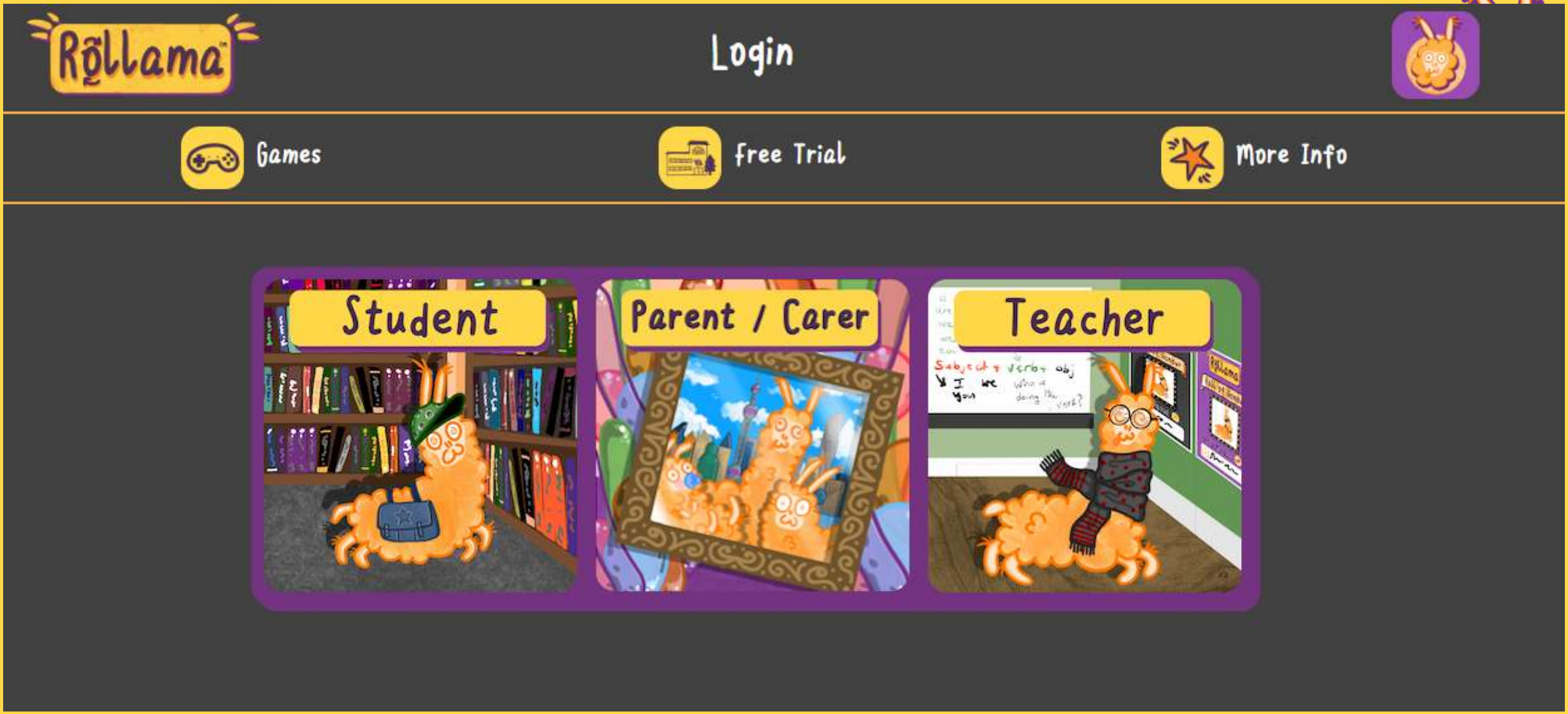
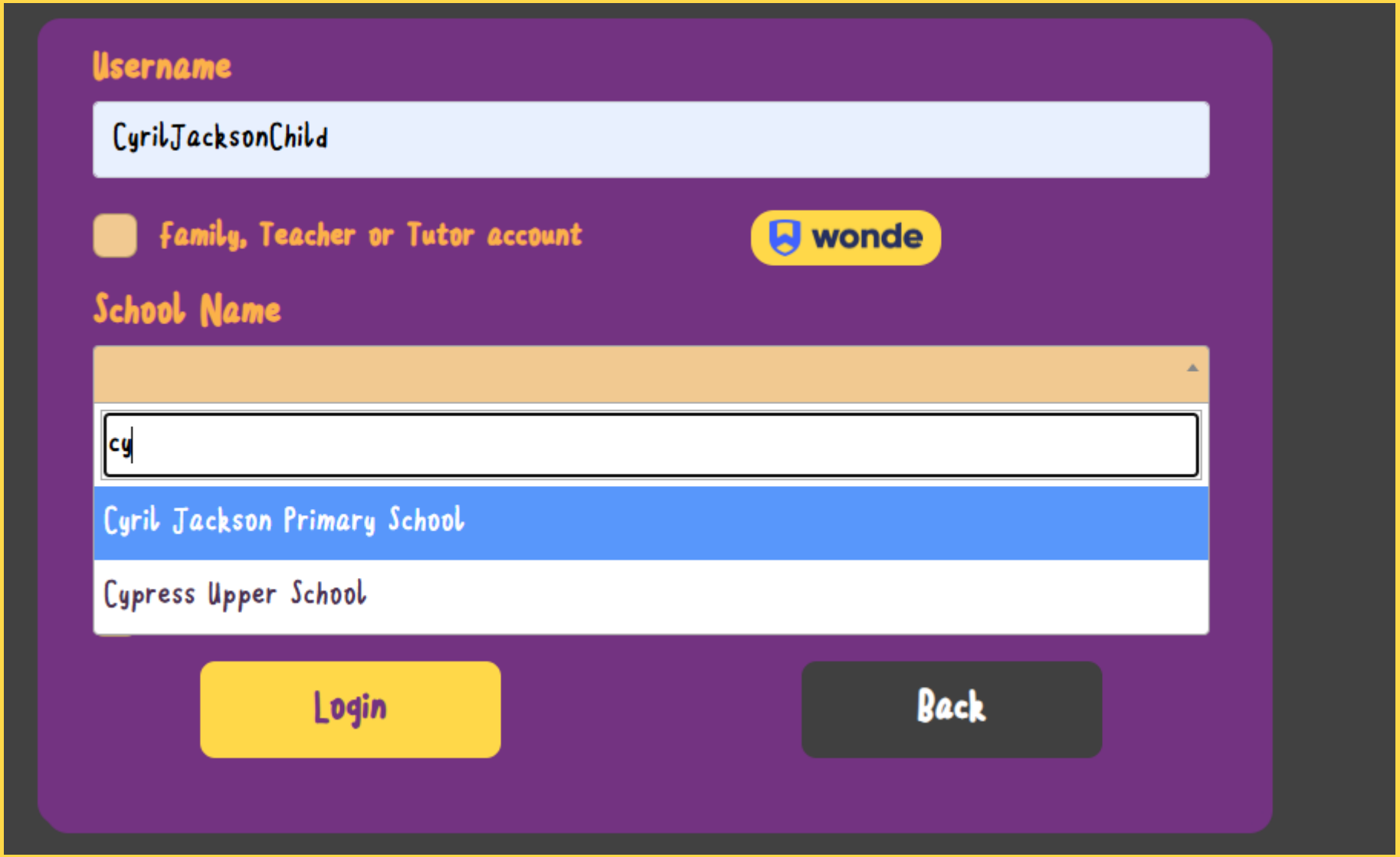
Rollama™

Rollama is our new homework for SPAG. Each week you will be assigned your SPAG homework and games from your spelling lists to practise.



This is the homepage your are taken to. Click Student.



Login using the username and password your teacher gives you.

Rollama™



The mascot is Rama the Llama.

Rollama Avatars

You'll get your very own baby llama when you start!

Llama Age System

Here's how your llama will evolve as you spend more time on Rollama!



Baby	Child	Teenager	Adult
Age 1-3	Age 4-12	Age 13-17	Age 18+
(0 games)	(about 25 games)	(about 250 games)	(about 500 games)

Note: you can choose not to evolve, if you prefer!

Rollama

You can customise your avatar in the shop:










Rollama Games

But first, you need to earn some coins by playing games.

There are 15 game modes so far...































Pause

29

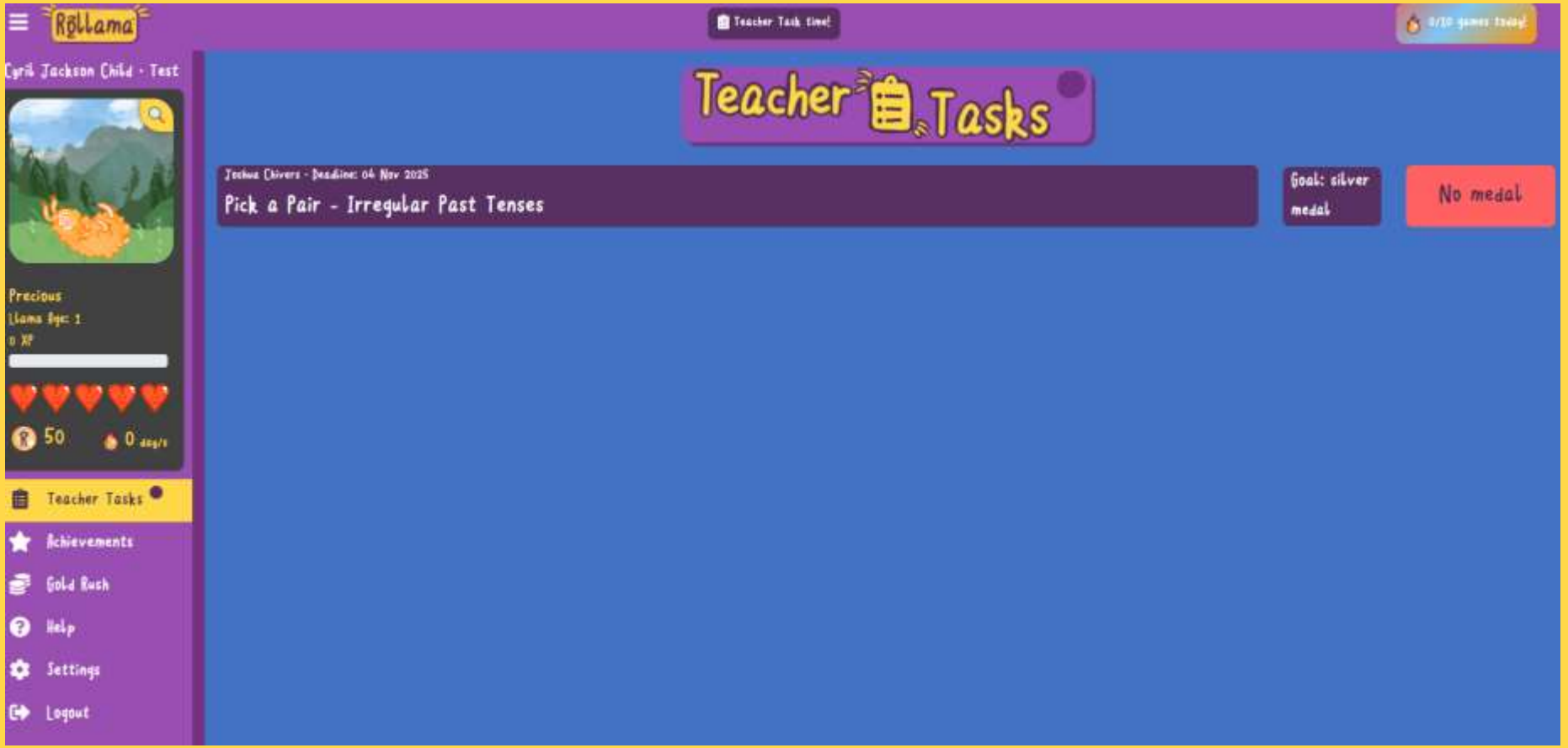


next >


94
Pause
Total height:
0
tail
tale
My dog chases his ____.

Teacher Tasks-Homework

Each week your teacher will set your homework. You cannot play any other games until you have completed your homework for the week.



Your teacher may have set you a goal to achieve before your task is completed.



When you have completed your homework you will receive a message







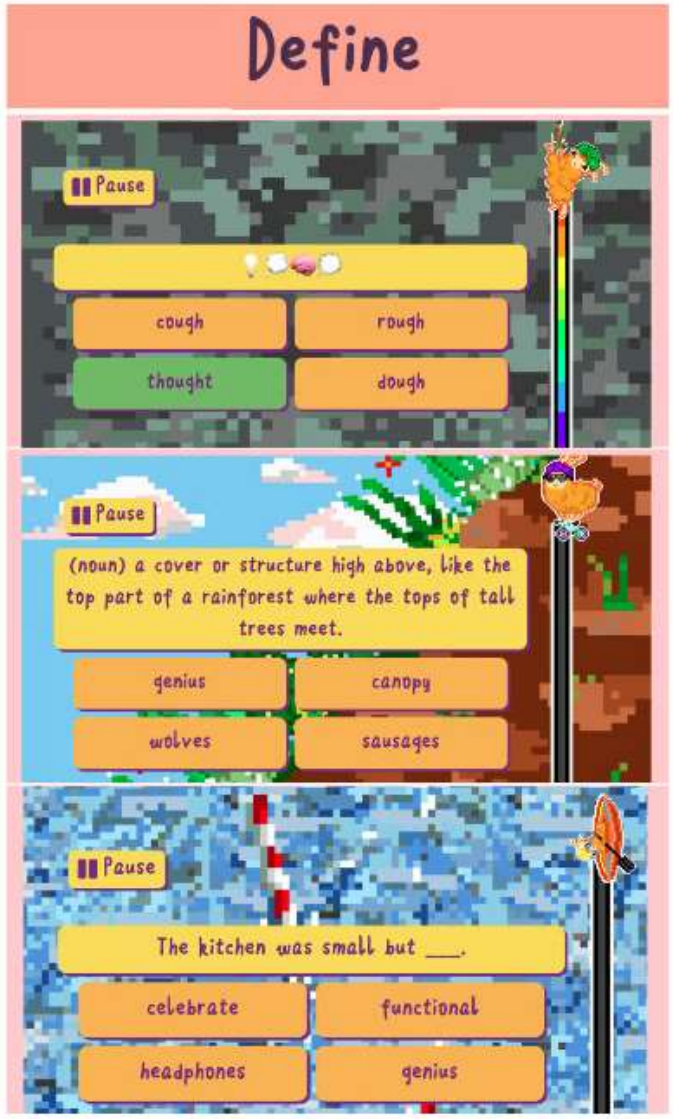
In Sporty Spelling you have an opportunity to practise your weekly spellings.



Define

Definitions are sometimes deemphasised in spelling practice, but of course there's not much point knowing how to spell a word if you don't know what it means. We build from definitions as a starting point.

We have a included a picture-matching game to add a visual component for appropriate word lists, for example nouns and verbs, and for EAL learners. We've also built examples of the word being used in context to help students apply their knowledge to real language use.



Recognise







Recognise

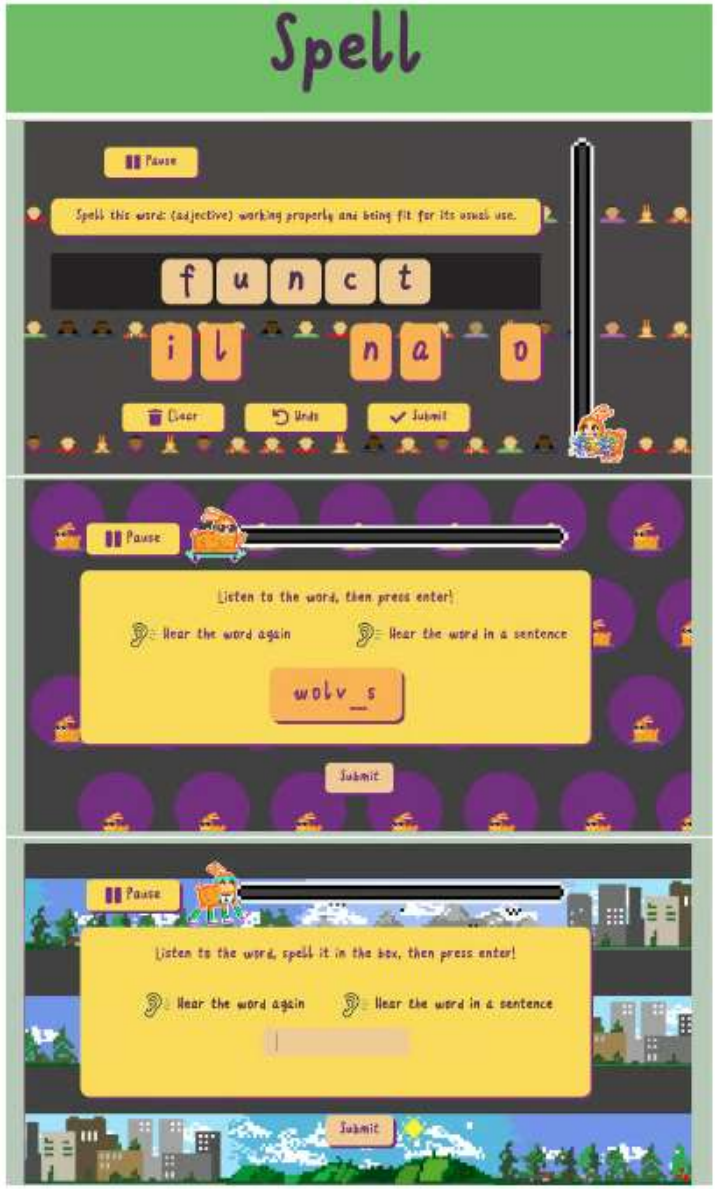
Students then learn to recognise the correct spelling of the word and spot mistakes. This is a natural intermediate stage before knowing how to spell a word independently.

We've designed an audio matching game where students identify the word amongst others with similar morphology. We give plausible misspellings to help students focus on correct patterns, with instant feedback for right and wrong answers.

Spell

Lastly, the end goal is to achieve independent spelling confidence and fluency. We build up sequentially with anagrams (all the letters are provided), then by missing out single letters, with all 26 letters to choose from.

A traditional spelling bee style mode is the ninth and final challenge - listening to word spoken, and in context if necessary, before typing independently.



Once you have completed your teacher task and Sporty Spelling, you are then free to play any other games to pass the quests and also earn coins to spend in the shop.



Rollama Quests

Quests are groups of games for a certain part of English.
Earn a medal for every game in a Quest to earn the trophy!



Rollama Student Dashboard





See what medals you have earnt and how you compare to the rest of the world!

If you have any more questions then speak to your class teacher.