

Reading at Ludlow!



Parents' guide

Login: _____

Password: _____

School code: r9w3



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1. What is Bug Club?



Bug Club is the first whole-school reading programme that joins books with an online reading world to teach today's children to read!

Ludlow Junior School is very excited to offer every child unlimited access to the Bug Club programme to help support their progress in reading.

Bug Club is now our reading home learning software, so pupils will be accessing its brilliant texts at home and in school!



2. Expectations:



Pupil home learning expectations:

- Pupils should access one text per week and answer **BUG CLUB** questions as best they can (they will need access to the internet to do this and arrangements can be made in school if this is not available at home).
- The online books are allocated by your child's class teacher to support progress in reading
- Pupil's achievements will be reviewed weekly by their class teacher and rewards given for success
- Once pupils have read a book it goes into their own personal library to enjoy again and again!

SPaG Games:

Other games are available on **BUG CLUB** to support spelling, punctuation and grammar progress! If pupils wish to play on these they are available as additional learning opportunities anytime - they just need to ask their teacher to assign them a game or two!



3. 'How to' Guide



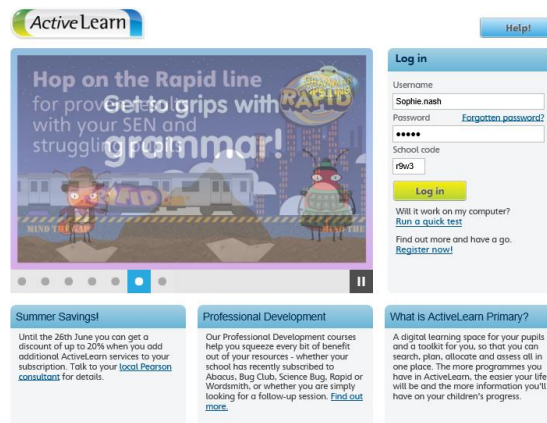
A step by step guide to all of Bug Clubs
basic features!

- a) Accessing Bug Club
- b) Loading up e-books
- c) Reading e-books and answering questions
- d) Extras

a) Accessing Bug Club!

Go to the Bug club home page at:

<https://www.activelearnprimary.co.uk>



Login using your child's **username and password**

Ludlow Junior School ID is: **r9w3**

Once you have logged in you will reach the pupils homepage:

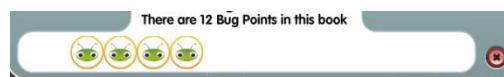
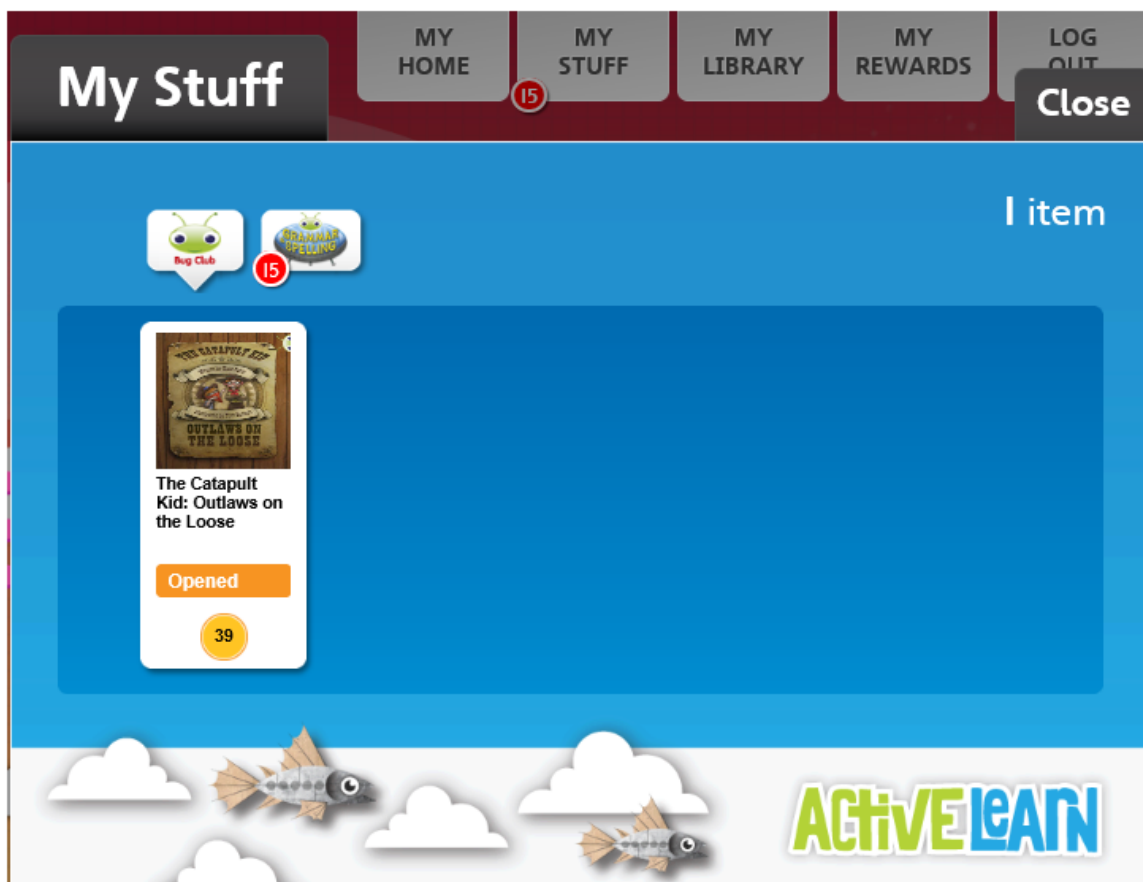


b) Loading up e-books!

Class teachers will allocate appropriate books to pupils Bug Club accounts. They can be found by clicking on the 'My stuff' icon.



Pupils will then be able to see any books or games there teacher has set them:



Click on the book they wish to read and it will instantly load onto the screen!

c) Reading e-books and answering questions!

Once the book is loaded pupils can read each page of the book (or using the **Read to Me** button listen to the book)



Trickier books or non-fiction texts might have a contents option

If pupils find a bug on a page this is linked to question about the book so far!
There answers are saved by Bug Club for their teacher to see!



Who likes rubbish?
Click on a picture.



Ragbag



Dot



Bob

d) Extras

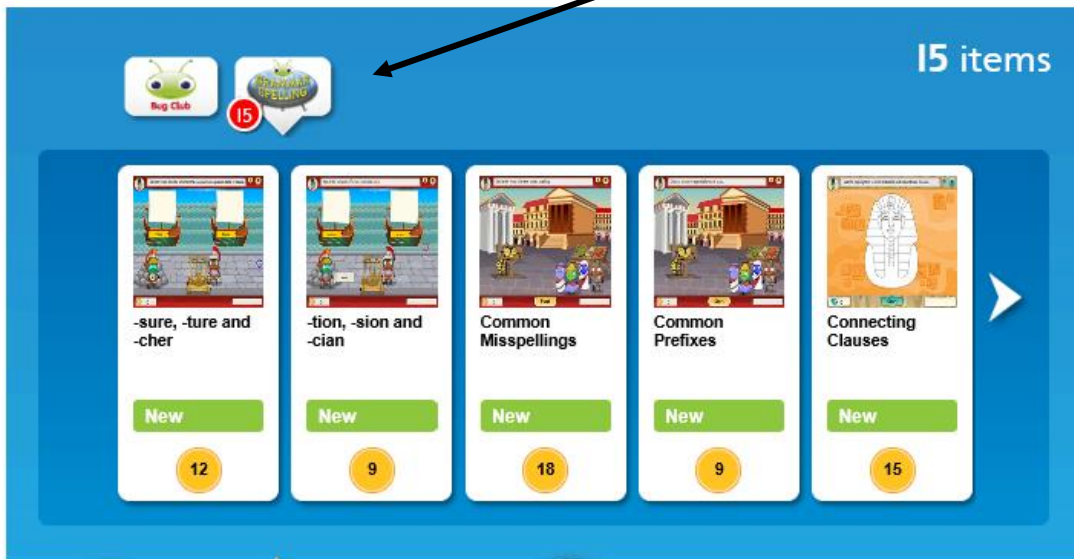
Pupils can access any book they have read on Bug Club using the 'Library' icon on the home page:



Pupils can see how well they are doing and play games with a bug club character using the 'My Rewards' icon on the home page:



Pupils can play fun spelling and grammar games using the 'Grammar and spelling bug' icon in 'my stuff':





4. Support:



If pupils or parents require additional support with accessing the software please arrange to see your child's class teacher who will be more than happy to help!

If you do not have regular access to the internet or a computer at home then time and space will be arranged for your child afterschool and during year group homework clubs at lunchtime.

If you have any further questions relating to the programme or Ludlow's expectations please see Miss Nash or Mrs Faulmann.

We hope you will find this brilliant programme useful and fun for reading at home!

'Children are made readers on the laps of their parents.' Emilie Buchwald.

Mrs Faulmann
Literacy Leader

"Everyone is
a reader..."



Some just haven't
found their favorite
book yet."