

The background of the cover is a vibrant night scene with a purple and blue sky. A large, dark blue silhouette of a giraffe dominates the upper half. Inside the giraffe's body, the title 'NIGHT ZOO KEEPER' is written in bold, white, sans-serif capital letters. The word 'NIGHT' is on the top line, 'ZOO' is in the middle, and 'KEEPER' is on the bottom line. To the left of the title, a white crescent moon and several yellow stars are visible. Below the title, a smaller, lighter blue silhouette of a giraffe is shown. In the foreground, three characters are depicted: a young girl with dark skin and purple hair on the left, a boy in a blue zookeeper uniform and cap in the center, and a yellow giraffe with a blue mask and orange tufts on the right. The giraffe is holding a small, brown, rectangular object. The overall style is colorful and cartoonish.

NIGHT ZOO KEEPER

Parent Guide



Parent Guide



Welcome to Night Zookeeper!
We're sure your child is going to love the journey.

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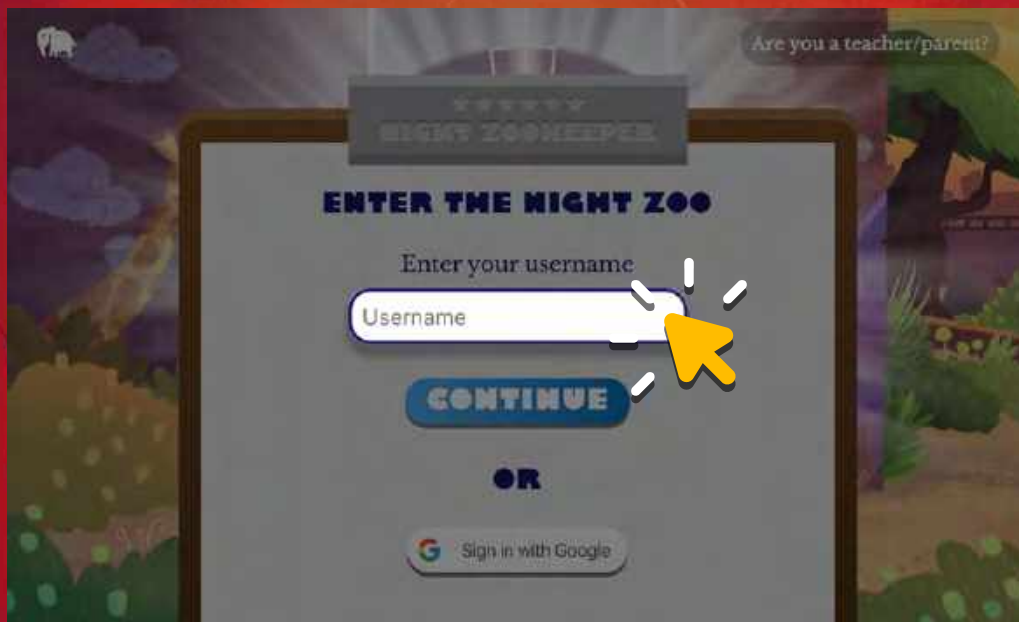
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How to get started



Visit nightzookeeper.com, and press 'Child Login'.



Next, enter the username you have been provided. You can then create a password. Try to choose a password that will be easy to remember.

However, in the parent dashboard you can reset passwords anytime. (More on that later.)



The Tutorial



Your child will get to create their own unique Night Zookeeper avatar with our drawing tool. This will be displayed next to all the pieces of writing they produce. It can be edited at any time later.



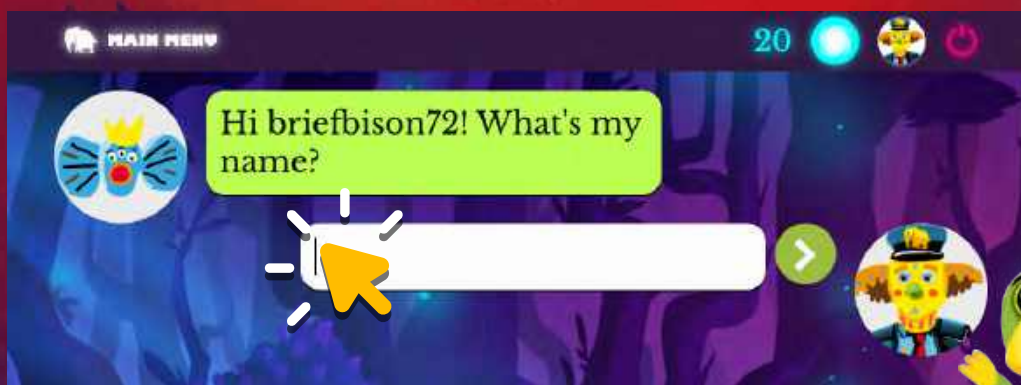
Once completed, your child will reach the main menu. From here they can launch all the different activities on nightzookeeper.com, but first they'll need to press "Your Zoo."



After clicking on the egg, your child will be challenged to create their first magical animal.

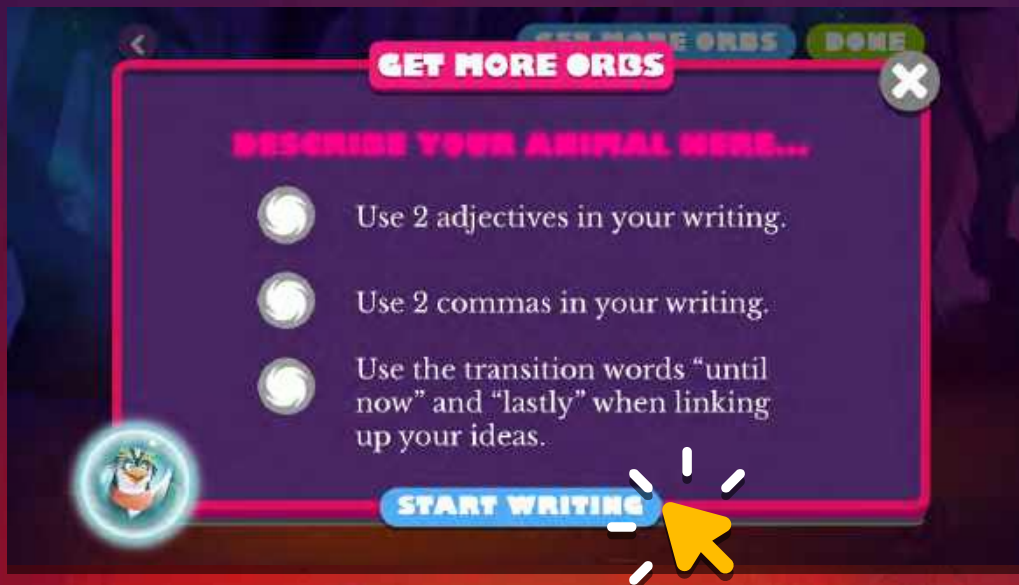


They begin by drawing their animal.



They'll answer questions about it, give it a name and write their first animal report.

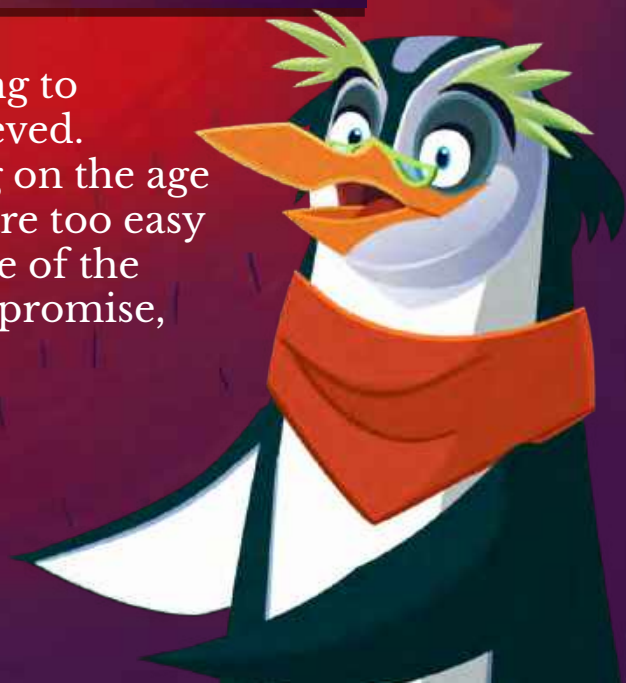




They'll be given goals to try and achieve in their writing, such as writing a certain number of words, using specific adjectives, verbs and other words that will help to improve their writing skills.



We automatically assess the writing to determine if a goal has been achieved. The goals are different depending on the age of the child. If you feel the goals are too easy or difficult, you can change the age of the child in your parent dashboard (I promise, more on that in a bit.).



Saving Work

Writing that doesn't reach the minimum word count, which is higher/lower based on the age of the child, can only be saved as a draft.



When your child completes a piece of writing they can either 'Save Draft' or 'Save & Close'. Saving it as a draft gives children the chance to come back to that piece of work and continue editing and adding to it. To see all their work and edit it, they just need to click on their avatar profile.



Pressing 'Save & Close' submits the work to be published by our team of tutors, usually within 48 hours.

Zoo Menu Guide



Your Zoo

Children can grow their Night Zoo by completing learning challenges, writing lessons, and creating and collecting magical animals.



Write

Children can quickly access new writing prompts featuring their Night Zoo animals, add book reports in 'Reading Light' or take part in Star Writing Competitions.



Games

Children can play our selection of word games and compete in weekly competitions to be top of the global leaderboard.



Blogs

Children can read and comment on the most recent writing from their team members that has been showcased in their team blog. A great place for reading and peer feedback!



League

Children can see their progress in a monthly global league table featuring Night Zookeepers around the world.



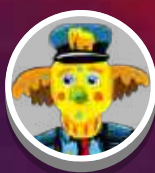
Interactive TV+

Children can access new interactive lessons sent from the Night Zookeeper Tutor team that teach all writing skills and styles.



Messages

Children can see messages from their tutor, friends, and notifications of awards they have won.



Profile

Children can see all the writing, drawings and lessons they have completed.

? Challenges



After children create their first animal they will begin to receive age-appropriate challenges from the animals that they create.



These challenges are designed to develop your child's vocabulary, improve grammar skills, and help them to start producing better writing.



As they work their way through the learning goals, writing as much as they can, and answering correctly as much as they can, your child will be able to power up their animals (useful for monster battles!), and collect Orbs.

? Challenges

If your child makes mistakes, the questions will come up again until they complete the learning goals.

Our curriculum is designed to cover all the basics that your child will need for reading and writing, and will progressively get harder as they play through the program.

For example, 6 year olds will be given challenges such as using capital letters correctly, whilst 10 year olds will be asked to complete reading comprehension tasks.

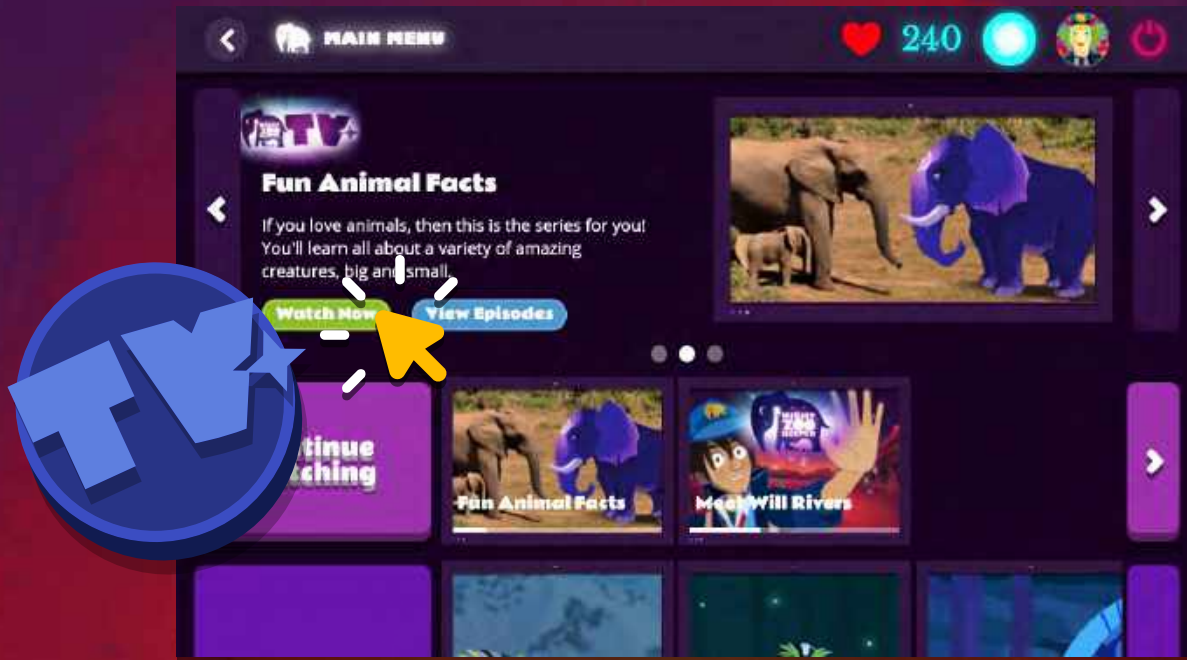
You can find a full list of learning goals by age group in the appendix of this manual.

What are Orbs?

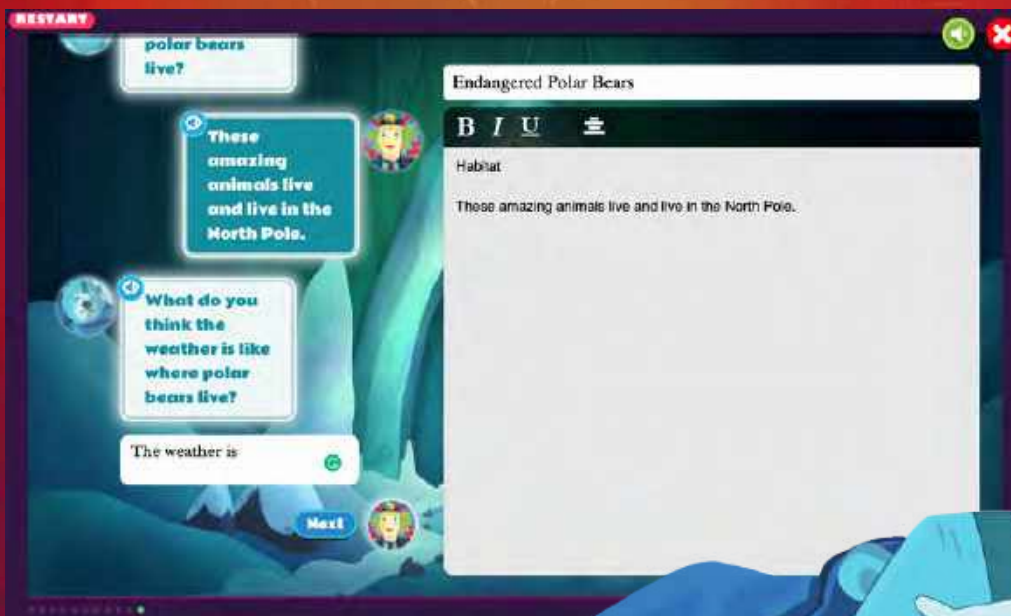
Orbs can be used to collect items to customize the animals that your child creates, or even to collect animals created by other children from around the world.



Weekly Lessons



Your child will receive twice-weekly interactive episodes from our team of educators in the 'Interactive TV+' area of the menu. Each series teaches writing skills such as learning how to write persuasively, or how to include more adverbs in their writing.



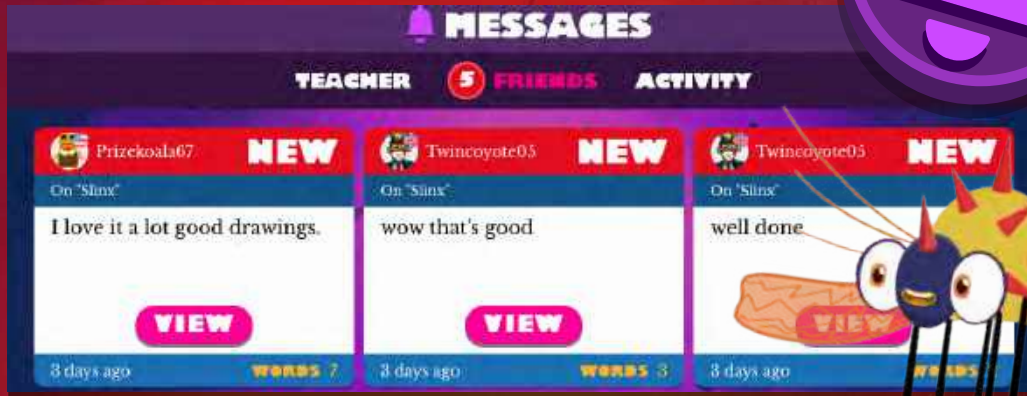
We recommend that children try to complete these every week.



Tutors & Feedback

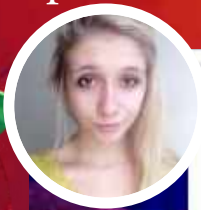
They'll receive advice and feedback from our tutors to help them improve their writing for next time. Our tutor feedback is completely personalized for your child.

Look out for notifications from their tutor in the "Messages" area of the menu.



Our tutors love reading your children's writing and will do their best to provide positive feedback and encouragement on your child's work.

The feedback may simply be identifying spelling and punctuation mistakes, asking follow up questions, or showing other ways that they could improve their writing. The tutors always provide positive encouragement.



Children receive extra rewards if they go back and edit their work. This is a great motivation for them to really analyse their own writing, and continue to improve it.

Star Writing & Competitions



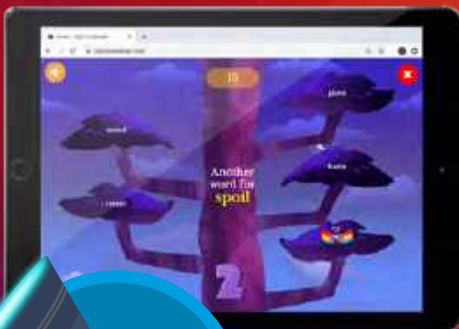
Star Writing

Every month we run competitions across the website with prizes! Your child should check out the ‘Star Writing’ button every week to see what the new writing prompt is, and press ‘Write’ to take part.



Look out on the main menu ‘widget’ for other competitions throughout the year, such as World Creative Writing Month, and The International Writing Cup.

Games



In the Game Center your child can play a variety of word and sentence based games, designed to be fun and educational. They can try to top the World Leaderboard each week, or even play live sentence games against children all over the world. You can adjust the difficulty settings in the Parent Dashboard. (I promise we are nearly at that bit!)



A Global Audience



All good work that our amazing community of budding writers produce is shared on your child's team blog. They can read and leave comments on each other's writing to help encourage each other. All writing is checked and moderated by our team of educators.

Your child can then follow their writing friends to help them easily leave comments on each other's work.

Other children cannot see your child's friend list. If you or your child do not want a particular "friend" added to your account, you can remove that request privately.

You can turn "friending" off by logging into your parent dashboard.



Battles



Void monsters sometimes appear on the map. To grow their Night Zoo, your child will need to defeat them.

In the battle, they can move their animals by clicking on them, and then on the 'hex' they want to move to.

1



2



3



To defeat a Void, they will first need to click on their animal, and then click on the Void they want to defeat.

1



2



3



Battle Tips

Make sure the animals in their Zoo are powered up to a high level. They can power up their animals by completing lessons, challenges and games. Animals that are lower than level 5 won't be strong enough to win battles.

In the battle, always keep two animals close together as they move towards the voids. This way, if one gets stunned, the other can swoop in.

A void can be defeated once it is stunned. If a Void is stunned, make sure it's defeated first.

Keep the Captain (the animal in orange) to the back so they are protected. If they lose the Captain, they'll have to start over again.

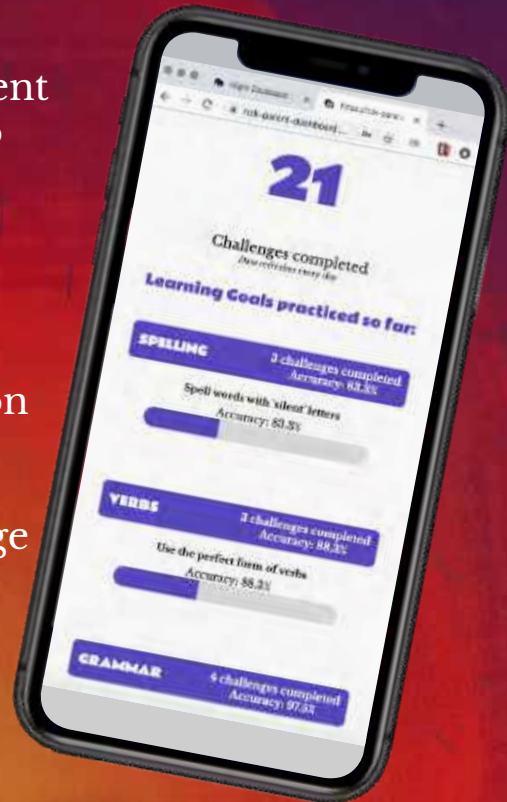


Parent Dashboard

In your welcome email you will receive a link to set up your parent dashboard. Follow these steps to set it up.

Here you can track your child's progress, easily see any new lessons or messages from their tutor, or even leave comments on your child's writing pieces.

From the settings you can change the password and age of your child. You can also adjust the difficulty of the games as well change any privacy settings.



Account Settings

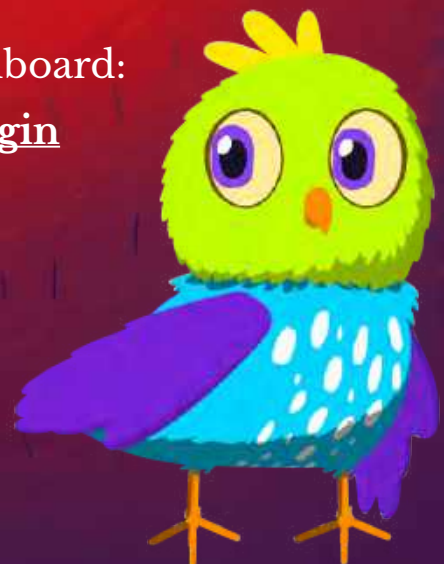
By clicking on your child's avatar and then 'settings', you can change their password, or change their age, which adjusts the difficulty level of the program. You can also adjust their privacy settings.

By clicking 'My Account', you can view your account information, edit your card details, and cancel your subscription.

If you haven't yet created your parent dashboard, please check your welcome email for details on how to do so.

Click here to log in to your parent dashboard:

<https://parent.nightzookeeper.com/login>



Privacy Settings

We moderate all content that comes through the platform: writing, drawing and comments. This ensures that we keep the environment safe and children-friendly.

While there is the ability for children to leave comments on another child's work, each comment is moderated by our team and is only approved if it is deemed acceptable. There is no "live chat" feature.

We also do not collect personal information like names and addresses for children, and flag any content that looks personal.

Children are assigned randomly generated magical usernames to ensure anonymity.

While we allow children to upload their hand-drawn drawings, we do not publish any photos of children's faces or personal identifiers.

If you or your child does not want their work to be public, you can change the privacy settings in your parent dashboard.



Code of Conduct

Inside the Night Zoo everyone should feel welcome and safe. We ask and expect our children to be respectful and polite to all of their fellow Night Zookeepers.

Everything they write or draw should be their own work and not copied from anywhere else or anyone else. If we suspect plagiarism, we will ask the child to edit the work (and/or) delete the content.

Should you have any questions about our privacy and code of conduct terms, please refer to our terms and conditions:

<https://www.nightzookeeper.com/terms-and-conditions>

Technical Help

We recommend using Night Zookeeper on Google Chrome, the latest version of Safari, or Mozilla Firefox. The website will not perform well on Internet Explorer. It works best across all laptops, iPads, and Google Chromebooks.

We recommend trying the website during the 7 day free trial to make sure it is compatible with your device.



Pro Tips

- ★ Have your child log in a minimum of twice a week to complete their lessons
- ★ Make sure your child checks the 'Messages' button for tutor comments and personalized feedback
- ★ Have your child edit their writing based on feedback-this will develop their writing skills much faster and prevent them from making the same mistakes
- ★ Encourage your child to friend other children and practice on giving constructive feedback.

Superfans

If your child is loving Night Zookeeper and you both would like to be more involved, you can apply to be a Superfan.

This will unlock special perks for both you and your child, like free resources and signed books! Once you become a Superfan, your child will receive a special banner around their avatar on the platform.

For any other questions please email us at support@nightzookeeper.com



Appendix

Age 5 - 6

Category	Learning Goal	Examples
Adjectives	Use colours to describe objects.	yellow, blue, green
Adjectives	Use simple adjectives to describe characters.	tall, pretty, clever
Adjectives	Use simple adjectives to describe places and objects.	dry, dusty, hot
Grammar	Combine words to make sentences.	The pretty cat jumped down.
Grammar	Use the personal pronoun 'I'.	I am ten years old.
Nouns	Use common nouns such as names of objects and general places.	day, eye, mother
Nouns	Use proper nouns to name a specific place or person.	London, New York, Will, Riya
Punctuation	Use capital letters for days of the week.	Monday, Tuesday...
Punctuation	Use a capital letter at the beginning of sentences.	The dog is red.
Punctuation	Use a full stop (period) at the end of a sentence.	The elephant is purple.
Reading	Answer questions about unknown words.	*Children read stories and answer questions.
Reading	Answer simple questions about a short text.	*Children read stories and answer questions.
Spelling	Spell common words correctly.	book, shoe, house
Spelling	Use the ll spelling for the /l/ sound.	well, ball, dull
Verbs	Use common verbs that help to understand what's happening in a sentence.	is, can, did, will
Verbs	Use frequently occurring action verbs.	run, walk, sing
Vocabulary	Identify and use similar words (synonyms).	big / large, cry / weep
Vocabulary	Use common linking words within a sentence.	to, from, in, out

*This is a sample of the learning goals that children cover within our challenges. You can request a full list by sending an email to support@nightzookeeper.com



Appendix

Age 6 - 7

Category	Learning Goal	Examples
Adjectives	Write and expand complete sentences using adjectives.	The brown dog went to the small house and ate the delicious cake.
Conjunctions	Join simple sentences using 'and'.	We went to the park and we had a lot of fun.
Grammar	Combine words to make simple sentences.	The house is red and yellow.
Nouns	Use common nouns such as names of objects and general places.	street, hair, friends
Nouns	Use collective nouns to describe a group of things or people.	family, group, class
Punctuation	Use a question mark correctly.	What time is it?
Punctuation	Use an exclamation mark correctly.	I'm really angry!
Reading	Answer questions about characters and events in a story.	*Children read stories and answer questions.
Reading	Make inferences by reading between the lines of a story.	*Children read stories and answer questions.
Spelling	Use -ing where no change is needed in the spelling of the root word.	acting, jumping, buying
Spelling	Use the spelling rule for adding -s or -es depending on the root word.	cats, catches, letters
Verbs	Use frequently occurring action verbs.	enter, bake, smile
Verbs	Use common modal verbs that show us what's happening in a sentence.	should, would, have
Vocabulary	Understand and use question words.	When, Where, Why...
Vocabulary	Tell the difference between verbs describing the same general action.	walk / march / stroll

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Appendix

Age 7 - 8

Category	Learning Goal	Examples
Adjectives	Use adjectives that end in -less.	Selfless, hopeless, soundless
Adjectives	Use expanded noun phrases to describe and specify things, people or ideas.	The butterfly. / The blue, magical butterfly.
Adverbs	Turn adjectives into adverbs using -ly.	closely, quietly, slowly
Conjunctions	Use conjunctions to join statements to create a complete sentence (subordination).	when, if, that
Grammar	Spot the difference between sentence types and understand their purpose.	statement, question, exclamation, command
Grammar	Describe ongoing action and events correctly.	Riya is taking my hand. Sam is hiding behind the tree.
Nouns	Use possessive nouns to talk about things that belong to something or someone else.	Will's torch, Riya's friend, Yesterday's news
Punctuation	Use an apostrophe correctly.	The girl's book, The boy's cake, Will's torch
Punctuation	Use commas when writing lists.	I need to buy milk, eggs, and flour.
Reading	Make inferences by reading between the lines of a story.	*Children read stories and answer questions.
Reading	Answer questions about characters and events in a story.	*Children read stories and answer questions.
Spelling	Tell the difference between common homophones and use them correctly.	their / there, where / wear, bear / bare
Spelling	Combine two short words to make one longer word.	whiteboard, superman, flashlight
Verbs	Tell the difference between verbs that have similar definitions but are not the same.	Look, peek, glance
Verbs	Sort verbs into categories to figure out what they have in common.	sports, cooking, art
Vocabulary	Identify rhyming words.	under / thunder, rhyme / time
Vocabulary	Use common prepositions to link different parts of a sentence together.	during, beyond, toward

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Appendix

Age 8 - 9

Category	Learning Goal	Examples
Adjectives	Tell the difference between closely related adjectives.	thin, slender, skinny
Adverbs	Turn adjectives into adverbs using the suffix -ly.	nicely, lively, lightly
Conjunctions	Produce, expand, and rearrange complete simple and compound sentences.	The boy watched the movie. / The action movie was watched by the little boy.
Grammar	Use a range of sentence structures.	simple, compound, complex
Grammar	Use the past tense of common verbs that don't follow conjugation rules.	sat, hid, told
Nouns	Connect collective nouns with the group of animals they represent.	A <u>flock</u> of birds.
Nouns	Use and spell frequently occurring irregular plural nouns.	feet, children, teeth
Punctuation	Use an apostrophe when describing something that belongs to multiple people.	girl's , boy's
Punctuation	Use commas in greetings and endings of letters.	Dear, Sincerely, Hello,
Reading	Answer questions about unknown words.	*Children read stories and answer questions.
Reading	Make inferences by reading between the lines of a story.	*Children read stories and answer questions.
Spelling	Spell words where the /t/ sound is spelt with a 'y'.	myth, Egypt, gym
Spelling	Spell words where the /k/ sound is spelled ch.	scheme, chorus, chemist
Vocabulary	Use alliteration correctly.	Penguin Professor
Vocabulary	When a prefix is added to a word, use the root word to understand the meaning of it.	happy / unhappy tell / retell
Vocabulary	Use word families based on common words.	solve, solution, insoluble
Vocabulary	Identify and use opposite words.	positive / negative, sunny / cloudy

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Appendix

Age 9 - 10

Category	Learning Goal	Examples
Adjectives	Order adjectives within sentences according to conventional patterns.	A red small bag. / A small red bag.
Adverbs	Add the suffix -ly to an adjective to form an adverb.	uselessly, normally, gracefully
Conjunctions	Express time, place and cause using conjunctions.	when, before, after
Figurative Language	Explain the meaning of simple similes and metaphors in context.	As pretty as a picture. / He is a lion.
Grammar	Practice using the progressive verb tenses.	I was walking / I am walking / I will be walking
Nouns	Form nouns using a range of prefixes.	super-, anti-, auto-
Punctuation	Use commas after fronted adverbials.	Lastly, I went to the shop.
Punctuation	Punctuate direct speech correctly.	"I want to go to the Night Zoo!" cried Will and Riya.
Reading	Identify the difference between fact and opinion.	*Children read text extracts and answer questions.
Reading	Explain and discuss your understanding of a text.	*Children read text extracts and answer questions.
Spelling	Spell words ending with this suffix: -sion.	confusion, invasion, division
Spelling	Words with the /ei/ sound are spelled 'ei, eigh, or ey'.	vein, weigh, obey
Verbs	Use the past tense of action verbs correctly.	improve / improved
Vocabulary	Determine the meaning of a new word formed when a known affix is added.	comfortable / uncomfortable, care / careless, heat / preheat
Vocabulary	Practice choosing which homophones to use within sentences.	accept / except, affect / effect, ball / bawl

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Appendix

Age 10 - 11+

Category	Learning Goal	Examples
Adjectives	Use adjectives to describe settings in stories.	narrow, winding, sprawling
Adverbs	Turn adjectives into adverbs using the suffix --ly.	mysteriously, confidently, officially
Conjunctions	Use correlative conjunctions correctly.	either / or, neither / nor, both / and
Figurative language	Use alliteration correctly.	Florence Flaming, buzzing bee, bouncing bear
Grammar	Recognize and correct inappropriate shifts in verb tense.	The bridge was open. / The bridge is opening right now.
Punctuation	Use commas to add more details to sentences.	Will's torch, powerful and bright, illuminated the forest.
Punctuation	Use the irregular plural possessive apostrophe.	people's beliefs children's toys mice's feet
Reading	Identify the difference between fact and opinion.	*Children read text extracts and answer questions.
Reading	Explain the meaning of figurative language used by the author.	*Children read text extracts and answer questions.
Spelling	Spell words with 'silent' letters.	knight, psalm, solemn
Spelling	Spell words ending in -ably and -ibly.	terribly, visibly, considerably
Verbs	Use the perfect form of verbs.	I have finished my homework. / He had finished his homework. / I will have finished my homework.
Vocabulary	Use formal and informal vocabulary.	find out / discover, ask for / request, go in / enter
Vocabulary	Use a range of words and phrases to link paragraphs together.	furthermore, moreover, additionally

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