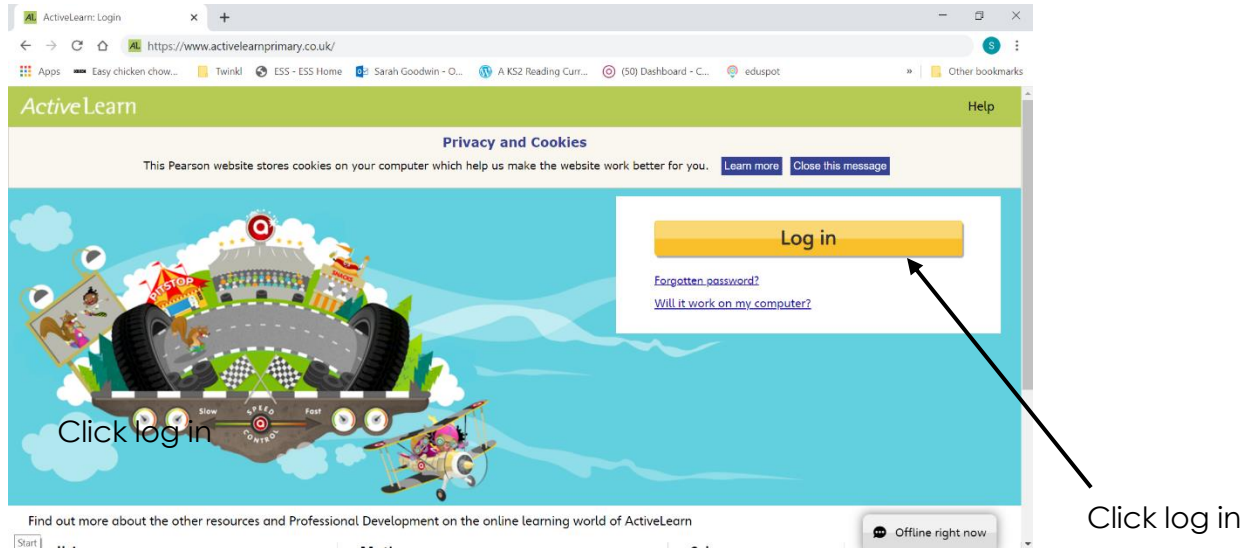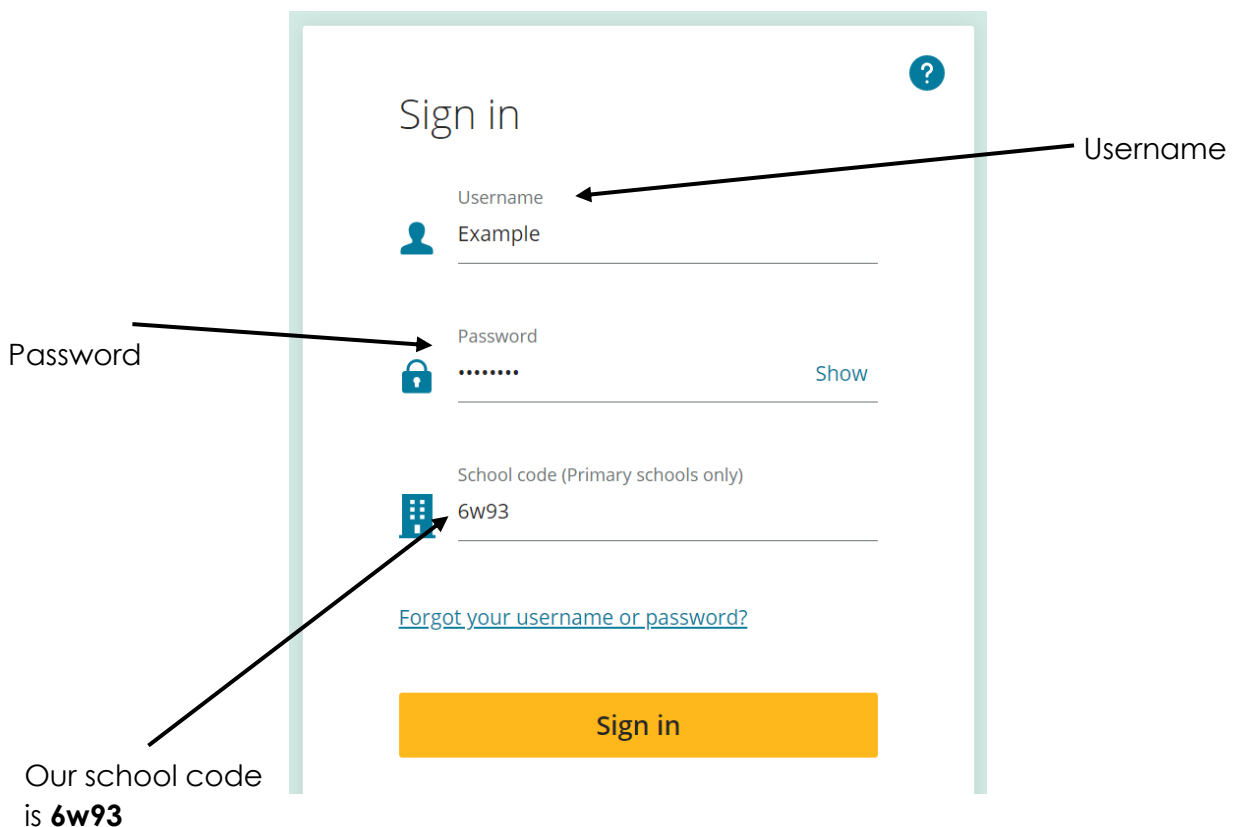# Bug Club – Step by Step Guide

1. On your device (PC, Laptop, Tablet, Phone), open your Internet Browser e.g. Chrome, Edge, Firefox or Safari etc.
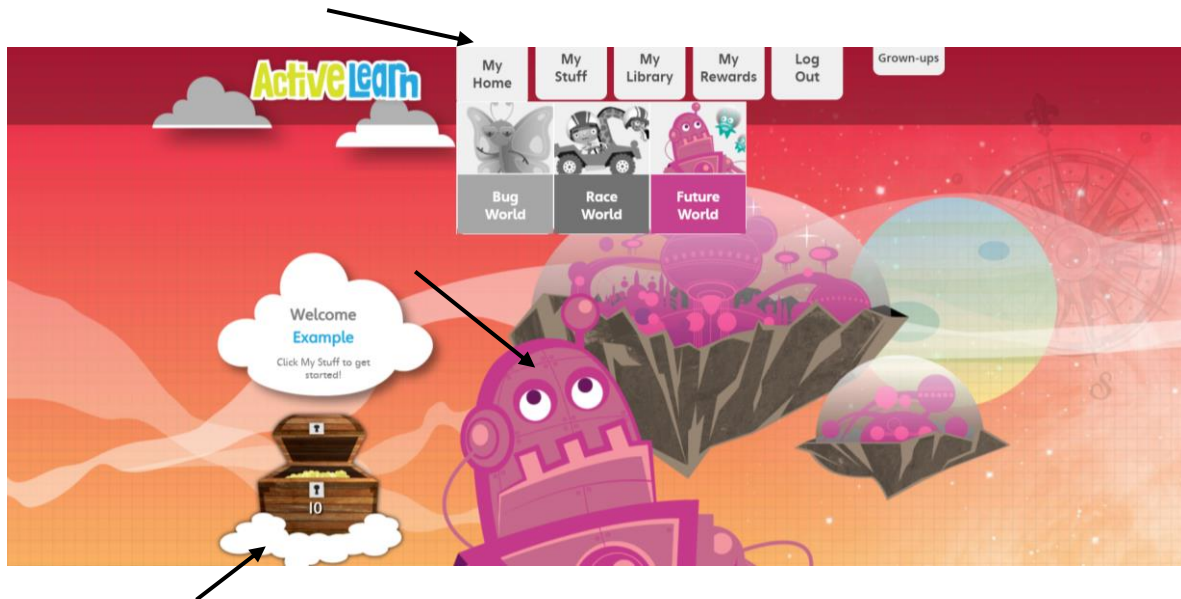
   Then go to www.activelearnprimary.co.uk

Click log in

2. Use you log in information to sign into Bug Club
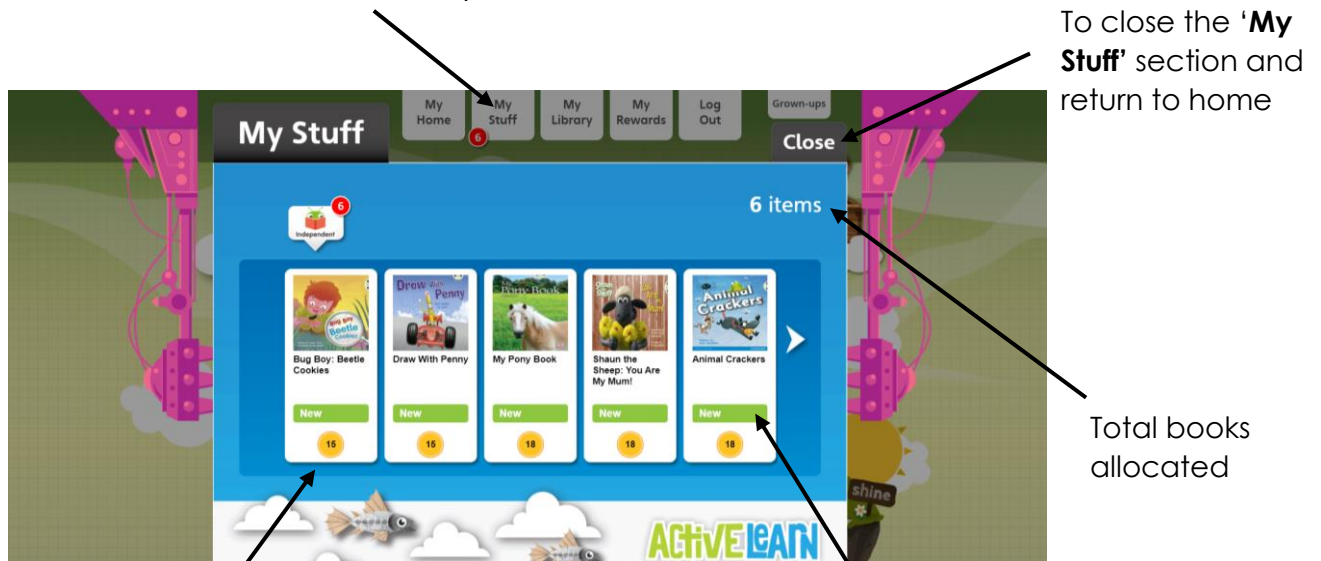

Username

Password

Our school code is **6w93**

3. The Bug Club home page should now load. The first tab at the top is called '**My Home**'. Click on this to change the background of your home page. Some of these are interactive so encourage the children to click around and explore the three worlds.

This treasure chest shows how many coins each child has won. These can be spent in the 'My Rewards' section, which features further on in the guide.

4. By clicking on the '**My Stuff**' tab you are able to access all of the e-books set by the class teachers. The children can look through these and choose the one they want to read.

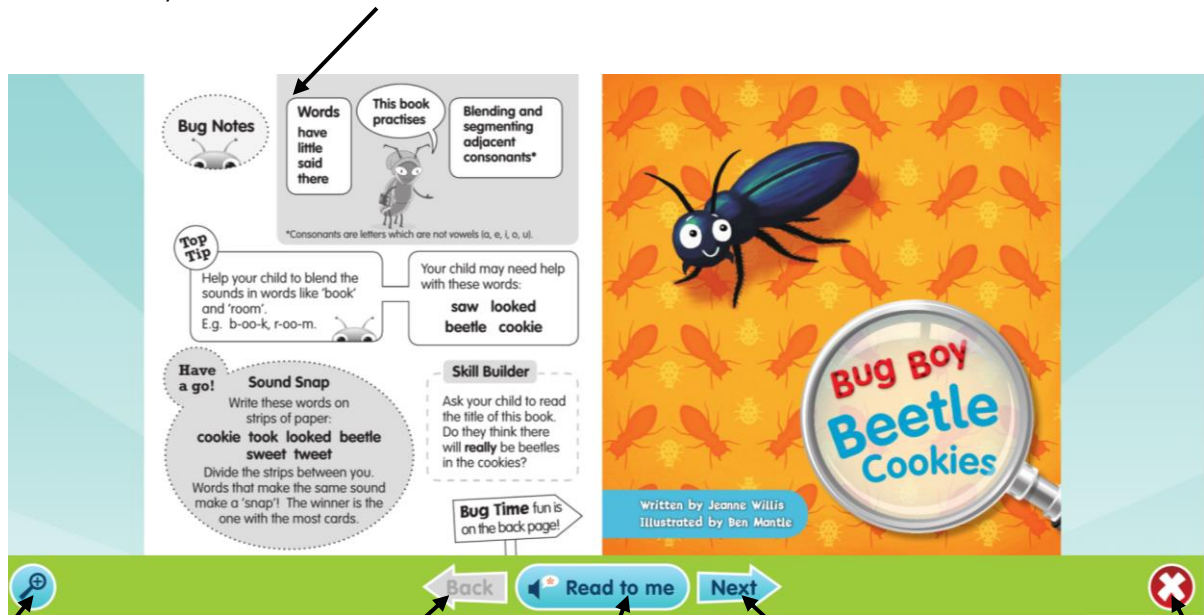To close the '**My Stuff**' section and return to home

Total books allocated

The number within the circle shows how many coins each child can win from reading the story and answering the questions.

It will either show 'new' for an unopened book or 'opened' if a book has been opened previously

5. This is a view of one of the stories when opened.

Here is some information about the story which is useful for adults to read.

Use to zoom in closer to the story.

Use to go back a page.

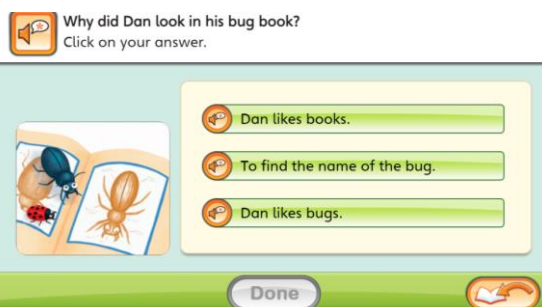If this function is present click for each page to be read aloud

Use to go to the next page.

Use to exit the story

6. Throughout the story, the children will be asked to complete questions related to what they have read. While they are reading, encourage them to '**hunt the bug**' as every time they see the yellow bug symbol (below) they will need to click this and answer a comprehension question. You may need to scroll down to see the whol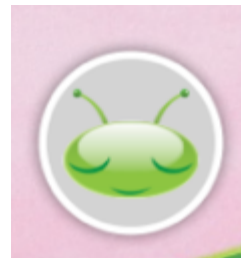e question using the grey tab at the right hand side. When they click the answer, they will then need to click done to see if they are correct. If the children make a mistake, they will be able to have another couple of attempts at the question.

Why did Dan look in his bug book?
Click on your answer.

Dan likes books.

To find the name of the bug.

Dan likes bugs.

Done

7. When they have answered the question, click the '**back to the book**' button on the bottom right side.
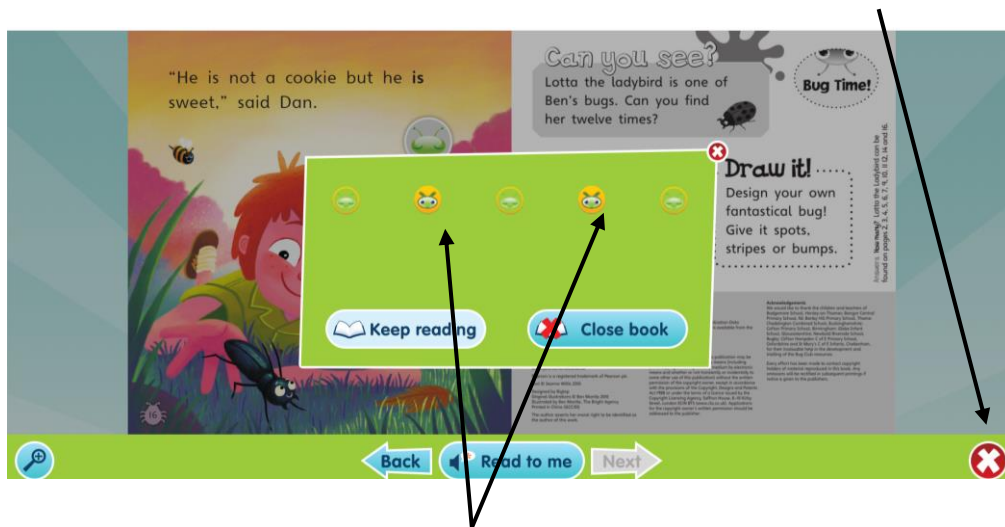

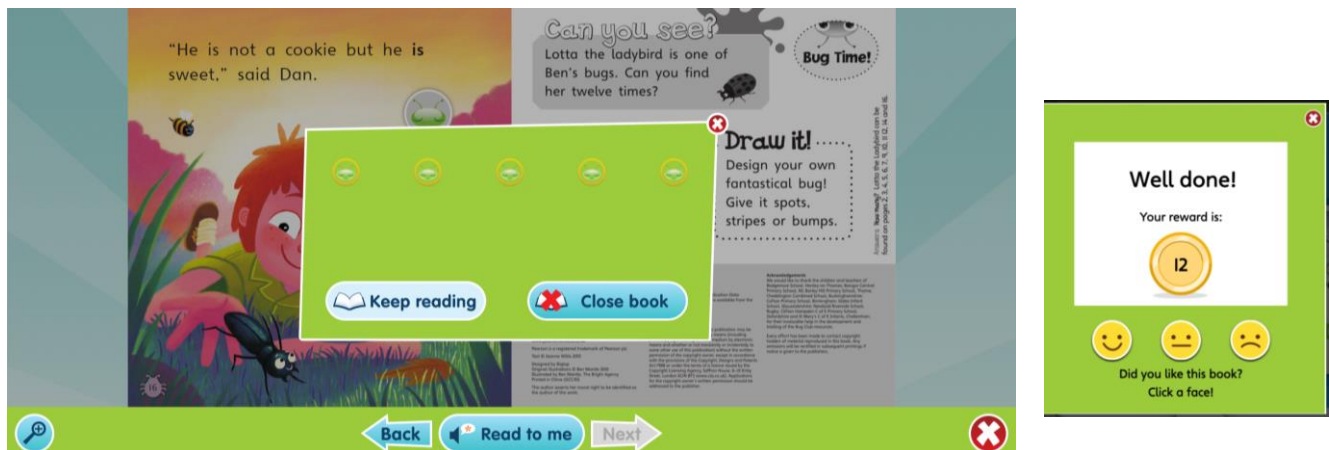For completed questions, the bugs look like they have fallen asleep and become a grey colour.

8. At the end of the story, there are further activities to extend the children's learning for you to carry out at home.
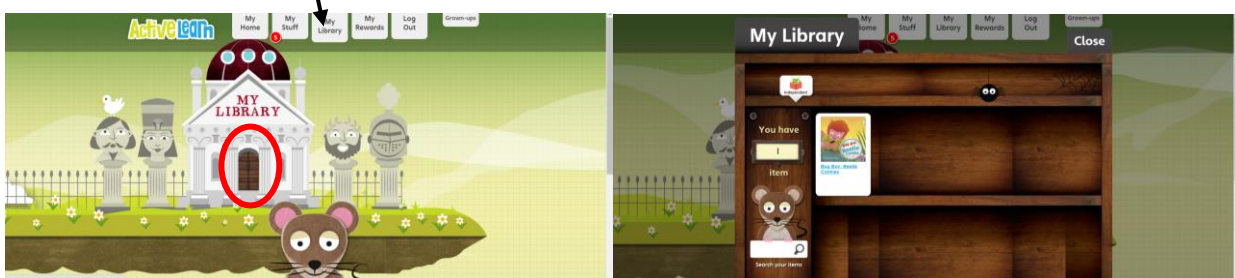
9. When they have finished the story, click the red x.

The two bright bugs here show that there are two questions unanswered. To complete a story, every quiz will need to complete. You can chose to keep reading to find these or close to book and come back to the questions another time. A complete story will look like this and you will receive your reward when the book is closed.

10. Completed books will appear in the '**My Library**' tab for the children to read again. They will be able to complete the questions again but will not receive more rewards. **HINT:** Click the brown door (circled) to enter the library.

11. When reading, the children will receive rewards, which can be accessed through the '**My Rewards**' tab. They can spend these at the pit stop (for a race), at the sticker book (to collect stickers) or at the tree house (where they can decorate it). Use the arrows to cycle between the reward locations (circled).

12. There is also a tab to **log out** and the '**grown-ups**' tab can be used to access helpful guides and advice.