

Keenville User Guide

User Guide for 2023-2024

Part 6: Using Keenville Data to Guide Instruction



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Introduction

Keenville game-based assessment can fit into your current instructional routines. In this guide, information is provided about where to begin, how Keenville works within your current instructional plan, how often students should interact with the Keenville games, and how to use Keenville data to guide instruction.

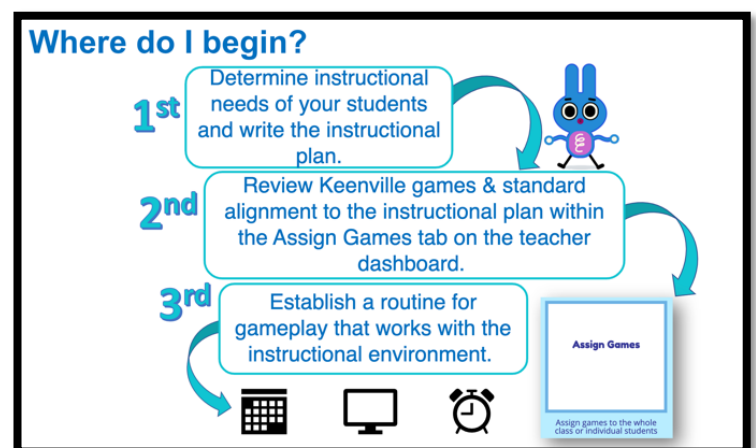


Where do I begin?

First, determine the instructional needs of your students and write your instructional plan. Second, take time to review the Keenville challenges and content alignment. You can review game content alignment by clicking on the **Assign Games** tab. Games are listed with all associated ELA standards or math expectations and descriptions in this view. Third, establish a routine for assessing in Keenville that works with your instructional environment. Think...Will my students interact with Keenville during small groups in the classroom or as a whole group in a computer lab? It is important to establish a plan prior to instruction so students are aware of the expectation.

Go to the Teacher Dashboard:

- Click on the **Assign Games** tab. This tab will provide access to the games based on domain, strand, or standard.
- **Review the standards ELA or math content aligned to each game** and determine which game aligns to your current instructional plan.
- **Establish a routine** for incorporating Keenville into your classroom.



How will Keenville work with my current instructional plan?

Use your current curriculum or the state curriculum maps to determine which games align to your plan. To help with aligning Keenville to your instructional plan, we have aligned Keenville challenges to the units of study using the state curriculum maps. Examples of the math curriculum maps are provided below. You can find these maps at keenville.gadoe.org in the resource section.

1st Grade KEENVILLE

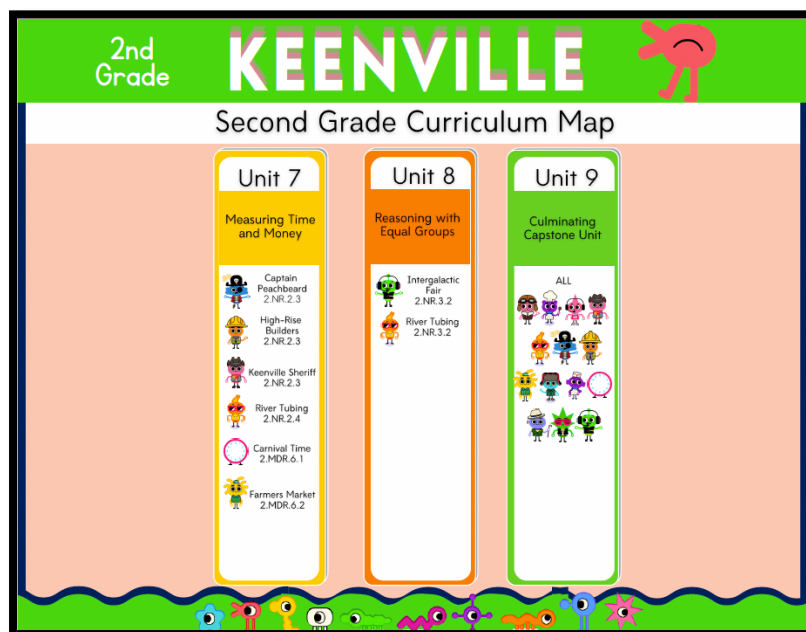
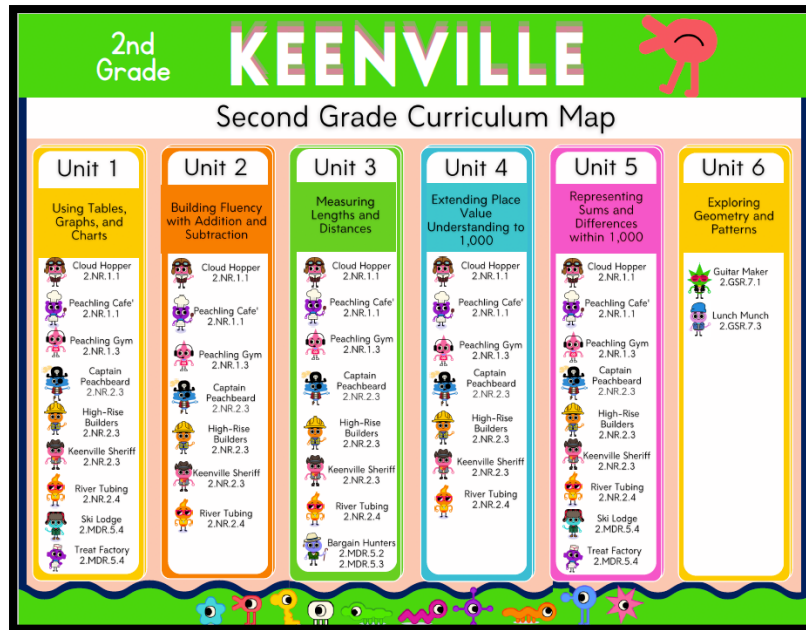
First Grade Curriculum Map

Unit 1	Unit 2	Unit 3	Unit 4
Extending Number Sequence Understanding to Build, Compare, and Interpret Numbers within 120	Building and Explaining the Relationship Between Addition & Subtraction	Sorting, Sifting, Shifting Shapes & Patterns	Exploring Meaningful Measurements
Cloud Hopper 1.NR.1.1 Peaching Cafe' 1.NR.1.2 Peaching Gym 1.NR.1.3 Keenville Sheriff 1.NR.2.1 River Tubing 1.NR.2.1 Bargain Hunters 1.MDR.6.1 Treat Factory 1.MDR.6.4	Keenville Sheriff 1.NR.2.1 River Tubing 1.NR.2.1 Bargain Hunters 1.MDR.6.1 Treat Factory 1.MDR.6.4	Guitar Maker 1.GSR.4.1 1.GSR.4.2 Bargain Hunters 1.MDR.6.1 Treat Factory 1.MDR.6.4	Bargain Hunters 1.MDR.6.1 Carnival Time 1.MDR.6.2 Farmers Market 1.MDR.6.3 Treat Factory 1.MDR.6.4

1st Grade KEENVILLE

First Grade Curriculum Map

Unit 5	Unit 5	Unit 6
Problem Solving to Answer Real-Life Questions	Problem Solving to Answer Real-Life Questions	Culminating Capstone Unit
Cloud Hopper 1.NR.1.1 Peaching Cafe' 1.NR.1.2 Peaching Gym 1.NR.1.3 Keenville Sheriff 1.NR.2.1 River Tubing 1.NR.2.1 Captain Peachboard 1.NR.5.1 1.NR.5.3 High-Rise Builders 1.NR.5.1 1.NR.5.3	Bargain Hunters 1.MDR.6.1 Carnival Time 1.MDR.6.2 Farmers Market 1.MDR.6.3 Treat Factory 1.MDR.6.4	ALL Cloud Hopper, Peaching Cafe', Peaching Gym, Keenville Sheriff, River Tubing, Bargain Hunters, Carnival Time, Farmers Market, Treat Factory, Captain Peachboard, High-Rise Builders, Guitar Maker, Keenville Sheriff, River Tubing, Bargain Hunters, Treat Factory, Bargain Hunters, Carnival Time, Farmers Market, Treat Factory



How often should my students interact with Keenville challenges?

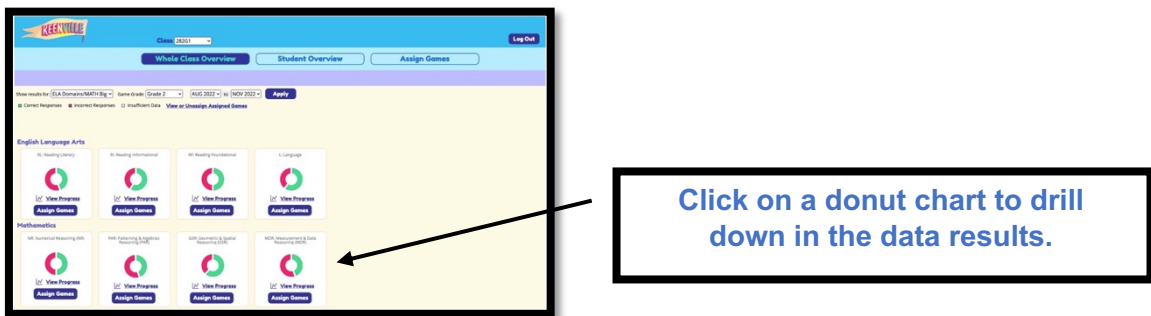
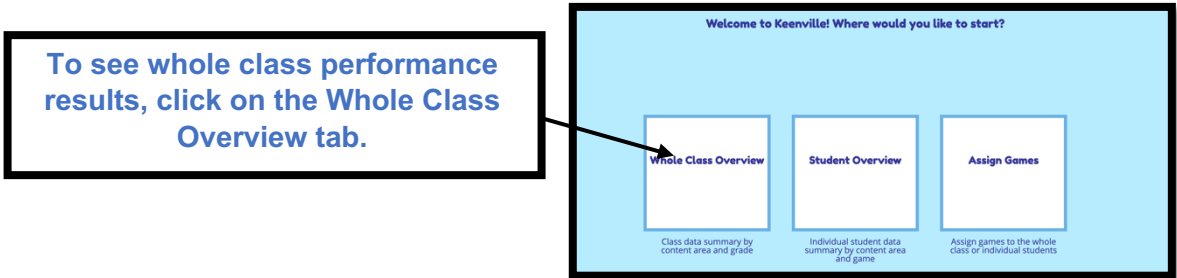
It is estimated that students need 15-20 minutes to complete a level of play in Keenville. However, this timeframe is highly aligned with student knowledge of the standard and the skills being assessed. So, depending on the student’s understanding and academic ability, a level of play may take more or less than the estimated time. *Note: Students who have an IEP or 504 accommodation may need more time and further assistance to complete the tasks.*

Teachers should use their professional judgement and knowledge of their students to schedule Keenville gameplay as appropriate to formatively assess where their students are in the instructional process. A student who is struggling with a skill when working in a small group may not be ready for assessment, while another student may need to be assessed right away

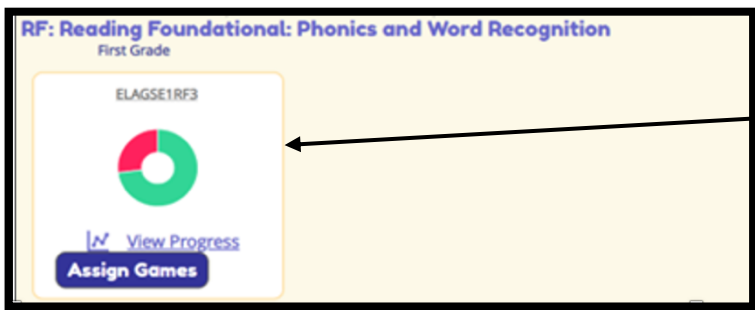
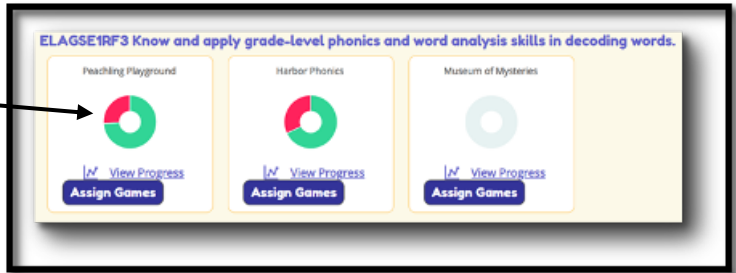
to determine the next steps in his or her instruction. The teacher dashboard provides options for teachers to assign games to individual students or to an entire class.

What will the data tell me about my class as a whole?

When students interact with items within the Keenville challenges, data are collected and populated to the dashboard in real time. Within the Whole Class Overview, data are aggregated for all students in the class. Donut charts are displayed which show the percent of items answered correctly vs. incorrectly out of the number of items attempted.



Click on donut chart again to drill down further in the data results. One click reveals content alignment within the math big idea or ELA strand.

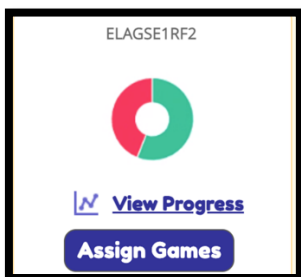


Another click on the donut chart reveals the aligned ELA standard or math expectation level data. Now, teachers can review standard level data and make further instructional decisions.

And one final click will reveal the standard level data aligned to the assigned games. Once students interact with the games assigned, the data will populate at the game level.

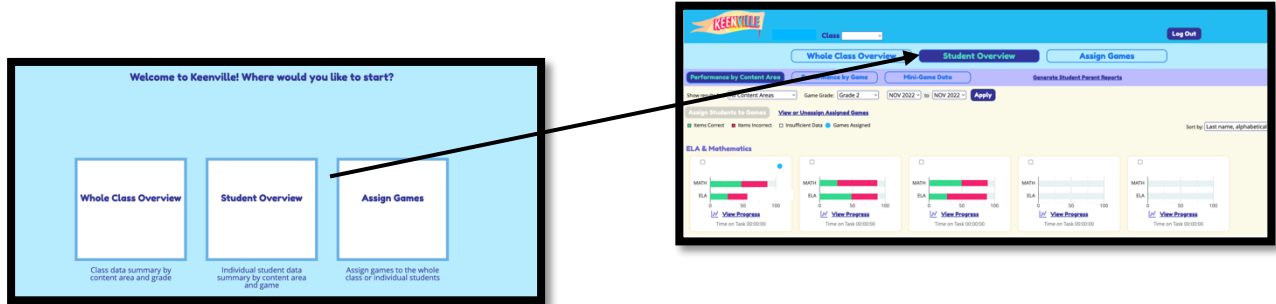


To assign games to the whole class, simply click on the **Assign Games** button located under the donut chart. A popup window will populate showing the games aligned to the chosen content area. Here, the teacher clicked **Assign Games** ELA.GSE.1.RF.2 and Museum of Mysteries populated as an aligned game.



What will the data tell me about my individual students?

To view individual student performance results, click on the **Student Overview** tab.



Then, click on a student's name or the performance bars to reveal all content area data. *Note: ELA domain and math big idea data can also be filtered for all students using the drop-down boxes within the header.* Once clicked, the new data view reveals the student's strengths and weaknesses aligned to the Reading Foundational domain. To further investigate, use the dropdown boxes located in the header to view cluster level data aligned to the domain. Choose a cluster of concern to see standard level data results. By drilling down to the standard level, the data shows where the student may need further instruction.

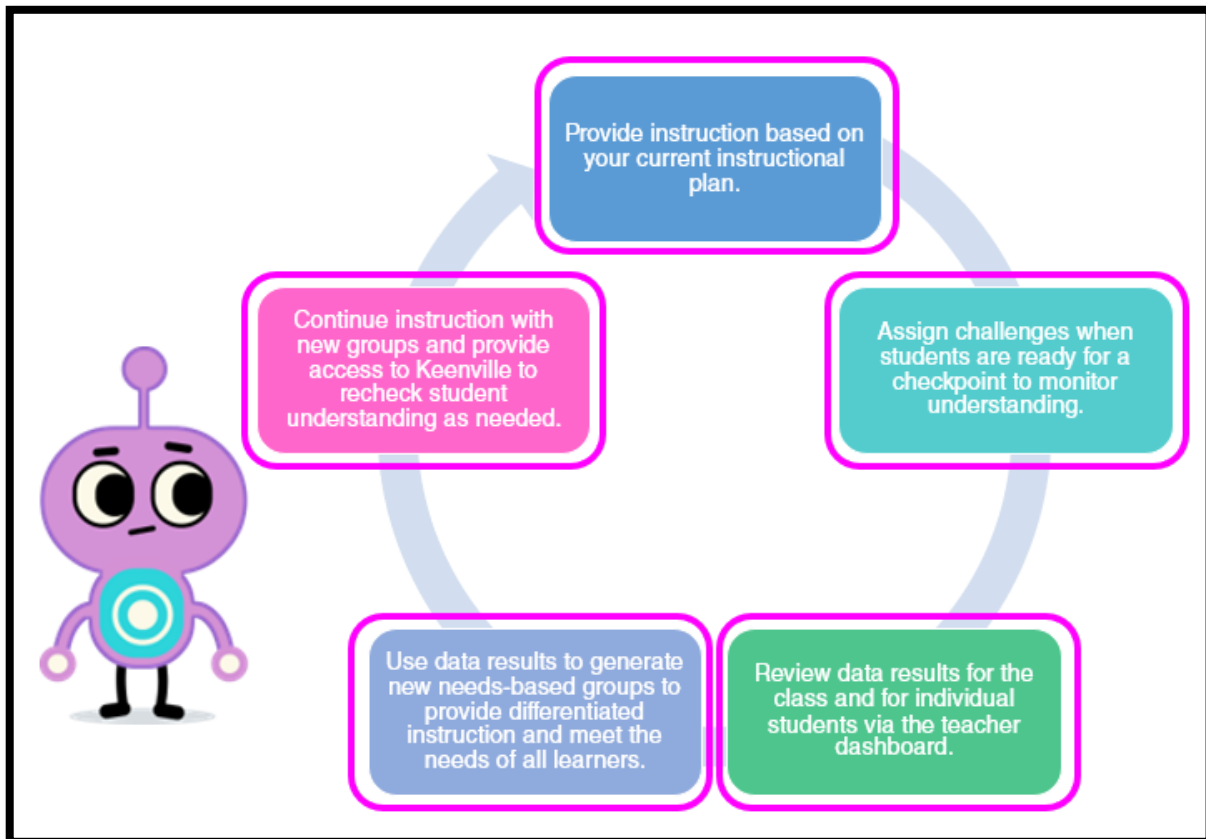


To review specific game data aligned to ELAGSERF2, click on the bar chart once again. This view will show the game alignment. All games aligned to the standard will display. To drill down on the student's specific data aligned to the game and standard, click on the bar chart one last time to display the student's play history results. Play History results show the item level data. Teachers may also click on each item to reveal the actual item presented to the student.



How will I use the data to guide my instruction and enhance student learning?

It is important to use real-time data to enhance student learning. Keenville provides real-time data based on formative assessment after instruction has taken place. The following chart shows how Keenville can be used as a resource in your classroom to help guide your daily instruction and enhance your students' learning process.

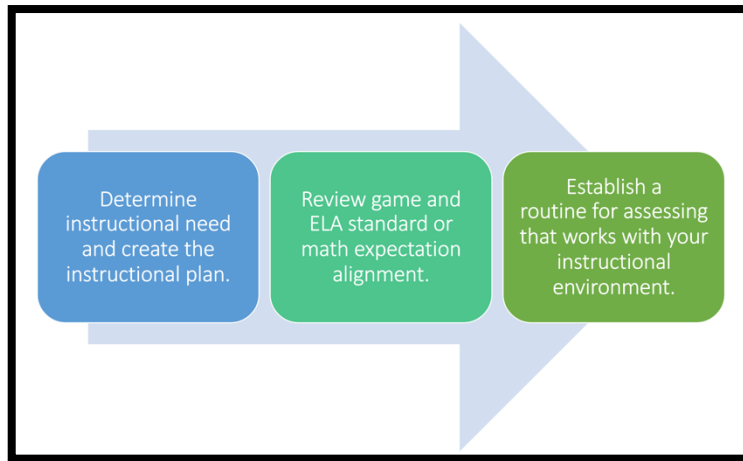


1. Provide instruction based on your current instructional plan.
2. Assign challenges when students are ready for a checkpoint to monitor understanding.
3. Review data results for the class and for individual students via the teacher dashboard.
4. Use data results to generate new needs-based groups to provide differentiated instruction and meet the needs of all learners.
5. Continue instruction with new groups and provide access to Keenville to recheck student understanding as needed.

Using Keenville in the Classroom

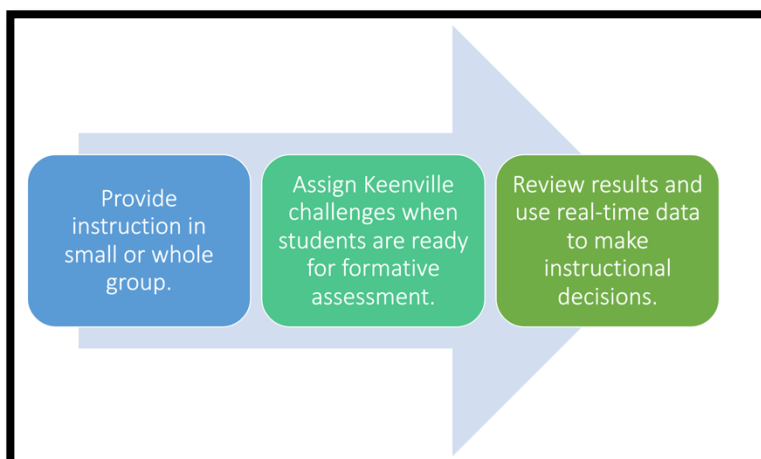
Before Instruction

Before instruction takes place, determine your students' instructional needs and create the instructional plan. Review game and ELA standard or math expectation alignment with the **Assign Games** tab in the teacher dashboard. In this view, you will see all 31 games and the standards assessed in each game. Filters can be applied to narrow the search. Also, establish a routine for assessing that works with your instructional environment.



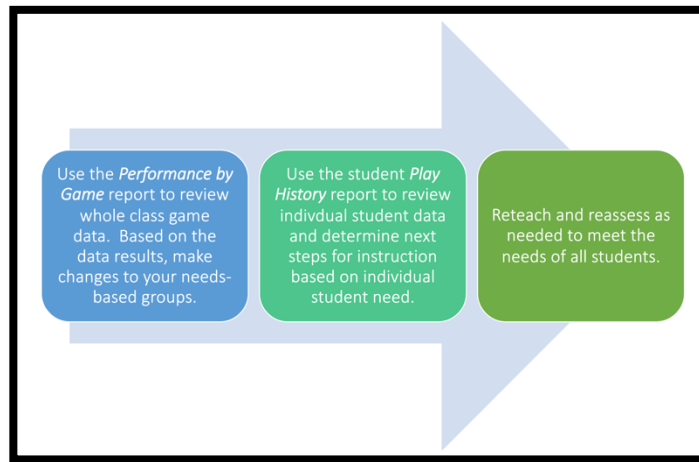
During Instruction

During the instructional process, provide instruction in small or whole group as written in your plan. Assign Keenville challenges when you feel students are ready for a formative assessment. Throughout the instructional process, continuously review results and use real-time data to make instructional decisions.



After Assessment

After students have interacted with Keenville games, use the **Performance by Game** report to review whole class data. Based on the data results, make changes to your needs-based groups. Also use the student **Play History** report to review individual student data and determine next steps for instruction based on individual student need. Throughout the instructional unit, teach, assess, re-teach, and reassess as needed to meet the needs of all students.



Communicating Student Performance Results to Parents or Guardians

Communicating student results to parents and guardians is an important part of the learning process. Within the **Student Overview** tab is the Student Progress Report. The first page of the report provides a summary of the report details for easy communication with parents or guardians.

KEENVILLE GRADE 2 STUDENT PROGRESS REPORT 2023 - 2024

What is Keenville?
Keenville is a game-based formative assessment in literacy and numeracy for first and second grade students. Keenville actively engages young learners through a series of interactive challenges that directly align to Georgia's content standards. The game-based assessments take place alongside instruction and provide information that teachers may use to make instructional decisions for each student. Each Keenville game is designed with multiple levels aligned to specific skills, so your child's experience fits their educational needs.

What are game levels?
Most Keenville games have three levels of play per grade level to best meet the needs of all learners. Students enter the game at the lowest level of play within their current grade level. The lower game levels allow students to interact with the skill being assessed at a lower level of complexity. When students have demonstrated understanding of less complex skills, they will advance to more complex skills and levels.

For more information about the specific skills assessed in each game level, please visit: keenville.gadoe.org

What is a Student Progress Report?
The Student Progress Report provides information on the literacy and numeracy skills a student has successfully demonstrated through Keenville gameplay. The game level shown on the report represents the highest level of each game that your child successfully completed during each month. If your child attempted a game level, but did not successfully complete the level, in progress (IP) will be displayed. If your child did not attempt or complete a game level during the month, insufficient data (-) will be displayed.

How do I read my child's Student Progress Report?

Game	Skill Assessed	2023			
		AUG	SEPT	OCT	NOV
Cave Explorer	Reading Comprehension (Informational)	2.1	2.1	2.1	2.1
Practicing Playground	Phonics	1.1	1.1	1.1	1.1
River Clean Up	Reading Comprehension (Literary)	K.3	1.1	2.1	2.1
River Patrol	Reading Comprehension (Informational)	IP	1.1	1.1	1.1

Kindergarten	Grade 1			Grade 2			Grade 3			Insufficient Data	In Progress
	1.1	Game Level 1	2.1	Game Level 1	3.1	Game Level 1					
K.3	1.2	Game Level 2	2.2	Game Level 2	3.2	Game Level 2					
	1.3	Game Level 3	2.3	Game Level 3	3.3	Game Level 3					

1. Name of Game
2. Skill Assessed in Game
3. Year and Month
4. Highest Game Level Successfully Completed
5. In Progress
6. Insufficient Data
7. Future Reporting Months

What should I do next?
Meet regularly with your child's teacher to discuss your child's areas of strengths and weaknesses and to learn more about activities that may support your child's learning.

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.

KEENVILLE GRADE 2 STUDENT PROGRESS REPORT 2023 - 2024												
MATHEMATICS												
Game	Skill Assessed	2023					2024					
		AUG	SEP	OCT	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 Data	In Progress
	1.1 Game Level 1	2.1 Game Level 1	3.1 Game Level 1		
K.3 Game Level 3	1.2 Game Level 2	2.2 Game Level 2	3.2 Game Level 2		IP
	1.3 Game Level 3	2.3 Game Level 3	3.3 Game Level 3		



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Richard Woods, State School Superintendent