



Make spelling practice **stick** – in five minutes a day.

SpellCast turns weekly spellings into a game. Children defeat **villains** by spelling words correctly, earn spell points, and unlock cosmetic items. Built around the National Curriculum from Reception phonics to Year 5/6.

GET STARTED IN 4 STEPS

1. **Log in** at <https://spellcast.academy> with the credentials you were sent.
2. **Add your pupils** from the school dashboard — click *Import Spreadsheet* and upload a CSV with your pupil data (first name, last name, class, year group). SpellCast generates a unique access code for each child.
3. **Print credentials slips** and pop them in bookbags. Children sign in with first name + code — no email needed.
4. **Set this week's spellings** on your class. The villains appear automatically.

THE FOUR MODES



The Challenge

Adaptive five-word sessions, tuned to each child's level. Builds lasting recall across a wide spelling range.



Training Grounds

Scaffolded mode for new or weak words: hear → see → recall.



Spell Sprint

60-second timed warm-up. As many words as they can spell.



My Spellings

This week's villain roster. Train each one, then run the Battle.

TRACKING HOW THEY'RE DOING

- **Trouble Spots** — words the class is struggling with, ranked by error rate.
- **Pupil profiles** — streaks, words mastered, accuracy trends.
- **Wallboard** — live class display for the IWB.
- **CSV export** — for assessment trackers and phase leads.



Five-a-day > 30-once-a-week

The streak is the fuel. Encourage short daily sessions over long Friday cramming. Pupils who play 4–5 days a week make the fastest gains.

MULTISENSORY

Children hear the word, see scaffolded letters, then type from memory.

RETRIEVAL-FIRST

Recall before reveal. The testing effect is what builds long-term memory.

ADAPTIVE

The Challenge surfaces the words each pupil needs most — recency-weighted, mastery-aware.