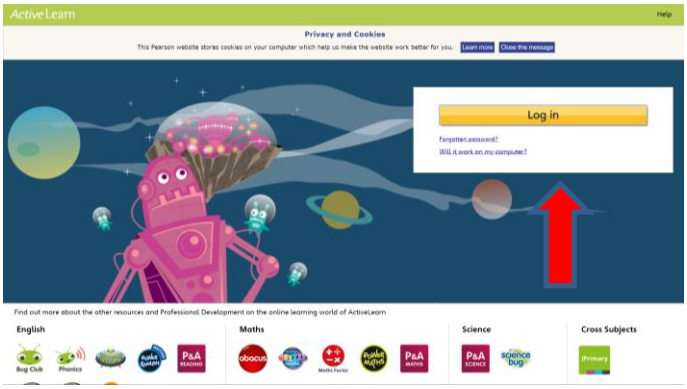
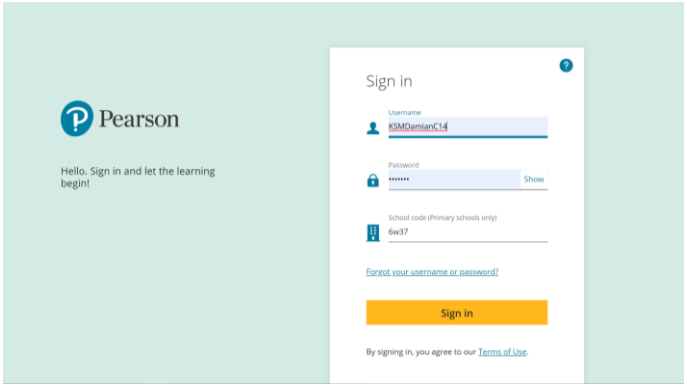
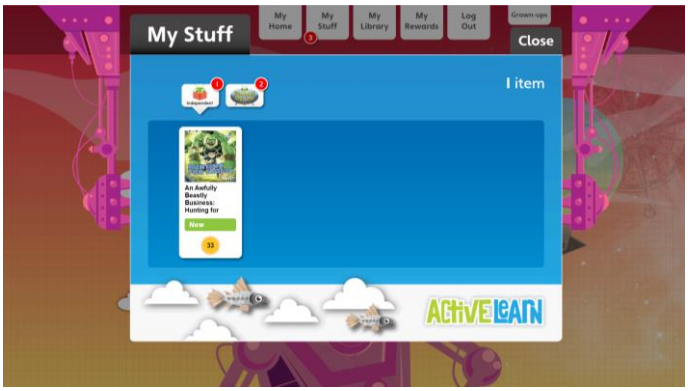
Using ActiveLearn for Grammar Bug and Bug Club

- Go to **activelearnprimary.co.uk** and login using; **login is your child's KSM login** (e.g. KSMDamianC14) **password is KSM followed by your child's 4 digit code** (e.g. KSM1234). The **school code is 6w37.**





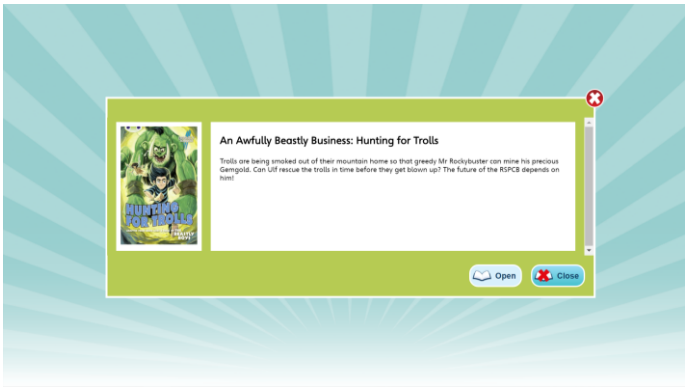
- Click on **My Stuff** to see work that has been set by your child's class teacher. These will be set in their different categories.

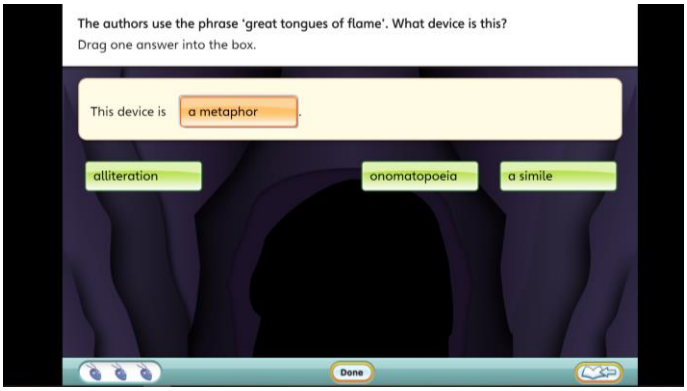
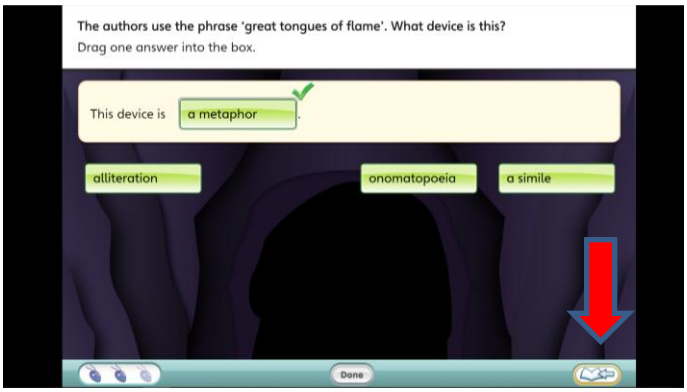


- Completing tasks will earn you coins that can be spent in the **My Rewards** section where there are different games, etc that can be played.

Bug Club reading activities

- Click on **Bug Club Independent** to access the reading activities, then click **open** on your chosen book.



- Read through the book using the **next** button to turn pages
- When you see a little **bug symbol**, that means there is an activity or question based on what you have read so far. Answering these questions earn coins for your reward page and, mor importantly, show you are understanding the text. **Click on the bug to access the task**.

- Some tasks require dragging or selecting correct options, whilst others will require you to type in answers.
- Once you have answered the question, click **done** to see if you have answered correctly. If not, have another go.
- If you are correct, click on the **return to book** button in the bottom right hand corner to continue.