1-26

The *Bug Club* e-books offer the pupil an expressive audio narration of the text as well as the ability to zoom in on the text and pictures. The e-books also contains fun quizzes to help motivate pupils as they read and provide you with information on their reading skills.

- a** The *Bug Club* hotspot shows when a page has a quiz question. Click the *Bug Club* hotspot to launch the quiz question. When the pupil has completed a quiz question, the *Bug Club* hotspot will change to a sleepy head.



- b** Click the magnifying glass icon to zoom in on the current page, e.g. to focus on the text or pictures. You can then pan around the page. Click again to zoom out.

- c** Click the **Back** arrow to go to the previous page.

- d** Click **Read to me** to hear the audio for the current page of the e-book.

- e** Click the **Next** arrow to go to the next page.

- f** Click to close the e-book. You will get a choice to keep reading and return to the e-book or to continue to close the e-book.



How to navigate an eBook – Levels 27-30

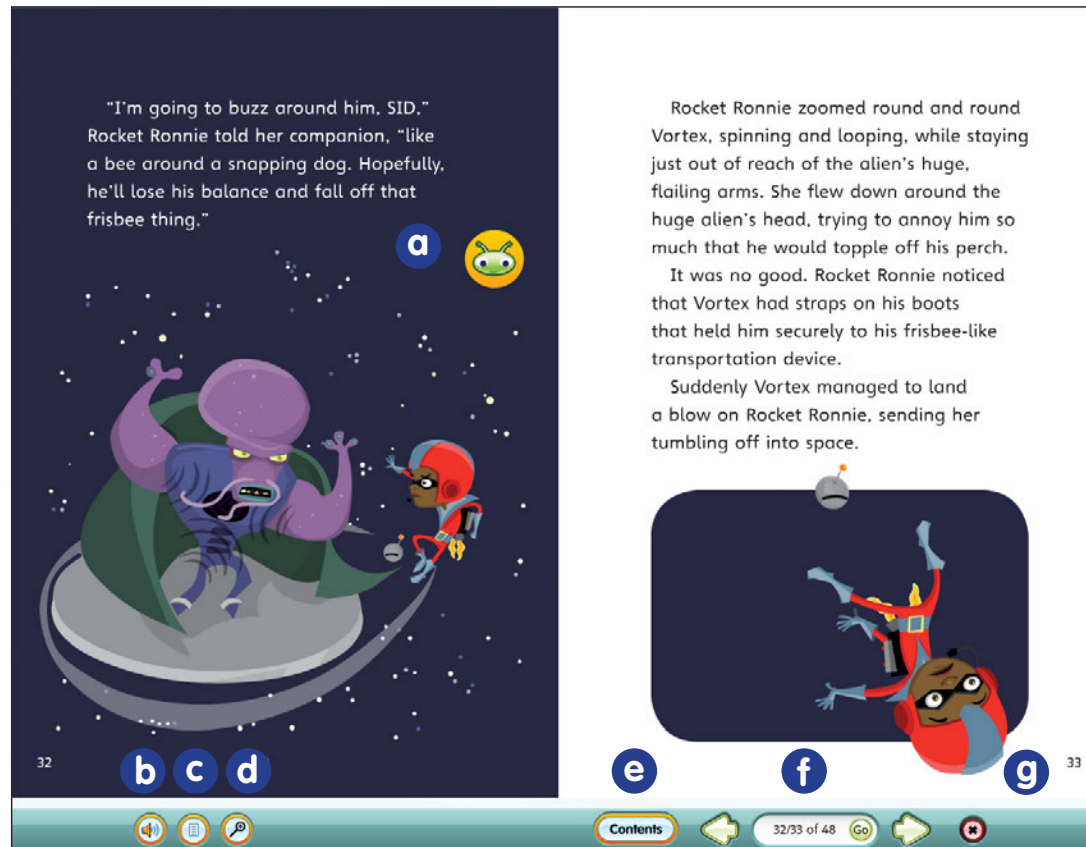
The Levels 27-30 *Bug Club* e-books offer the pupil an opportunity to explore the text in much greater detail as well as the ability to zoom in on the text and pictures. The e-books also contain fun quizzes to help motivate pupils as they read and provide you with information on their reading skills.

a The *Bug Club* hotspot shows when a page has a quiz question. Click the *Bug Club* hotspot to launch the quiz question. When the pupil has completed a quiz question, the *Bug Club* hotspot will change to a sleepy head. The Levels 27-30 hotspots will revert to 'half asleep' allowing the pupil the chance to come back and finish off these longer questions at a later point.



b Click the audio icon to control the volume of the sound effects within the e-book.

c Click to view the e-book in single or double pages. The single page view is slightly more zoomed in.



d Click the magnifying glass icon to zoom in on the current page, e.g. to focus on the text or pictures. You can then pan around the page. Click again to zoom out.

e Click the Contents icon to enable the pupil to navigate through the eBook chapter by chapter.


f You can see the page number you are currently viewing and the number of pages in the e-book. Click the arrows to turn the page (back or forwards). You can also navigate by typing page numbers into the box and clicking 'Go'.


g Click to exit the e-book.

How to answer quizzes

The quizzes are a great way to engage pupils and to motivate their reading through the collection of Bug Points. As every quiz question is linked to an Assessment Focus, the results from the quizzes also feed into your reporting screens, providing real-time information on pupils' progress.

1. Click on a *Bug Club* hotspot within the e-book to launch a quiz question.

a  Why is Cat shocked?
Click on the arrows to choose a word.



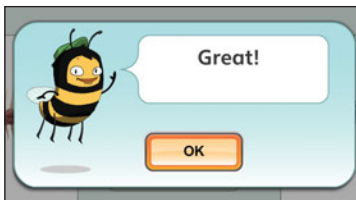
b Click to play this audio. This audio will play automatically for F-level quizzes.

b Click **Done** when the quiz question has been attempted. A feedback screen will appear.

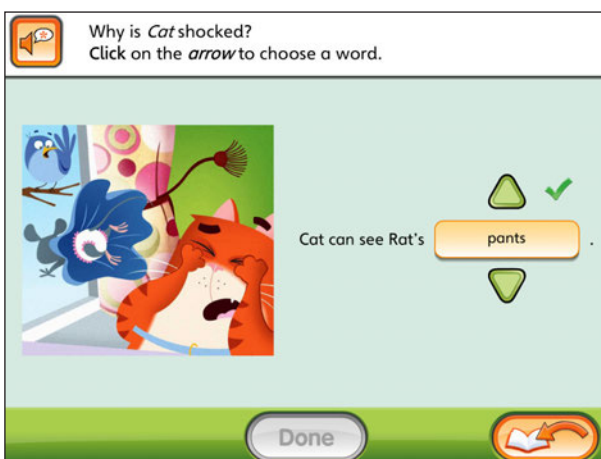
c Click the icon to go back to the e-book page you were on. At Level 27-30, there are a number of predictive quiz questions. For these, this button is inactive until the pupil submits their answer..

The pupil has three attempts to answer each quiz question correctly.

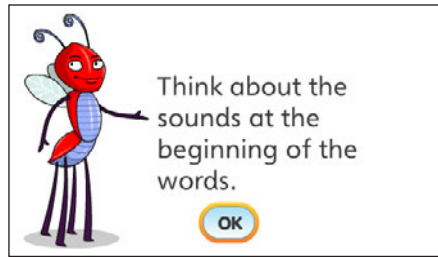
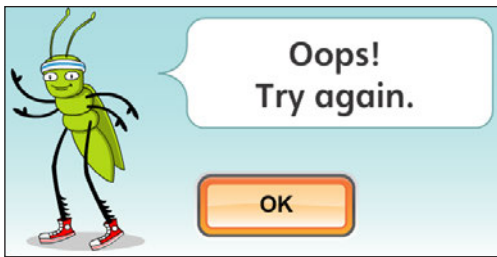
2. If the pupil answers the quiz question correctly, they will see a positive feedback screen. Please note that the bug character and feedback message will vary according to the year group.



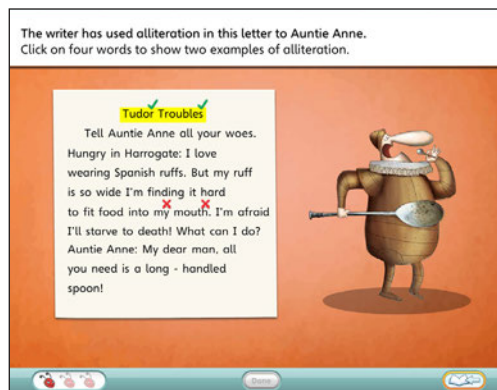
3. Click **OK** to return to the quiz screen. A green tick will appear next to the child's answer or answers to show that they have got the quiz question correct. The **Done** button will be greyed out to show that the quiz question is complete. The Back to the e-book button will flash to show them what to do next.



4. If the pupil answers the quiz question incorrectly on the first or second attempt, they will see a feedback screen encouraging them to try again. For Level 27-30 quizzes, this feedback is specifically related to the question the pupil is working on.



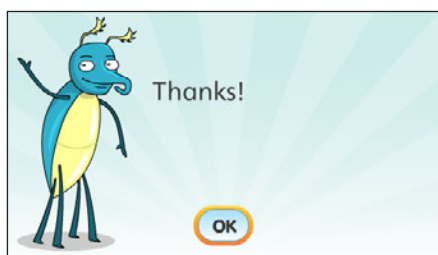
5. Click **OK** to return to the quiz screen. A red cross will appear next to any part of the pupil's answer that was incorrect, and a green tick will appear next to any part that was correct. The **Done** button will be greyed out but will light up again once the pupil has selected another answer.



6. At Levels 1-26, if the pupil answers the quiz question incorrectly on the third and final attempt, they will see a feedback screen telling them that they haven't quite got it right and asking them to return to the eBook. The **Done** button will be greyed out and the Back to the eBook button will flash. At Levels 27-30, the pupil will be prompted to click the **Show answer** button so that they can see the correct answer.




7. Some quiz questions are unmarked (i.e. do not require a correct answer). The pupil will have one attempt at these types of questions. The feedback screen will thank them for their answer.




The next two pages explain how to answer the different types of quiz questions.


Select and check (Year F - Year 2)

Use the arrows to select a word or phrase to complete the sentence.

 Why is Cat shocked?
Click on the arrows to choose a word.





Cat can see Rat's



Dropdown (Year 2 - Year 6)


Use the dropdown menu to select a word or phrase to complete the sentence.

 Why did Sarah Jane zap Erasmus's machine?
Choose the words to complete the sentence.




Her sonic lipstick will
the machine so Erasmus can
the house. Then all the strange
things will happening.


- keep
- stop
- start
- go on




Machine (Year F - Year 2)


Pull the lever and then click the letters to complete the word.

 What is Rat looking at?
Click on the lever.



Rat was looking at a ...





Multiple choice (All years)

Click the lozenges to select your answer.

 Why do Zip and Zap think the Snow Sam is Sam?
Click two things that are the same.



Sam

- hat
- ears
- scarf
- boots







Snow Sam




Ordering (All years)

Drag the images or phrases into the correct order.


 Why did each person want the dragon?
Drag the pictures to the sentences.









Select and explain (Year 2 - Year 6)

Click on an image and write an explanation for your choice.


 If you had to live in an extreme environment for a few months, which would you choose?
Click on a picture and write why.





Click image (All years)
Click on the correct image.

How would you put the rubbish in the bin?
Click on a picture.




pick it up suck it up

sweep it up

Done

Type a word (Year 2 - Year 6)
Type a word to complete a sentence.

What do desert animals need to store?
Type a word to complete the sentence.




Deserts are very dry, so desert animals need to be very good at getting and storing _____.

Done

Click word (All years)
Click on the word or words in the sentence. The word or words will be highlighted to show that they are selected.

Click on one describing word in each sentence that makes us respect Jedi.




The most **powerful** Jedi sit on a Council.
These Jedi make **important** decisions.
Yoda is a wise **old** Jedi on the Council.

Done

Drag to fill (All years)
Drag a word, phrase or image into position to fill the gap.

Drag Bella and Anna's pets next to their pictures.



Bella Anna



Done

Sorting (Year 3 - Year 6)
Drag a word or phrase into the correct column in the table.


The telephone conversation between D.I. Whiskers and P.C. Scratch has some of the same features as a playscript.
Drag each feature into the correct column of the table.

In playscripts	Not in playscripts
stage directions	paragraphs
scenes	tables
	italics

Done

Balloon game (Year 3 - Year 6)
Click on five balloons that contain a correct answer.

The author uses lots of adjectives to describe Moya.
When a balloon appears with one of these adjectives, click on it.
There are five to find.



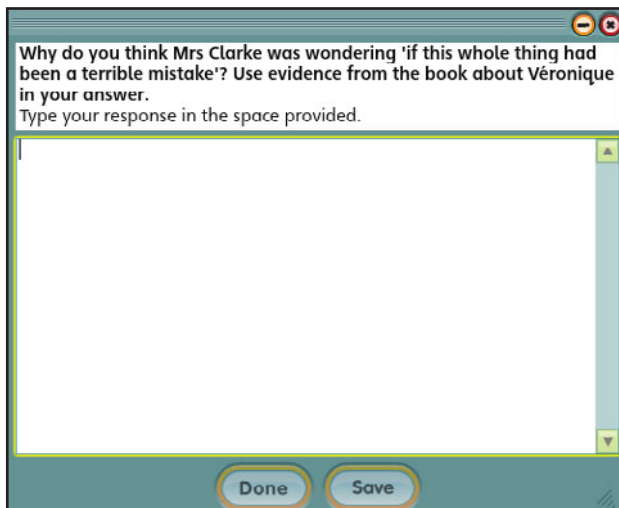
old nasty

rude young cheerful

Done

Comprehension (Year 3 - Year 6)

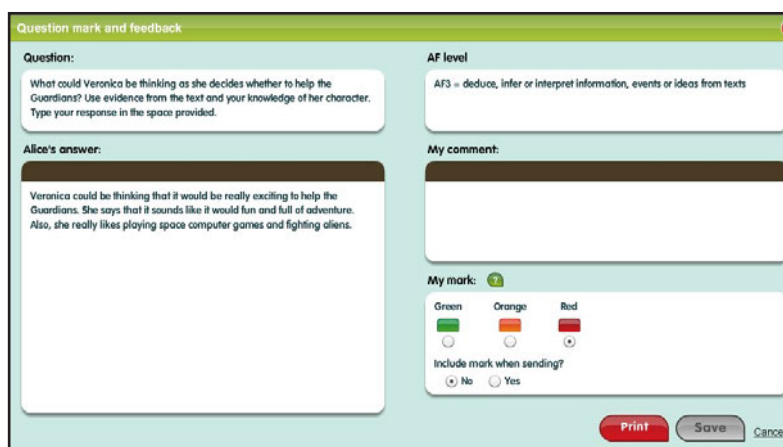
The comprehension quiz questions are designed to capture clear evidence of a pupil's understanding of the text they have just read. The pupil can save their work and continue to navigate around the eBook before finally submitting their answer to you.



Why do you think Mrs Clarke was wondering 'if this whole thing had been a terrible mistake'? Use evidence from the book about Véronique in your answer.
Type your response in the space provided.

Done Save

Once the pupil has submitted their answer, you will be able to view the response from the Reporting screen (see page 18). You can assign a mark to the pupil (either red, green or amber). You then have the option of whether or not to send the mark through to the pupil. You are able to add comments if you wish to give the pupil some specific feedback. You do not have to provide specific feedback – the pupil will still receive their rewards and continue to move through the system.



Question mark and feedback

Question:
What could Veronica be thinking as she decides whether to help the Guardians? Use evidence from the text and your knowledge of her character. Type your response in the space provided.

AF level:
AF3 = deduce, infer or interpret information, events or ideas from texts

Alice's answer:
Veronica could be thinking that it would be really exciting to help the Guardians. She says that it sounds like it would fun and full of adventure. Also, she really likes playing space computer games and fighting aliens.

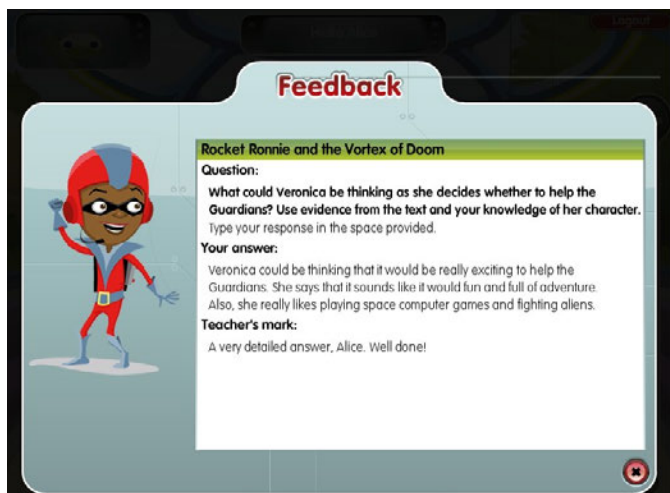
My comment:

My mark: Green Orange Red

Include mark when sending?
 No Yes

Print Save Cancel

If you do choose to provide specific feedback, an envelope will appear on the pupil's home screen when they next log in to *Bug Club*. The pupil can then access your comments.



Feedback

Rocket Ronnie and the Vortex of Doom

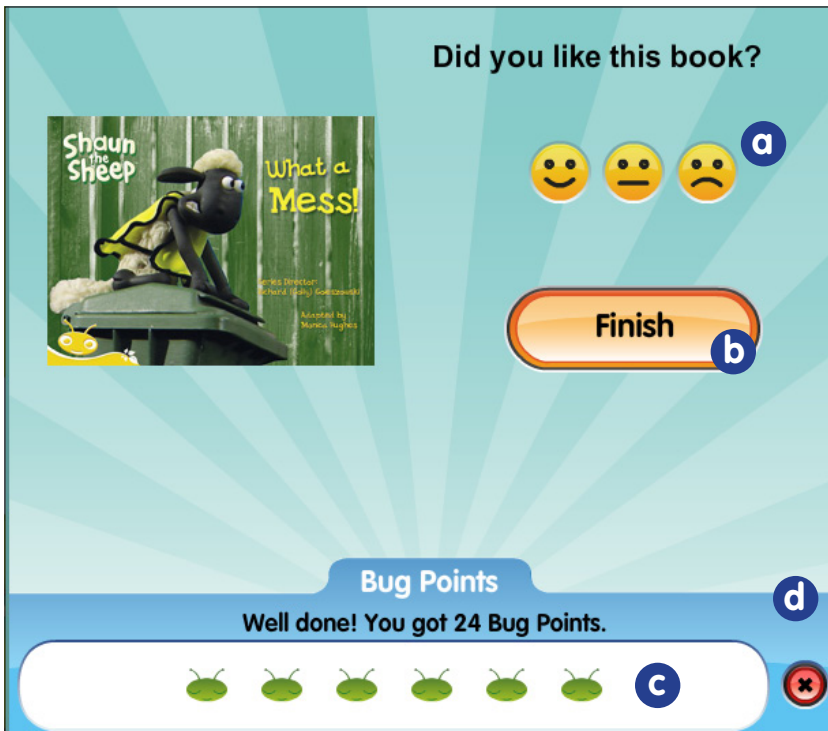
Question:
What could Veronica be thinking as she decides whether to help the Guardians? Use evidence from the text and your knowledge of her character. Type your response in the space provided.

Your answer:
Veronica could be thinking that it would be really exciting to help the Guardians. She says that it sounds like it would fun and full of adventure. Also, she really likes playing space computer games and fighting aliens.

Teacher's mark:
A very detailed answer, Alice. Well done!

How to give feedback on an e-book

When the pupil has attempted all of the quizzes and has closed the e-book, they are invited to give their feedback.



a The pupil clicks on a happy, neutral or unhappy face to register their opinion on the e-book they have just read.

b Click **Finish** to exit the feedback screen.

c You can see the number of Bug Points that the pupil has collected from this e-book. These will be added to the Bug Points meter after exiting the feedback screen.

d The *Bug Club* hotspots will all have sleepy heads to show that they are completed.



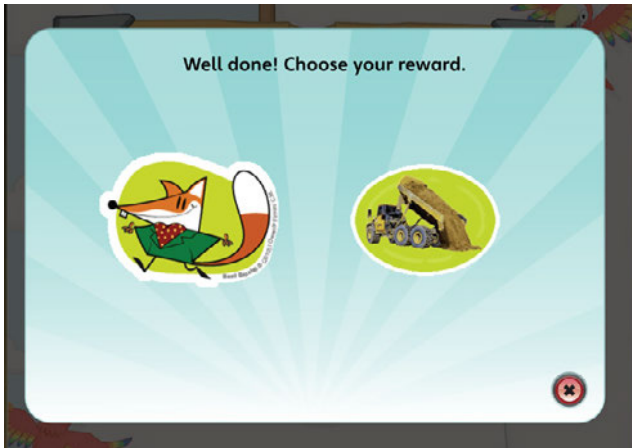
How to receive rewards

Once the pupil has completed an eBook and all the quizzes within it, the new Bug Points that they have collected will be added to the Bug Points meter on the **Home** screen. The pupil will see the level on the Bug Points meter rise and will also see the number of points as a figure.

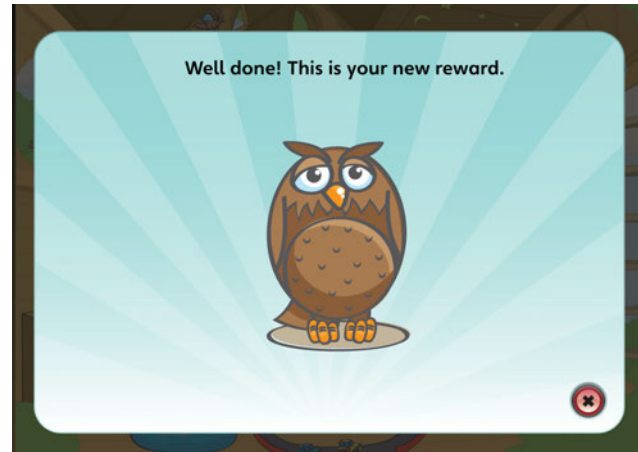
Once the number of Bug Points reaches the top of the meter, the pupil will receive a reward. (Please note the meter is set at different levels for each year group.)



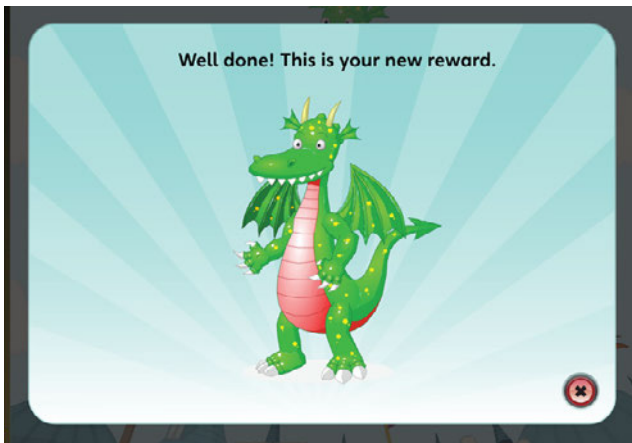
Example of Year F reward



Example of Year 1 reward



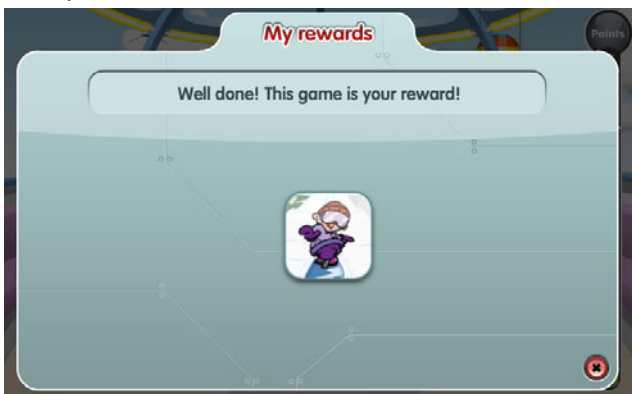
Example of Year 2 reward



Example of Year 3 - Year 6 reward



Example of Year 3 - Year 6 reward



When the pupil closes the reward pop-up, they will see any remaining Bug Points added to their meter.

To view the new reward, the pupil will need to navigate to **My rewards**.

How to view rewards



Year F

The rewards at this level are eStickers. When the pupil's Bug Points reach the top of the meter (every 20 points), they are offered a choice of two eStickers. The eSticker they select will then go into the virtual eSticker book shown in **My rewards**. The eStickers include a range of characters and objects taken from the *Bug Club* e-books.

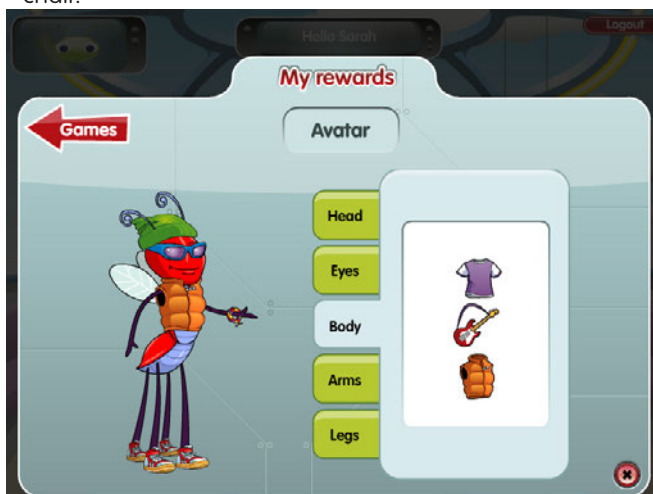
Year 3 – Year 6

The rewards at Years 3 to Year 6 are a mixture of online games and accessories for the pupil's chosen avatar. When the pupil's Bug Points reach the top of the meter (Year 3 every 75 points, Year 4 every 80 points, Year 5 every 85 points, Year 6 every 90 points), they will be given a choice of an accessory for their avatar or, every so often, an online game. The accessory they select will then go into the virtual wardrobe shown in My rewards. Pupils can play around with how their avatar is dressed, giving it a different hat or pair of shoes, for example. Pupils can also access their reward games from My rewards.



Year 1

The rewards at this level are objects to furnish a virtual tree house. When the pupil's Bug Points reach the top of the meter (every 50 points), they will be shown an object that will then appear in a set location in the tree house in **My rewards**. When the number of objects in the tree house reaches 30, some of the existing objects will then start to be swapped out with replacements, e.g. a beanbag for a chair.



Year 2

The rewards at this level are animations showing the growth of a pet dragon. When the pupil's Bug Points reach the top of the meter (every 70 points), they will be shown one of a series of short animations in which the dragon grows, changes colour and performs tricks. The pupil can watch the most recently acquired animation again each time they visit **My rewards**.



How to view e-books that have been read – Years F-2

Books I have read allows the pupil to view up to the last ten e-books that they have completed, which means they can revisit favourite e-books and have another go at the quizzes. This area also helps further motivate pupils by showing a running total of the number of e-books that they have completed.

a This shows the last ten e-books that the child has completed. Only five e-books will show on the screen at a time, but the arrow buttons can be used to scroll through the e-books.

The pupil can reread the e-book by clicking on the book cover. The *Bug Club* hotspots will be 're-opened' to allow the pupil to have another go at the quizzes, although no more Bug Points will be generated for a re-play, and these scores are not fed through for teacher reporting.

b The totaliser shows how many e-books the pupil has completed since starting *Bug Club*.

The screenshot shows a user interface for a children's educational app. On the left, a vertical sidebar contains a green alien character, a 'Log out' button, a 'My bugs' button, and a 'Parent's help' button. The main area is a burrow with a green alien character at the top left. In the center, five e-book covers are displayed: 'Houses Around the World', 'A Vet's Day', 'What Makes You Laugh?', 'Fun Festivals', and 'I Like to Collect'. A central totaliser displays '10'. A blue alien character is at the bottom, and a dinosaur skeleton is on the right. The bottom navigation bar includes 'Hello Alexandra', 'My books', 'Books I have read', and 'My rewards' buttons.

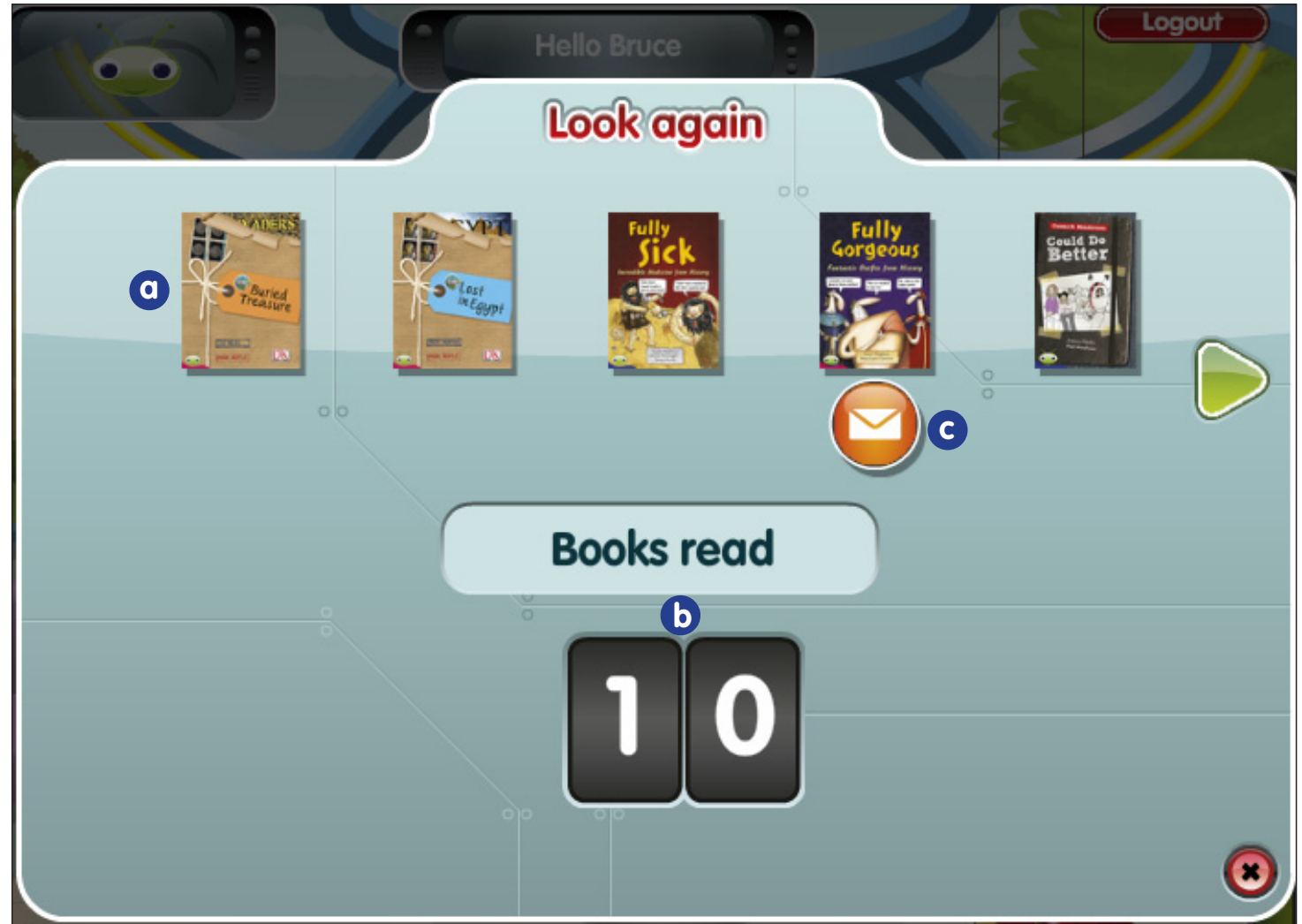
How to view e-books that have been read – Years 3-6

Look again allows the pupil to view up to the last ten e-books that they have completed, which means they can revisit favourite e-books and have another go at the quizzes. This area also helps further motivate pupils by showing a running total of the number of e-books that they have completed.

a This shows the last ten e-books that the child has completed. Only five e-books will show on the screen at a time, but the arrow buttons can be used to scroll through the e-books. The pupil can reread the e-book by clicking on the book cover. The *Bug Club* hotspots will be 're-opened' to allow the pupil to have another go at the quizzes, although no more Bug Points will be generated for a re-play, and these scores are not fed through for your reporting.

b The totaliser shows how many e-books the pupil has completed since starting *Bug Club*.

c Click the envelope button to view the comprehension questions, the answer given and feedback from the teacher.



Bug Club Digital Platform - System Requirements

Please find the minimum specification for Bug Club Digital Platform below.

Windows PC:

Hardware:

- Intel Atom or Core (Duo, i3 etc) processor
- 2GB RAM
- 1024 x 768 screen resolution

Software:

- Windows 7 or 8
- Internet Explorer 9+ or the latest version of Chrome or Firefox
- Adobe Flash Player v11: <http://get.adobe.com/flashplayer/>
- The latest version of Adobe Reader: <http://get.adobe.com/reader/>

Macintosh:

Hardware:

- Intel Mac
- 2GB RAM
- 1024 x 768 screen resolution

Software:

- Mac OS X 10.6.8 or above
- Safari 5+ or the latest version of Chrome or Firefox
- Adobe Flash Player v11: <http://get.adobe.com/flashplayer/>
- The latest version of Adobe Reader: <http://get.adobe.com/reader/>