Keenville User Guide

User Guide for 2023-2024 Part 5: District and School Leader Dashboards





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Introduction

As students play Keenville games, performance data are captured in an interactive dashboard each time a round of play is completed. District and school leaders can access this performance data by clicking the **dashboard** button upon logging into Keenville. **Note: The School Leader Dashboard is populated in real-time, but there is a one-day delay in data population to the District Leader Dashboard**.



Dashboard Options

The District and School Leader Dashboards have primarily the same functionality, with two exceptions. School leaders can assign games to students and export student progress reports, while district leaders do not have these options.

Upon entering the dashboard, leaders have three options as described below.

District Leader Dashboard:

- District and School Overviews This view provides a district- and school-level data summary by content area, grade, and class.
- Student Overview This view provides an individual student data summary by content area, class, and game.
- View Games– This view provides information related to each game.

District and School Overviews	Student Overview	View Games	
District and school data summary by content area, grade, and class	Individual student data summary by content area, class, and game	View game information	

School Leader Dashboard:

- School Overview This view provides a school-level data summary by content area, grade, and class. School leaders can also assign games to a whole school or whole class based on data results within this view.
- Student Overview This view provides an individual student data summary by content area, class, and game. School leaders can also assign games to individual students based on data results within this view.

School Overview	Student Overview	Assign Games	
School data summary by content area, grade, and Class	Individual student data summary by content area, class, and game	Assign games to the whole school or individual classes	

Assign Games – This view allows school leaders to assign games to a whole school or individual classes.

Filtering Performance Results

Within the **District/School Overviews** and **Student Overview**, leaders can customize the presentation of results using several drop-down menus.

- Domain or Big Idea Leaders can select specific ELA domains, math big ideas, or view performance for all content areas.
- Game Grade Leaders can select the Game Grade level to view student performance across grade levels, based on the standards, expectations, and skills assessed in each game. As students level up or down within a game based on individual need, a class may have student performance data across multiple grade levels.

	District: District/School (verviews	Student Overview		View Games	Log Out		
Schools: All Show results for: All Content Areas	Classes: All Classrooms - Grades Game Grade: All Grade Lev Game Grade: All Grade Lev Responses Insufficient Data	IS - NOV 2022 - 10 N	IOV 2022 v Apply					
All Content Areas	MATH			Dr fi ic	op-dow iltering lea, gar alignn	vn men by don ne grac nent, oi	us allow f nain or bi de, conter r month.	ior g nt

> Month –Leaders can select the date range (by month) to view class performance.

District/School Overview

In the District/School Overview, performance results are presented in donut charts. Each donut chart displays the percentage of items answered correctly in green and the percentage of items answered incorrectly in red. If data are not available, the donut chart will display a gray background.

In addition, hovering over a donut chart will reveal the percentage and number of items answered correctly, as well as the number of items attempted.



Within the District/School Overview, district leaders can filter performance results at the highest level of aggregated data, such as whole district or whole school by all content areas, or filter by ELA domains and math big ideas. Data can be filtered by using the drop-down menus or by clicking directly on the donut charts.



Clicking on the donut chart for a specific domain or big idea will reveal the aggregated data for all schools that have student data, as shown below for ELA.

RL: Reading Literary		
Key Ideas and Details	Craft and Structure	Integration of Knowledge and Ideas
	0	0
<u> ✓</u> <u>View Progress</u>	✓ <u>View Progress</u>	✓ <u>View Progress</u>

Similarly, clicking on the donut chart for a specific strand will reveal the results for each standard or expectation within that strand. This example shows the standards within the Reading Literary Domain, Key Ideas and Details strand:



ELAGSEKRL1 With prompting and support, ask and answer questions about key details in a text. River Clean Up View Progress View Progress River Clean Up View Progress View Progress

A final click on the donut chart will display the game data aligned to the standard selected.

View Progress by District or School

Leaders can view performance over time for the whole district or school by clicking the **View Progress** link located below each donut chart.

KEENVILLE				Log Out
	District/School	Overviews S	tudent Overview	View Games
Schools: All ~	Classes: All Classrooms - Grades	vevels version DEC 2022 version to DEC 2	022 y Apply	
English Language Arts	lesponses 🔲 insufficient Data			Click "View Progress" to display
RL: Reading Literary	RI: Reading Informational	RF: Reading Foundational	L: Language	a graph of performance over time.

Progress is displayed as a line graph in which each data point represents the percentage of items answered correctly in that month (number of items answered correctly *on first attempt* divided by number of items attempted). In the next example, students in the district correctly responded to 48% of the Reading Informational items attempted in October and responded correctly to 75% of the Reading Informational items attempted in May, suggesting significant improvement over the year.

V	Whole D	Distri	ict: Prog	ress for	RI: Read	ing Infor	mationa	al					×
	Percertage correct (of Attempted &ems)	100 50 0	Aug	Sep	48%	Nov	Dec	Jan	Feb	Mar	Apr	75%)
		The Onl	percent co y the first a	orrect is calco ittempt is re-	ulated base corded in th	d on the nu his measure	Month mber of cor	of Year rrectly answ	ered items	over the nu	mber of ite	ms attempted	in a round. ncel

Assigning Games from School Overview (School Leaders Only)

In the School Overview, **school leaders** can assign games to an entire school or class based on performance within a specific ELA domain or math big idea.



Clicking on the **Assign Games** button below a donut chart will display a list of all games aligned to the specific content.

To assign a game, **school leaders** will check the box next to "Select this game", check either Whole School or specific classes, and then click the **Submit** button.

Assign Games to RI: Reading Informational										
Cave Explorer	Assign to: Whole Schoo Grade 1 - Cl Grade 1 - Cl Grade 1 - Cl	ol ass A ass B ass C S	Check "Whole School" or pecific classes.	Î						
Select this game	Check "Select this game".		Click							
Strands: Craft and Structure; Integr Knowledge and Ideas; Key Ideas and Island Adventure	ation of d Details;		Submit	·						
			Cancel	Submit						

Student Overview

In the Student Overview, student performance is presented in bar charts. Each bar chart displays the percentage of items answered correctly in green and the percentage of items answered incorrectly in red. In addition, hovering over a bar chart will reveal the percentage and number of items answered correctly and incorrectly, as well as the number of items attempted.

In the example below, the green bar shows that the student answered 14 items correctly out of 16 items attempted (88%). The red bar shows that the student answered 2 items incorrectly out of 16 items attempted (13%).



To view performance for each student in a class relative to a specific domain/big idea, district and school leaders can filter the results using the drop-down menus. Results will be displayed for the whole class, but at the individual student level, as shown below.



To view individual student data, district and school leaders can click directly on the bar charts or click on the student's name.

Clicking on an individual student will display that student's results across all domains and big ideas.

District:		Log Out
	District/School Overviews Student Overview View Games	
Performance by Content Area Play History	Mini-Game Data	
Schools: Classes:	v	
Back Class Roster:	Grade 2 AUG 2022 to DEC 2022 Apply	
Items Correct Items Incorrect Insufficient Data Games	Assigned	
Total Time on Task 00:00:00		
English Language Arts	Mathematics	
R: Reading informational	NR: Numerical Resourcing (NR) (Jr) (See Progress	
RF: Reading Foundational	PARE Patterning & Algebraic Reasoning [Art Misse Progress	
L'Language	0 00 100 100 100 000 000 000 000 000 00	

View Progress by Student

Leaders can view performance over time for an individual student by clicking the **View progress** link located below each bar chart.

District: Log Out								
	District/School Overviews	Student Overview	View Games					
Performance by Content Area	Performance by Game Mini-Ga	ime Data						
Schools: Classes:	~							
Show results for: All Content Areas Items Correct Items incorrect Insuffice Items A Mathematics	Game Grade: Grade 2 V AUG 202 V	to [DEC 202: ~] Apply		Click "Vie progress" to d	w lisplay			
📃 Ruzena Bajcsy 🔹	Jacqueline Barton	Anna Behrensmeyer	Jocelyn Bell Burnell	a graph of stu	Ident			
ELA Math	ELA Math	ELA Math	ELA Math	performance	over			
M View progress	View progress	View progress	View progress	time.				
Time on task: 09:51:00	Time on task: 04:15:10	Time on task: 00:00:00	Time on task: 01:20:00					
Marie Curie	Ingrid Daubechies	Albert Einstein	Michael Faraday	Rosalind Franklin				
ELA	ELA	ELA	ELA	ELA				
Math	Math	Math	Math	Math				
View progress	View progress	View progress	View progress	View progress Time on task: 09:51:00				

In the example below, Sample Student 1 correctly answered 50 percent of the math items attempted in April but then did not access the math games in May, as indicated by the drop to 0 / 0 items. If the student had attempted items but did not answer any correctly, the indicator would read 0 / number of items attempted. The graph also shows that the student correctly answered 23 ELA items out of 38 items attempted, or 61 percent correct.



Play History Report

Leaders can review student activity within each game by viewing the Play History Report. After clicking on an individual student within the Student Overview, click on the **Play History** button.



The Play History Report contains item-level results for each individual student. Results are ordered by the most-recently played game level. In the example shown below, Ski Lodge Grade 3 Level 1 indicates that the student answered the first 4 items correctly, as indicated by the green box with a check mark, but answered items 5, 7, 8, and 10 incorrectly, as indicated by the red box with an X.

The Play History report also shows that the round was completed as indicated by a green check mark, and the leveling decision as Stay. In this example, it shows the student leveled Stay in Grade 3 Level 1, played Grade 3 Level 1 again, and then leveled Up and played Grade 3 Level 2.

12/13/201	9 9:17 AM											Time on task 00:15:00
Ski Lodge	: Grade 3 -l	evel 2	~	~	~	~	~	~	×	×	 Image: A second s	Round Completed: 🗸 Leveling Decision: Up
1 Ski Lodge	2 Grade 3 -	3 Level 1	•	5	6	7	8	, ,	10	11	12	Round Completed: 🗸 Leveling Decision: Up
Ski Lodge	2 Grade 3 -	Level 1	·	5	6	7	8	y 	10	11	12	Round Completed: 🗸

To view additional details, leaders can click on each item to display the standard alignment for the question, the item/question stem, and the number of attempts to correctly answer the item.

Ski Lodge: Grade 3 - Level 1	×
Standard: 3.MDR.5.1 Ask questions and answer them based on gathered information, observations, and appropriate graph problems relevant to everyday life.	ical displays to solve
ttem: Great work! What additional information do you need to ask to place your snow tube order? Choose a question t Attempt(s): X 2 √ 3	o investigate.
	Cancel
	her

View Performance by Game

Leaders can view student performance results within assigned games by clicking on the **Performance by Game** button located on the main page of the Student Overview.

Dist	riet: . District/School Overviews	Student Overview	View Games	Log Out	
Certormance by Content Area School School	Performance by Game	Anna Behrensmeyer	Jocelyn Bell J	lick "Perform Game" to di tudent result specific gam	nance isplay ts for nes.
Marie Curie ELA Marie Curie ELA Math View progress Time en tak: 0415:10	Let View progress Time on task: 0415:10 Ingrid Daubechies ELA Math Let View progress Time on task: 0951:00	Wiew propress Time on task: 00.0000 Albert Einstein ELA Math Wiew progress Time on task: 01.2000	View propress Time on task: 012000	Rosalind Franklin ELA Math Witw progress Time en task: 09:51:00	

The report can be generated within the Student Overview tab by clicking on "**Performance by Game**". Once clicked, a report will generate showing individual student data within a specific game. The data shows the grade and level the students are currently performing at in the game. This key provides basic information regarding the performance levels.

me: Cave Explorer	~										
ave Evalerer: Currer	t I aval										
cuve Exptorer: Curren	It Level	or Pluy									
The chart below shows curre	nt student	level of pla	y for each	n month.							
	,	Kindergarte	n	Grade 1	Gr	ade 2	Gra	de 3	Insu	fficient Dat	a
		Game	level 3	Game	evel 1 📀	Game le	vel 1 🙃	Game lev	vel 1 🦲		
				Game	evel 2	Game le	vel 2	Game lev	vel 2		
				Game	evel 3	Game le	vel 3	Game lev	vel 3		
					_						
	2020					2021					
Student	AUG	SEPT	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN
Bajcsy, Ruzena		1.2	13	12	21	21	21	3.1	3.1	3.1	3.1
Barton, Jacqueline K.		21	21	3.1	3.1	33	31	3.1	3.1	3.1	3.1
Behrensmeyer, Anna K.	21	3.1	63)	3.1	3.1	33	31	3.1	3.1	3.1	3.1
Bell Burnell, Jocelyn	1.		12	13	13	21	21	21	21	21	21
Copernicus, Nicolaus		21	31	3.1	3.1	3.1	3.1	3.1	3.1	3.1	3.1
Curie, Marie			21	21	3.1	3.1	3.1	3.1	3.1	3.1	3.1
Daubechies, Ingrid				21	21	21	31	3.1	31	3.1	3.1
Einstein, Albert	(5)	K 1	12	1.2	13	21	21	2.1	3.1	3.1	3.1
Faraday, Michael	3.1	3.1	31	3.1	3.1	3.1	3.1	3.1	3.1	3.1	3.1
Franklin, Rosalind	1.	1.1		21	21	31	31	3.1	3.1	3.1	3.1
Goldman-Rakic, Patricia S.		13	13	13	21	21	21	31	3.1	3.1	3.1
Heisenberg, Werner Karl		21	21	3.1	3.1	31	3.1	3.1	3.1	3.1	3.1
Jackson, Shirley Ann	21	31	63)	3.1	63)	31	61	3.1	31	3.1	3.1
Levi-Montalcini, Rita				1		21	20	21	21	21	21
Matzinger, Polly	00	20	60	630	60	63)	63)	63)	63)	60	80

This report allows the district or school leader to view performance results by assigned game. In the example below, Grade 1 students were assigned Hometown Heroes in August. Students began playing the game at Grade 1 Level 1 and proceeded to move up or down the levels based on their performance in the game during that month of play. The results indicate that Sample Students 1, 2, and 4 are currently playing at Grade 1 Level 2. Sample Student 3 leveled down to Kindergarten Level 3. Sample Student 5 leveled up to Grade 2 Level 2, and Sample Student 6 is still playing in Grade 1 Level 1. The results of this report could help teachers group and regroup their students for needs-based instruction aligned to specific skills and standards.

Hometo	own	Heroes	•										
Homet The chart	Iometown Heroes: Current Level of Play he chart below shows current student level of play for each month.												
						Kindergarter	n Grad	e 1	Grade 2	G	rade 3	Insuff	icient Data
						Come I	1.1	Game Level	1 2.1 Gan	ne Level 1	3.1 Game Le	vel 1	
						K.3 Game L	evel 3 1.2	Game Level	2 2.2 Gan 3 2.3 Gan	ne Level 2 🗨 ne Level 3 🖉	3.2 Game Le	vel 2 🐨	
								Guine Ecrer			ounic ce		1
Studen	t	2020	SEDT	OCT	NOV	DEC	2021	EEB	MAR	ADD	MAY	ILIN	-
Sample	1	1 2	JEFT	001	1407	020		10	MAN	AFIX			-
C	-	1.2											-
Sample	2	1.2											
Sample	3	К.З											
Sample	4	1.2											1
Sample	÷5	2.2]
Sample	6	1.1											

Student Progress Report (School Leaders Only)

School Leaders can export student progress reports to communicate student progress with parents or guardians. This report is accessed in the Student Overview by clicking on the **Generate Student Progress Reports** link located at the top of the page.

ZEENVILLE	Log Out	
School Overview Student Overview Assign Games		
Performance by Content Area Performance by Game Mini-Game Data Generate Student Progress Resorts		
Classes:		
Show results for: All Content Areas V Game Grade: All Grade Levels V DEC 2022 V to DEC 2022 V Apply		
Assign Students to Games View or Unassign Assigned Games		
	Click "Generate Progress Repo display student p reports.	Student rts" to progress

The Student Progress Report indicates grade and game level performance based on the standards, expectations, and skills assessed in each game. The first page of the report provides a summary of the report details for easy communication with parents or guardians.

Keenville is a ga first and second through a series standards. The provide informa each student. E specific skills.	ame-based forr grade student of interactive game-based a tion that teacher ach Keenville g o your child's e	native asses s. Keenville challenges t ssessments ers may use game is desi xperience fil	esment in lit actively en hat directly take place to make ins gned with n s their edu	eracy and r gages youn align to Ge alongside in structional co nultiple leve cational nee	numeracy f orgia's cor nstruction a decisions fo els aligned eds.	for ntent and or to		(EENV	
What are game Most Keenville enter the game interact with the understanding of	games have th at the lowest le skill being ass of less complex	ree levels of evel of play v essed at a le skills, they	play per gr vithin their o ower level o will advance	ade level to current grac of complexit e to more c	o best mee de level. Th ty. When s omplex ski	t the ne ne lowe tudents Ils and	eeds of all r game lev have dem levels.	learners. vels allow nonstrate	Students students to d
For more inform	ation about the	e specific ski	lls assesse	d in each g	ame level,	please	visit: keer	ville.gad	oe.org
What is a Stud The Student Pro demonstrated the each game that	ogress Report rough Keenvil your child suc	provides info e gameplay cessfully cor	rmation on The game npleted dur	the literacy level show ing each m	n on the re onth. If you	eport re ur child	presents the attempted	he highes a game	st level of level, but did
What is a Stud The Student Pro- demonstrated th each game that not successfully game level durii low do I read n	pgress Report prough Keenvil your child succ complete the ing the month, i py child's Stuc	provides info le gameplay cessfully cor level, in proç nsufficient d lent Progre	ormation on . The game npleted dur gress (IP) w ata (-) will b ss Report?	the literacy level show ing each m ill be displa be displayed	and nume on on the re onth. If you yed. If you d.	port re ur child r child	no a stud presents ti attempted did not atte	he highes a game empt or c	st level of level, but did omplete a
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What is a Stud The Student Prin demonstrated ti each game that not successfully game level durin low do I read m	ogress Report rrough Keenvil your child suc complete the ng the month, i ny child's Stuc Skill As Reading Con (hfform	provides info e gameplay pessfully cor level, in prog nsufficient d lent Progre	rmation on . The game npleted dur gress (IP) w ata (-) will b ss Report?	the literacy level show ing each m ill be displa be displayed 3 2023 SEPT OCT 1 2.1 2.1	v and nume m on the re onth. If you yed. If you d.	r child r child	Name of G Skill Assess Highest Ga Successful	a game empt or c ame sed in Gam lonth me Level ly Complete	t level of level, but did omplete a
What is a Stud The Student Prin demonstrated til each game that not successfully game level durin tow do I read n Game Came Explorer Peaching Playground Bay Came Lib	pgress Report rough Keenvil your child succ complete the complete the g the month, i g the month, i g the month, i g Reading Con (httom Paor Reading Con	provides info e gameplay cessfully cor level, in prog nsufficient d lent Progre lessed protension tics protension	rmation on . The game npleted dur press (IP) w ata (-) will b ss Report?	the literacy level show ing each m ill be displayed be displayed 2023 SEPT oct 2.1 2.1 1 P	v and nume on on the re onth. If you yed. If you d.	r child r child	. Name of G. Skill Asses: Year and N. Highest Ga Successfull In Progress	a game empt or c ame sed in Gam lonth me Level ly Complete Data	t level of level, but did omplete a
What is a Student Pri demonstrated til each game that not successfully game level duri tow do I read in Game Cave Epplare Plagrand Rowr Clean Up Rowr Dea Up Rowr Dea Up	pgress Report rough Keenvil your child suc complete the ing the month, i y child's Stud Skill As: Skill As: Phot Reading Con Litter Reading Con	provides info e gameplay cessfully cor evel, in prog nsufficient d tent Progre metansion foral protension my protension my protension	Interpretation on The game npleted dur press (IP) w ata (-) will b ss Report? Auc 1.3 1.1 K.3 IP	the literacy level show ing each m ill be displayed e displayed sept oct 1 2.1 2.1 1 1.2 4 2.2 1.1 12	n on the re onth. If you yed. If you d.	r child r child	. Name of G . Skill Asses: . Year and N . Highest Ga Successful . In Progress . Insufficient . Future Rep	ame ame sed in Gam lonth me Level y Complete Data orting Mon	t level of level, but did omplete a re ed
What is a Student Prin demonstrated the each game that the each game that the each game level durin too successfully game level durin too do I read in Game Peacting Plagraund Rower Datol	pgress Report prough Keenvil your child suc complete the ig the month, i y child's Stuc Skill As Ploo Reading Con (Morris)	provides info e gameplay cessfully cor evel, in prog nsufficient d lent Progre lessed potention toos pretension stry pretension stry pretension	Aus Aus Aus Aus Aus Aus Aus Aus	the literacy level show ing each m ill be displayed seer oct 2.1 2.1 P 2.2 2.1 1.1 1.2	and nume n on the re- onth. If you inved. If you d.	1 child r child r child	Name of G Name o	he highes a game empt or c sed in Gam lonth me Level ly Complete Data orting Mon	t level of level, but did omplete a ne ed
What is a Student Pri demonstrated til each game that not successfully game level duri tow do I read m Came Departer Peogener Peogram River Clean Up River Patrol	your child suc complete the g the month, i your child's Stuce Skill As: Skill As: Reading Con (Litter Reading Con (Litter)	sessed provides info e gameplay zessfully con- exessfully con- exessed prohemion (con-	The game game game game game game game gam	interacy level show ing each m iiii be displayed iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii	r and numer m on the re- onth. If you yed. If you d.	1 child r child r child	Name of G attempted did not atte Skill Asses Vara and M Highest Ga Successfull In Progress Insufficient Future Rep	he highes a game empt or c ame sed in Gam lonth me Level y Complete bata orting Mon	et level of level, but did omplete a ee et
What is a Study The Student Pri demonstrated til each game that not successfully game level duri tow do I read m Core plaster Plagrand River Clean Up River Platol	ogress Report, irrough Keenvil your child suc complete the ig the month, i gy child's Stud Skill As Reading Con (horn Reading Con (horn) Reading Con	esed epagespille essfully conversion eversion in prog- nesufficient d leant Progree essed profession insi profession prof	The game and the second	3 2023 821 221 12 22 13 12 14 22 15 12	r and numer m on the re- onth. If you yed. If you d.	aufficient ata	. Name of G. Skill Asses Vear and N. Highest Ga Successful In Progress Insufficient Future Rep	he highes a game empt or c ame sed in Gam lonth me Level by Complete Data orting Mon	the level of the level, but did omplete a level of the level of the level, but did omplete a level the level the level the level the level of the le
What is a Study The Student Pri demonstrated til each game that not successfully game level duri low do I read n low do I read n low do I read not come Sparre Peopland Reer Crean Up Reer Crean Up Reer Patrol	pgress Report rough Keenvil your child suc complete the g the month, i g the month, i g the stur star Build's Stur Build's Stur Reading Cor Reading Cor Readin Cor Reading C	esed estimation estima	The game Level 1	illeracy illeracy	r and numer no nuther er onth. If you yed. If you d.	sufficient at a	Name of G. Skill Assess Vear and N Highest Ga Successful In Progress Insufficient Future Rep	he highes a game empt or c sed in Gam lonth me Level y Data orting Mon	te level of level, but did omplete a ed ths
What is a Student Pri demonstrated til each game that not successfully game level durin low do I read no low do I read no low Department People Part Rowr Deal Rowr De	spress Report, irrough Keenvil your child success complete the le get memorh, in get memorh, in get memorh, in get memorh, in stati At Resting Comp Resting Comp Resting Comp	e gameplav e gameplav bessfully cor sufficient d lent Progre methods protocol p	The game Level 2	Interacy Interacy	r and numer no no he re onth. If you yed. If you j.	aufficient ar child	Name of G. Name of G. Skill Asses: Vear and N. Successful In Progress Insufficient Future Rep	he highes a game empt or c sed in Gam lonth me Level ly Complete Data orting Mon	the velocities of the velociti

The Student Progress Report provides both English Language Arts and Mathematics results by game and month, with grade and game level displayed (for example, 1.2 represents Grade 1, Level 2). Only games available to students in their current grade level will appear on the report.

Below is an example of a second-grade student's progress report in mathematics. This report displays the student's highest level of achievement in each game at the end of each month. Achievement is defined as completing a level of play with 80% or more of the questions answered correctly. If a student is inactive in a game during a month, the report will show a gray box to indicate insufficient data. If a student attempted a game level, but did not successfully complete the level, IP will be displayed in gray to represent that the game is in progress.

KEENVILLE GRADE 2 STUDENT PROGRESS REPORT 2023 - 2024												
MATHEMATICS												
	2023 2024											
Game	Skill Assessed	AUG	SEP	ост	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN
Cloud Hopper	Reading and Writing Numerals		IP	-		-						
Treat Factory	Data (Charts and Graphs)	•	IP	IP		-						
Farmer's Market	Money	•		-	1.3	-						
Keenville Sheriff	Word Problems			-		-						
High-Rise Builders	Addition and Subtraction	•	-	-		·						
Captain Peachbeard	Addition and Subtraction	•	-	-	•	•						
River Tubing	Addition and Subtraction			-		•						
Carnival Time	Time	•	-		•	-						
Bargain Hunters	Measurement	•		-	2.2	•						
Peachling Gym	Comparing Numbers			-		•						
Peachling Cafe	Place Value	•	2.2	-	•	-						
Guitar Maker	Shapes					•						
Ski Lodge	Gathering & Interpreting Data	•		IP		•						
Lunch Munch	Fractional Parts to Whole	•				•						
Intergalactic Fair	Solving Problems using Arrays					•						
Kindergarten Grade 1 Grade 2 Grade 3 Insufficient in Progress Data												
K.3 Gar	me Level 3 1.2 Game Level 2	2.2	Game Le	wel 2	3.2	Game Le	rvel 2	•	1	IP		
	1.3 Game Level 3	2.3	Game Le	wel 3	3.3	Game Le	wel 3					

Assign Games using Data Results (School Leaders Only)

Within the Student Overview, **school leaders** can assign games based on student performance data. After selecting an individual student in the Student Overview, click on the **Assign Games** button below the bar graph of the ELA domain or math big idea for which games need to be assigned.



A list of games aligned to the selected domain will be displayed. Check "**Select this game**" located below the game icon to assign a game and click the **Submit** button.

Assign Games to RI: Reading Info	ormational	8
Cave Explorer	Assign to: Whole School Grade 1 - Class A Grade 1 - Class B Grade 1 - Class C	Í
	Check "Select this game."	
Select this game Strands: Craft and Structure; Integration of Knowledge and Ideas; Key Ideas and Details; Island Adventure		Click Submit
		Cancel Submit

Assign Games

School leaders can assign games based on the content standards aligned to current instruction by using the Assign Games tab. After clicking Assign Games, scroll to find the game that aligns with the current instruction and click on "Select this game for assignment". Then, scroll back to the top of the page and click on the "Assign Selected Games" button to assign the game. More than one game can be assigned, as appropriate. Note: District leaders can view the big idea, content alignment and standards by game within the same tab, but not assign games.

School	l Overview	Student Overview	Assign Games
Show games for: All Content Areas Apply Assign Selected Games View or Unassign Assigned G	Games		Additional Resources
Ski Lodge	Big idea(s) Measurement & Data Re Context Alignments Estimate and measure of this gan assignm unit: or by making repeat plot, where the horizont 2 MDR: 5 Adv de question graphical displays to so MGSE3.MDB Draw a sc acceptical displays to so MGSE3.MDB Draw a sc acceptical displays to so MGSE3.MDB Janwa Sc acceptical displays to so	asoning (MDR): Measurement and D. he lengths of objects and distance to solution of the solution of the solution before foor betoes and the solution of the solution as a constraint of the solution of the solution as a constraint of the solution of the solution as a constraint of the solution of the solution and answer them based on gathere ere problems released barg grad the solution of the solution of the solution of the solution and answer them based on gathere ere problems released on gathere ere problems released on gathere ere problems released on gathere as and answer them based on gathere as and answer them based on gathere ere problems released on gathere as and answer them based on gathere	ata solve problems found in real-life using ardsand analyze graphical displays of data to here real-life, mathematical problems rappenel displays of data to the servent rappenel displays of data to the servent search analyze graphical displays of data to three category, and how many more or less di information, observations, and appropriate er units. and no serveral objects to the nearest whole er units. and no servations, and appropriate of information, observations, and appropriate to many less "problems using information in the which each square in the bar graph in which each square in the bar graph in more server the server the server information, observations, and appropriate

Next, select the group or student to which the game should be assigned and click Submit.





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