Guide to Bug Club

Respect, friendship, excellence, care

Logging on

https://www.activelearnprimary.co.uk/login?c=0

Click log on and enter your child's details.

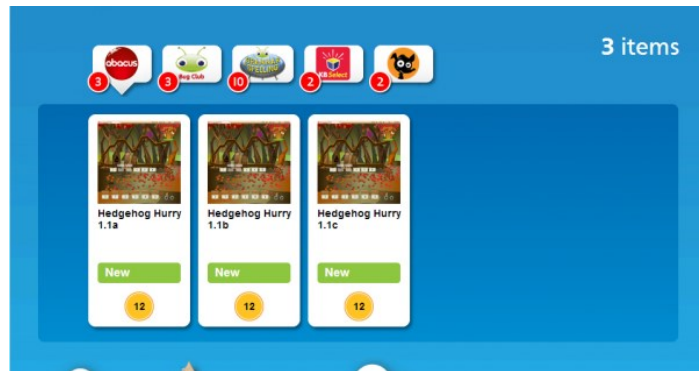Your will then see the home screen.
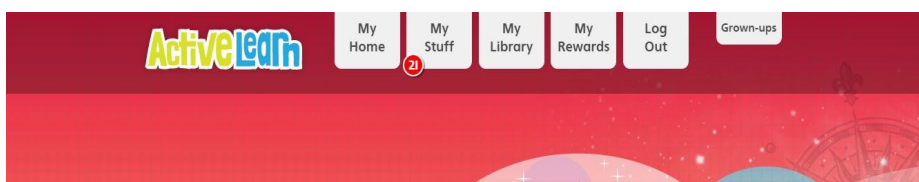
On the homepage you will see the books/ activities that are assigned to you and your

My Stuff

This area will show your allocated books/activities. Click on the Bug head icon to open an activity.

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*.

Click on a book to open it. Books will look slightly different depending on your book band level.

Inside all book bands, you can:

- Move around the book with the **blue arrows**

- Click the **magnify button** on the bottom left to zoom in

- Click the **red cross button** on the bottom right to close the book

- Click on words in **bold text** to see a definition

- Open book activities using the Bug Head icon.

- Click **"Read to me"** to hear the page, this isn't available on all books.

When you finish a book, it is moved to *My Library*. A book is not finished until you have completed all the activities in the book and read to the final page. This is when you get your **ActiveLearn** coins.

My Library

Bug Club books appear in *My Library* once you have completed all of the activities

My rewards

You can spend your coins in the 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.

Skate Shack

To buy a reward, click on the item you want to change.

Sticker Factory

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

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.

The Tree House

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

Record function: The Record function allows pupils to record themselves reading the text. This is a great way for pupils to improve their reading fluency.

Click the red "Record" button to start recording.

Click the red "Stop" button to stop recording.

Click the blue "Play" button to play back the recording.