

Keenville User Guide

User Guide for 2023-2024
Part 3: Mathematics Games



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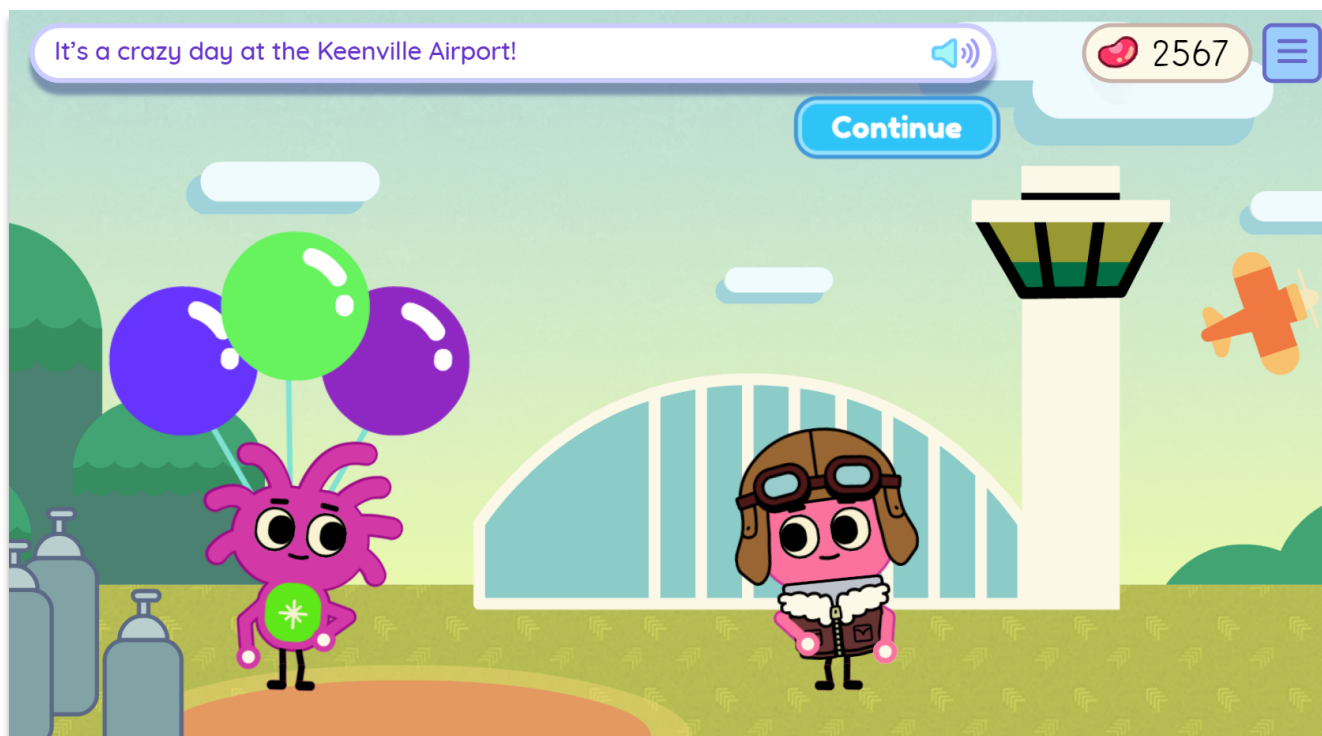
Introduction

Keenville includes 17 games aligned to mathematics standards (15 games are assigned by the teacher and 2 games are free play [mini-game]). The Keenville mathematics games assess students' knowledge and mathematical reasoning skills.

Mathematics Games

Games	Grades	Skills Assessed
Cloud Hopper	1 and 2	Reading and Writing Numerals
Treat Factory	1 and 2	Interpreting Data with Charts and Graphs
Farmers Market	1 and 2	Identifying and Determining the Value of Money
Keenville Sheriff	1 and 2	Solving Word Problems
High-Rise Builders	1 and 2	Solving Equations
Captain Peachbeard	1 and 2	Using Strategies for Addition and Subtraction
River Tubing	1 and 2	Using Strategies for Addition and Subtraction
Carnival Time	1 and 2	Telling Time
Bargain Hunters	1 and 2	Comparing Lengths using Measurement
Peachling Gym	1 and 2	Comparing Numbers Using $<$, $>$, and $=$
Peachling Café	1 and 2	Understanding Place Value
Guitar Maker	1 and 2	Identifying and Classifying Shapes
Ski Lodge	2	Interpreting Data with Bar and Pictographs
Lunch Munch	2	Partitioning Fractional Parts to Whole
Intergalactic Fair	2	Creating and Finding Arrays using Repeated Addition and Multiplication
Get Those Beans!	1 and 2	Addition and Subtraction (mini-game)
Space Train	1 and 2	Using Repeated Patterns (mini-game)

Cloud Hopper



In Cloud Hopper, students fly through clouds that represent alternate ways of indicating a given target numeral in order to fly to their destination.

Cloud Hopper Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can identify numerals up to 20 with a number, set of objects, base ten blocks (pictures only), and number lines.
Grade 1	Students performing in grade 1 level 1 can identify numerals up to 50 with a number, set of objects, base ten blocks (pictures only), and number lines.	Students performing in grade 1 level 2 can identify numerals up to 100 with a number, set of objects, base ten blocks (pictures only), and number lines.	Students performing in grade 1 level 3 can identify numerals up to 120 with a number, set of objects, base ten blocks (pictures and written form), and number lines.

Grade 2	Students performing in grade 2 level 1 can identify numerals up to 300 with numbers set of objects, base ten blocks (pictures or written form), and number lines.	Students performing in grade 2 level 2 can identify numerals up to 600 with numbers, base ten blocks (pictures and written form), numbers lines, number names, and expanded form (with non-zero digits).	Students performing in grade 2 level 3 can identify numerals up to 1,000 with numbers, base ten blocks (pictures and written form), numbers lines, number names, and expanded form.
Grade 3	Students performing in grade 3 level 1 can identify numerals up to 2,000 with numbers, base ten blocks (pictures and written form), numbers lines, number names, and expanded form.	NA	NA

Cloud Hopper Sample Item



Student Leveling Information

Leveling Rule for Cloud Hopper: Students will begin a round of play by matching the target number to a number set displayed in the clouds. Students will match the target to a set of objects, number line, base ten blocks, base ten numbers, expanded form, or number name. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	10 unique questions	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



It's a crazy day at the Keenville Airport! There are all kinds of strange numbers floating in clouds. The Keens don't know how they got there, but they need help to get them down! Can you use these balloons to fly through the sky and collect all the number groups? Up, up, and away!

Treat Factory



Treat Factory is set in a factory that makes treats for the Keens’ parties. Students help the head chef organize and interpret the Keens’ orders.

Treat Factory Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can observe, gather, and organize data in a frequency chart with two categories. Students can interpret data on single-scaled bar or pictographs with two categories and up to 10 total data points with no more than 5 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.

Grade 1	Students performing in grade 1 level 1 can observe, gather, and organize data in a frequency chart with two categories. Students can interpret data on single-scaled bar or pictographs with two categories and up to 14 total data points with no more than 7 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.	Students performing in grade 1 level 2 can observe, gather, and organize data in a frequency chart with three categories. Students can interpret data on single-scaled bar or pictographs with three categories and up to 15 total data points with no more than 5 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.	Students performing in grade 1 level 3 can observe, gather, and organize data in a frequency chart with three categories. Students can interpret data on single-scaled bar or pictographs with three categories and up to 18 total data points with no more than 6 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.
Grade 2	Students performing in grade 2 level 1 can observe, gather, and organize data in a single-scaled bar or pictograph with three categories. Students can interpret data on single-scaled bar or pictographs with three categories and up to 30 total data points with no more than 10 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.	Students performing in grade 2 level 2 can observe, gather, and organize data in a single-scaled bar or pictograph with three categories. Students can interpret data on single-scaled bar or pictographs with three categories and up to 45 total data points with no more than 15 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.	Students performing in grade 2 level 3 can observe, gather, and organize data in a single-scaled bar or pictograph with four categories. Students can interpret data on single-scaled bar or pictographs with four categories and up to 60 total data points with no more than 15 in a category. Students interpret and answer questions about data in a single-scaled bar or pictograph.
Grade 3	Students performing in grade 3 level 1 can observe, gather, and organize data in a multi-scaled bar or pictograph with four categories. Students can interpret data on single-scaled bar or pictographs with four categories and up	Students performing in grade 3 level 2 can observe, gather, and organize data in a multi-scaled bar or pictograph with four categories. Students can interpret data on single-scaled bar or pictographs with four categories and up	Students performing in grade 3 level 3 can observe, gather, and organize data in a multi-scaled bar or pictograph with five categories. Students can interpret data on single-scaled bar or pictographs with five categories and up to

	<p>to 60 total data points with no more than 15 in a category. Students interpret and answer questions about data in a multi-scaled bar or pictograph.</p>	<p>to 80 total data points with no more than 20 in a category. Students interpret and answer questions about data in a multi-scaled bar or pictograph.</p>	<p>100 total data points with no more than 20 in a category. Students interpret and answer questions about data in a multi-scaled bar or pictograph.</p>
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Treat Factory Sample Item

Help the Keens prepare treats for the Peachlings visiting Keenville. First, look at the different treats the Keens want to order. Then, make a picture graph chart to show how many of each treat flavor we need to make.

Student Leveling Information

Leveling Rule for Treat Factory: Students will begin a round of play by organizing a displayed data set into a tally chart or graph and then using the chart or graph to answer interpretation questions associated with the data. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	1 st Scoring and Leveling decision is based on the Creation of the Graph.				
2 unique rounds of play in a level. 2* graphs in each round of play.		Did the student correctly create the graph on the first try?			Did the student create the graph correctly on the first try?	
		YES			NO	
Each graph has 5* interpretation questions.		2 nd Scoring and Leveling decision is based on the Interpretation Questions.				
		Move Up	Stay and Play	Move Down	Stay and Play	Move Down
		80% or more correct	41-79% correct	40% or less correct	61% or more correct	60% or less correct
<p>Note: Students must organize data on the graph correctly to level up. After three incorrect attempts to create the graph, the game will provide a correct graph for the student to reference while answering interpretation questions.</p> <p>*For game levels K-1, students respond to 1 graph and 3 interpretation questions.</p>						

If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Farmers Market



Farmers Market is set at the Keenville grocery store. The Keens need help purchasing items at the store, so students help shop for items, pay, and make change at the register using coins and dollar bills up to \$1,000.

Farmers Market Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can identify pennies, nickels, and dimes and know their name and value.
Grade 1	Students performing grade 1 level 1 can identify the value of all coins and pay with the correct number of pennies, nickels, dimes, or quarters aligned to a given value.	Students performing grade 1 level 2 can compare values of pennies, nickels, dimes, and quarters equal in value and pay with the correct value of pennies, nickels, dimes, or quarters or combined coin value.	Students performing grade 1 level 3 can compare values of pennies, nickels, dimes and quarters less than or greater than a given amount and pay with the correct value of pennies, nickels, dimes, and quarters.

<p>Grade 2</p>	<p>Students performing in grade 2 level 1 can find the value of a group of coins up to 50 cents without given the number of items to purchase and can pay with the correct value of pennies, nickels, dimes, or quarters or combined coin value.</p>	<p>Students performing in grade 2 level 2 can find the value of a group of bills up to 50 dollars without given the number of items to purchase and can pay with the correct value of dollar bills or combined dollar value.</p>	<p>Students performing in grade 2 level 3 can find the value of a group of coins up to 100 cents without given the number of items to purchase and can pay with the correct value of pennies, nickels, dimes, or quarters or combined coin value. Students can find the value of a group of bills up to 100 dollars without given the number of items to purchase and can pay with the correct value of dollar bills or combined dollar value.</p>
<p>Grade 3</p>	<p>Students performing in grade 3 level 1 can find the value of a group of bills up to 1,000 dollars without given the number of items to purchase and can pay with the correct value of dollar bills or combined dollar value.</p>	<p>NA</p>	<p>NA</p>

Farmers Market Sample Item



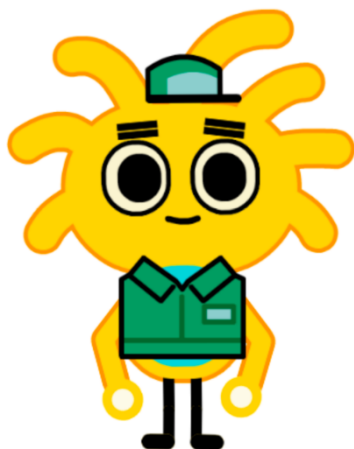
Student Leveling Information

Leveling Rule for Farmers Market: Market - Students will begin a round of play by choosing items for purchase and then placing the items on the checkout counter. The cashier will total the cost of the items and present the amount on the register. Students will use bills and/or coins to pay for the selected items. The total cost will be presented on the register. Students will determine if they have the exact change or if they need a larger bill for change. Then, when paying, students must pay the exact amount presented on the register using the bills and coins. Students will follow this process, market and then paying, 5 times within a round of play. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	5 unique questions	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Keenville is hosting a cooking contest, and the Keens need your help gathering ingredients. There's no better place to shop for fruits and vegetables than the Keenville Farmers Market! The Keens love to shop for healthy food, but there's just one problem. They need your help paying for the items that they choose. Without you, all the Keens will be grouchy waiting in line! Will you help the Keens pick out their food and pay at the register?

Keenville Sheriff



Keenville Sheriff is set in the Sheriff's Office where Keens can bring their "problems" to the Sheriff to solve. Students can use tools such as counters, number lines, hundreds charts, and base ten blocks to help the Keenville Sheriff solve the Keen's problems.

Keenville Sheriff Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can use a variety of strategies to solve real-life result unknown addition and subtraction problems within 10 involving single-digit whole numbers. Students will choose a tool, such as counters, number line, or 100s chart, to solve.
Grade 1	Students performing in grade 1 level 1 can use a variety of strategies to solve real-life result unknown addition and subtraction problems within 20 involving single-digit whole numbers. Students will choose a tool, such as counters, number line, or 100s chart, to solve.	Students performing in grade 1 level 2 can use a variety of strategies to solve real-life change unknown addition and subtraction problems within 20 involving single-digit whole numbers. Students will choose a tool, such as counters, number line, or 100s chart, to solve.	Students performing in grade 1 level 3 can use a variety of strategies to solve real-life start unknown addition and subtraction problems within 20 involving single-digit whole numbers. Students will choose a tool, such as counters, number line, or 100s chart, to solve.
Grade 2	Students performing in grade 2 level 1 can use a variety of strategies to solve real-life one-step addition and subtraction word problems within 100 with no regrouping. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.	Students performing in grade 2 level 2 can use a variety of strategies to solve real-life two-step addition and subtraction word problems within 50 with no regrouping. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.	Students performing in grade 2 level 3 can use a variety of strategies to solve real-life two-step addition and subtraction word problems within 100 with regrouping. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.

<p>Grade 3</p>	<p>Students performing in grade 3 level 1 can use a variety of strategies to solve real-life two-step addition and subtraction word problems within 1,000 using various strategies and tools. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.</p>	<p>NA</p>	<p>NA</p>
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Keenville Sheriff Sample Item

A Keen has 5 toys. His brother gives him 2 more. How many toys does the Keen have now? Choose a tool to solve that Keen's problem.

The interface features a dark green background with a desk scene. On the left is a brown filing cabinet with a stack of papers and a small potted plant. On the right is a grey printer with a paper tray and a power cord. In the top right corner, there is a red heart icon with the number 0, a blue menu icon, and a framed certificate with a gold seal. The math problem is displayed in a white speech bubble with a speaker icon. Below the problem are three tool options, each in a white box with a blue button underneath: 'counters' (showing 5 yellow and 2 red circles), 'numberline' (showing a horizontal line with arrows and 11 tick marks), and 'hundreds' (showing a 10x10 grid of red squares).

Student Leveling Information

Leveling Rule for Keenville Sheriff: Students will begin a round of play by listening to the Keens' problems and helping Sheriff Keen choose a strategy to solve the problem. Students will be presented real-world addition and subtraction word problems and will choose an interactive strategy to solve the problem and present their answer. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	8 unique questions	80% or more correct	51-79% correct	50% or less correct

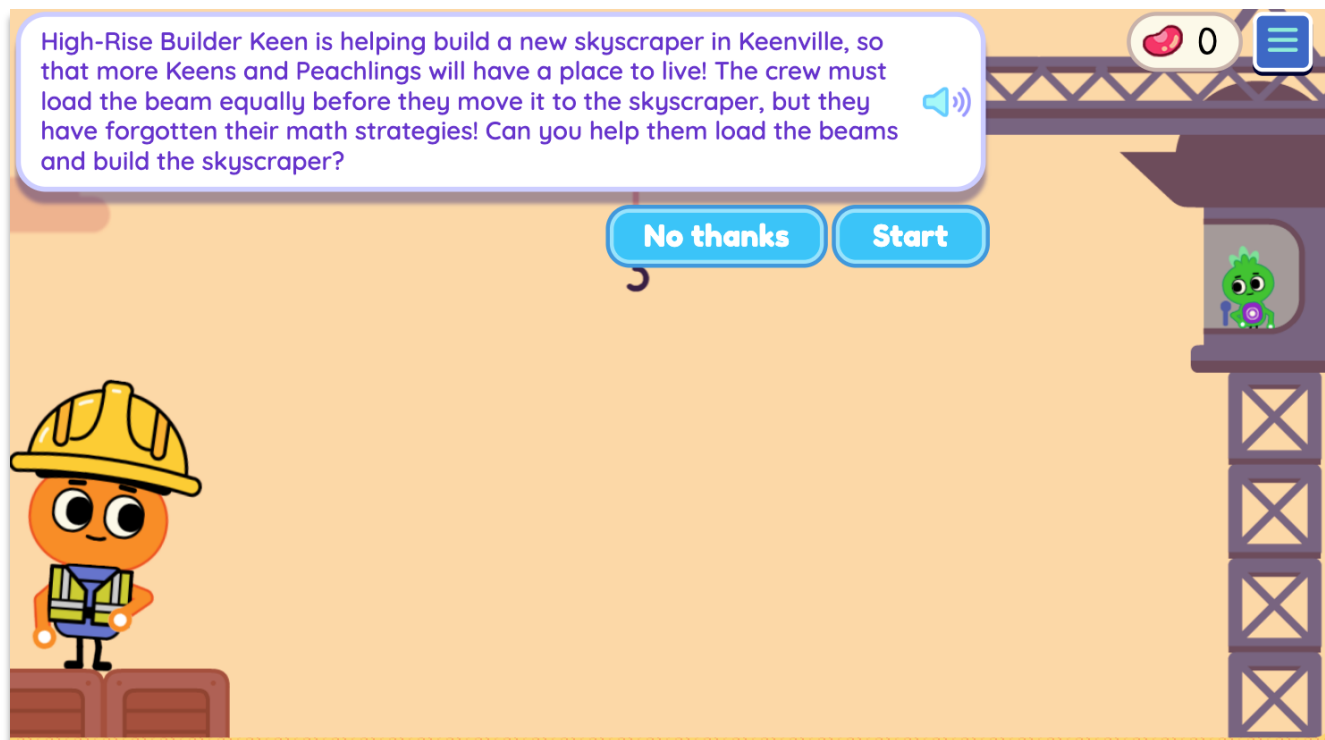
If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.

Something's got the Keens mighty upset today! They keep arguing about their problems, and it's starting to scare off the Peachlings. Will you be the Deputy and help the Sheriff keep the peace?



High-Rise Builders



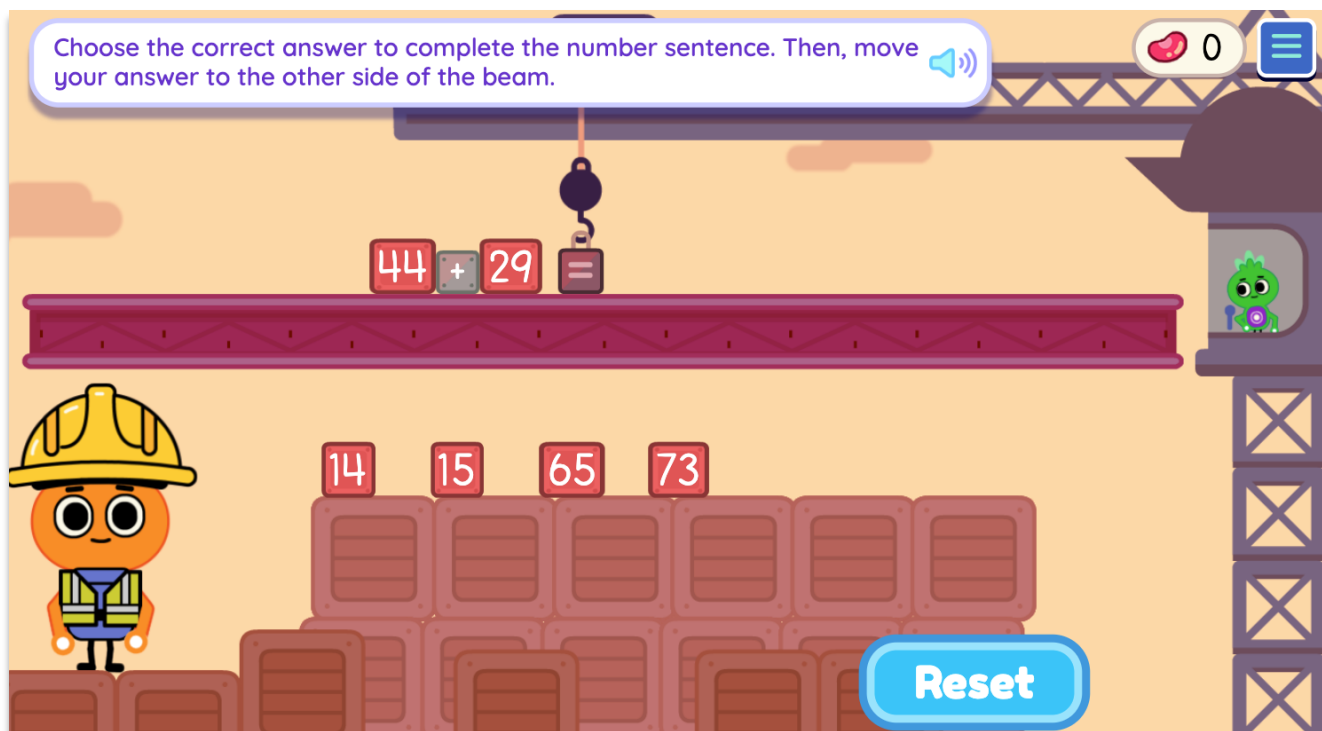
High-Rise Builders is set on a construction site where Keens must solve addition and subtraction number sentences using formal and informal strategies to “balance” the construction beam.

High-Rise Builders Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can add and subtract up to 10 using equations.
Grade 1	Students performing in grade 1 level 1 can use formal and informal properties and strategies to add and subtract within 20.	Students performing in grade 1 level 2 can use formal and informal properties and strategies to subtract a 2-digit number and a 1-digit number or a 2-digit number and a multiple of 10 within 50.	Students performing in grade 1 level 3 can use formal and informal properties and strategies to add and subtract a 2-digit number and a 1-digit number or a 2-digit number and a multiple of 10 within 100.

Grade 2	Students performing in grade 2 level 1 can use formal and informal properties and strategies to add two 2-digit numbers or subtract two 2-digit numbers with no regrouping within 50.	Students performing in grade 2 level 2 can use formal and informal properties and strategies to add three 2-digit numbers or subtract two 2-digit numbers with regrouping within 50.	Students performing in grade 2 level 3 can use formal and informal properties and strategies to add four 2-digit numbers or subtract two 2-digit numbers.
Grade 3	Students performing in grade 3 level 1 can use formal and informal properties and strategies to add and subtract up to 3-digit numbers within 1,000 with no regrouping.	Students performing in grade 3 level 2 can use formal and informal properties and strategies to add and subtract up to 3-digit numbers within 1,000 with regrouping.	NA

High-Rise Builders Sample Item



Student Leveling Information

Leveling Rule for High-Rise Builders: Students will begin a round of play by solving a given equation using mental math strategies. This game has two parts. In Part A, students will present the solution to the equation, and in Part B, students will show the strategy they used to solve the equation. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What’s in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	10 unique questions having a Part A and a Part B	80% or more correct	51-79% correct	50% or less correct

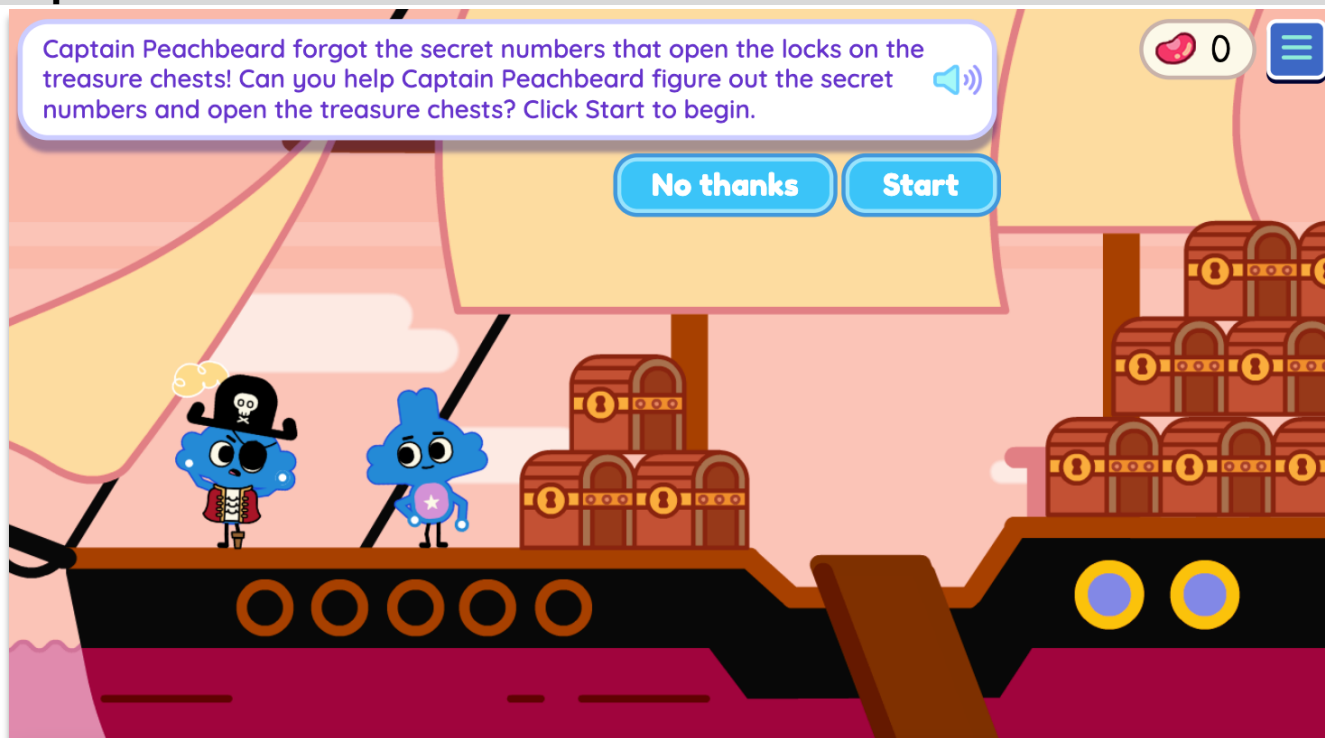
If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



High-Rise Builder Keen is helping build a new skyscraper in Keenville, so that more Keens and Peachlings will have a place to live! The crew must load the beam equally before they move it to the skyscraper, but they have forgotten their math strategies! Can you help them load the beams and build the skyscraper?

Captain Peachbeard



Captain Peachbeard measures a student’s ability to add or subtract using strategies such as counters, number lines, hundreds charts, and base ten blocks.

Captain Peachbeard Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can use strategies to add and subtract within 10. Students will choose a tool, such as counters, number line, or 100s chart, to solve problems.

Grade 1	Students performing in grade 1 level 1 can use strategies to add or subtract within 20. Students will choose a tool, such as counters, number line, or 100s chart, to solve problems.	Students performing in grade 1 level 2 can use a variety of strategies to solve real-life addition and subtraction problems with one- and two-digit whole numbers and adding and subtracting one-digit and two-digit numbers with multiples of 10 up to 50. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.	Students performing in grade 1 level 3 can use a variety of strategies to solve real-life addition and subtraction problems with one- and two-digit whole numbers and adding and subtracting one-digit and two-digit numbers with a multiple of 10 up to 100. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.
Grade 2	Students performing in grade 2 level 1 can use interactive tools and strategies to add two 2-digit numbers or subtract two 2-digit numbers with no regrouping within 50. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.	Students performing in grade 2 level 2 can use interactive tools and strategies to add three 2-digit numbers or subtract two 2-digit numbers with regrouping within 50.	Students performing in grade 2 level 3 can use interactive tools and strategies to add four 2-digit numbers or subtract two 2-digit numbers.
Grade 3	Students performing in grade 3 level 1 use a variety of strategies to solve real-life addition and subtraction problems to solve problems within 2,000. Students will choose a tool, such as number line, 100s chart, or base ten blocks, to solve.	NA	NA

Captain Peachbeard Sample Item

Can you find the secret numbers Captain Peachbeard needs to unlock the treasure chests? Choose a strategy to solve that keens problem: $46 + 35$

0

numberline hundreds base ten blocks

Student Leveling Information

Leveling Rule for Captain Peachbeard: Students will begin a round of play by choosing an interactive strategy to solve a given addition or subtraction problem. Each problem holds a secret number that Captain Peachbeard needs to unlock the treasure chests. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	10 unique questions	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Ahoy! Captain Peachbeard sailed the globe collecting treasure and now has come ashore in Keenville. But there's just one problem...Pirate Keen forgot the secret numbers that open the locks on the treasure chests! Can you help Pirate Keen figure out all the secret numbers to open the treasure?

River Tubing



River Tubing is set on a river where students decompose, add, subtract, or multiply to help Keens begin their trip down the river on tubes.

River Tubing Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 compose and decompose numbers less than or equal to 10.
Grade 1	NA	Students performing in grade 1 level 2 can add or subtract from 0-9 solving for a number when result, change, or start are unknown.	Students performing in grade 1 level 3 can add or subtract from 0-20 solving for a number when result, change, or start are unknown.
Grade 2	Students performing in grade 2 level 2 can add or subtract up to 100 without regrouping when result, change, or start are unknown.	Students performing in grade 2 level 2 can add or subtract up to 100 with regrouping when result, change, or start are unknown.	Students performing in grade 2 level 3 can write an equation up to 5×5 to represent repeated addition.
Grade 3	Students performing in grade 3 level 1 can determine the unknown whole number in multiplication problems up to 5×5 .	Students performing in grade 3 level 2 can write an equation up to 10×10 to represent repeated addition.	Students performing in grade 3 level 3 can determine the unknown whole number in multiplication problems up to 10×10 .

River Tubing Sample Item

First, look at the number sentence on the sign. What is the missing number?

$11 + 33 = ?$

Next

1

2

4

5

10

20

Student Leveling Information

Leveling Rule for River Tubing: Students will begin a round of play by determining the number of Keens needed to make the equation true. Students are challenged to use their skills of decomposing numbers, adding, subtracting, or multiplying to help Lifeguard Keen group the Keens and send them safely tubing down the river. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What’s in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	varies per level	80% or more correct	51-79% correct	50% or less correct

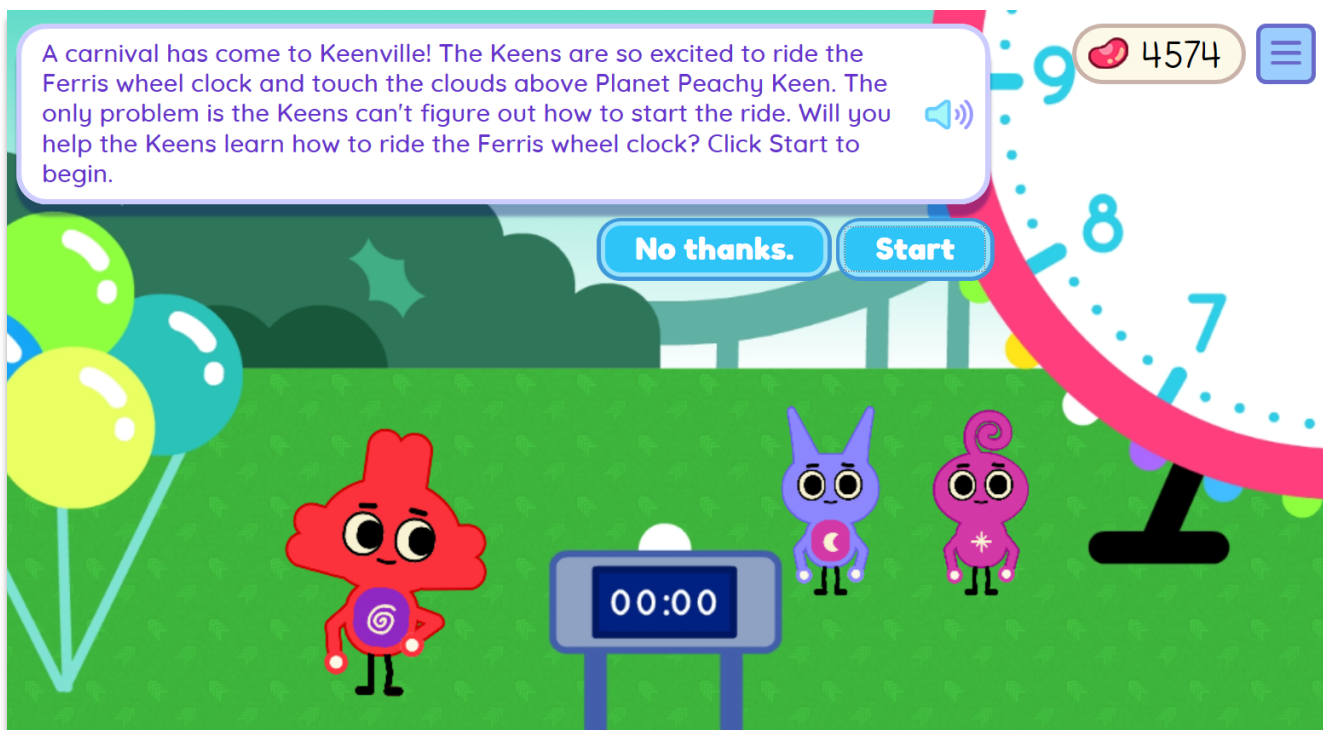
If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



The Keens want to go river tubing. No one wants to take turns! All this arguing is scaring the Peachlings away. Can you help Lifeguard Keen get the Keens tubing down the river safely?

Carnival Time



Carnival Time is set at the town center where there is a giant analog clock that is also a fun Ferris-wheel ride. Students help run the ride by telling time to the nearest hour, half-hour, quarter-hour, five minutes, and minute, distinguish between a.m. and p.m., and solve problems involving elapsed time.

Carnival Time Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	NA
Grade 1	Students performing in grade 1 level 1 can tell time to the hour when shown an analog and digital clock.	Students performing in grade 1 level 2 can tell time to the half-hour when shown an analog and digital clock.	Students performing in grade 1 level 3 can measure elapsed time to the hour.
Grade 2	Students performing in grade 2 level 1 can tell time to the nearest five minutes using an analog and digital clock.	Students performing in grade 2 level 2 can tell time to the nearest five minutes, indicating a.m. or p.m., using an analog and digital clock.	Students performing in grade 2 level 3 can estimate and measure elapsed time to the nearest hour and half hour, indicating if the time of day is a.m. or p.m., using analog and digital clocks.

<p>Grade 3</p>	<p>Students performing in grade 3 level 1 can tell time to the nearest minute, indicating if the time of day is a.m. or p.m., using analog and digital clocks.</p>	<p>Students performing in grade 3 level 2 can tell time to the nearest fifteen minutes within an hour, indicating if the time of day is a.m. or p.m., using analog and digital clocks.</p>	<p>Students performing in grade 3 level 3 can solve real-life elapsed time problems to the hour, half hour and quarter hour with a.m. or p.m. where times presented are only on the hour, half hour, or quarter hour using analog and digital clocks.</p>
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Carnival Time Sample Item

The Keens need your help to ride the Ferris wheel clock!

Continue

It is 8:00 and the Keen is eating breakfast before going to the carnival. What time of day is it?

Done

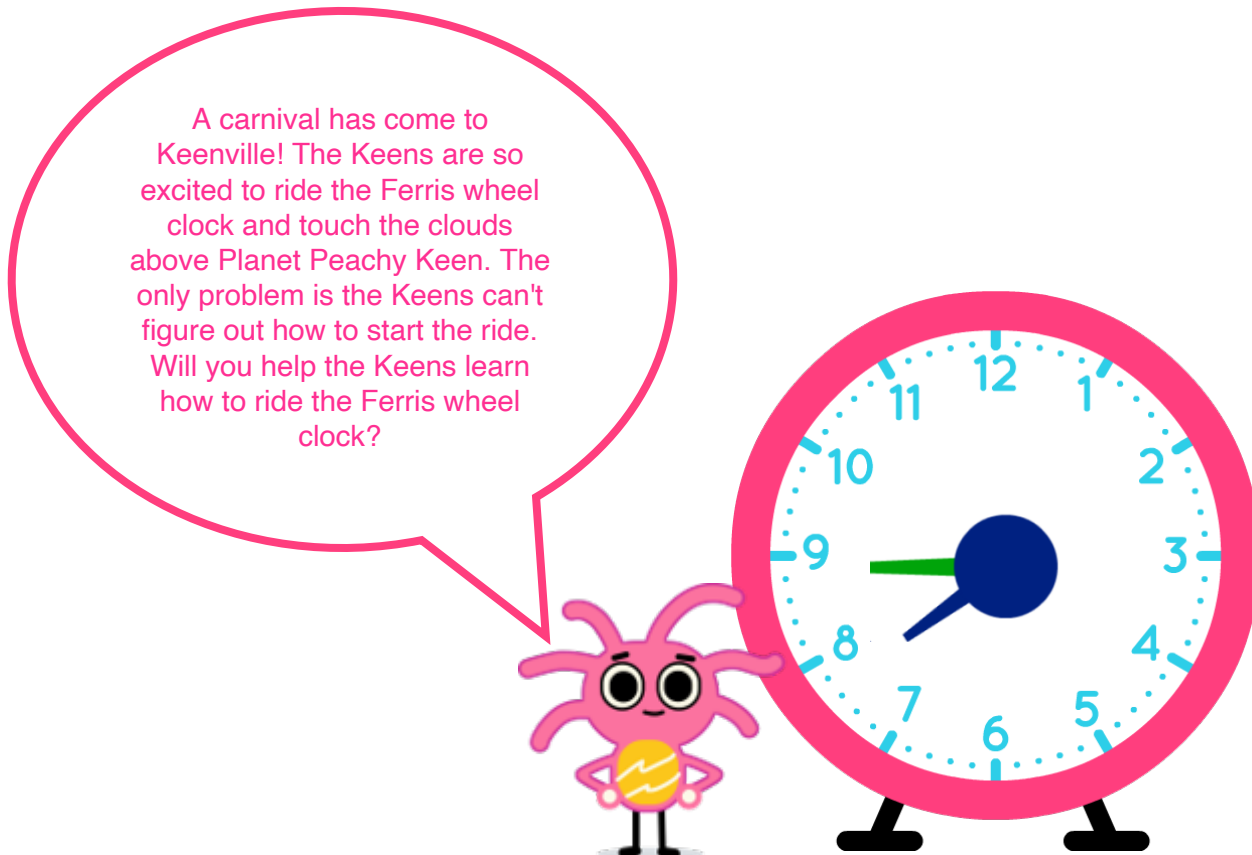
Student Leveling Information

Leveling Rule for Carnival Time: Students will begin a round of play by determining the correct time to display on the clock. When students display the correct time for the given problem, the Ferris wheel clock will take the Keens soaring through the skies. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	<p>10 unique questions</p> <p>Note: most rounds are 10, but not always. See play history report for items per round of play.</p>	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Bargain Hunters



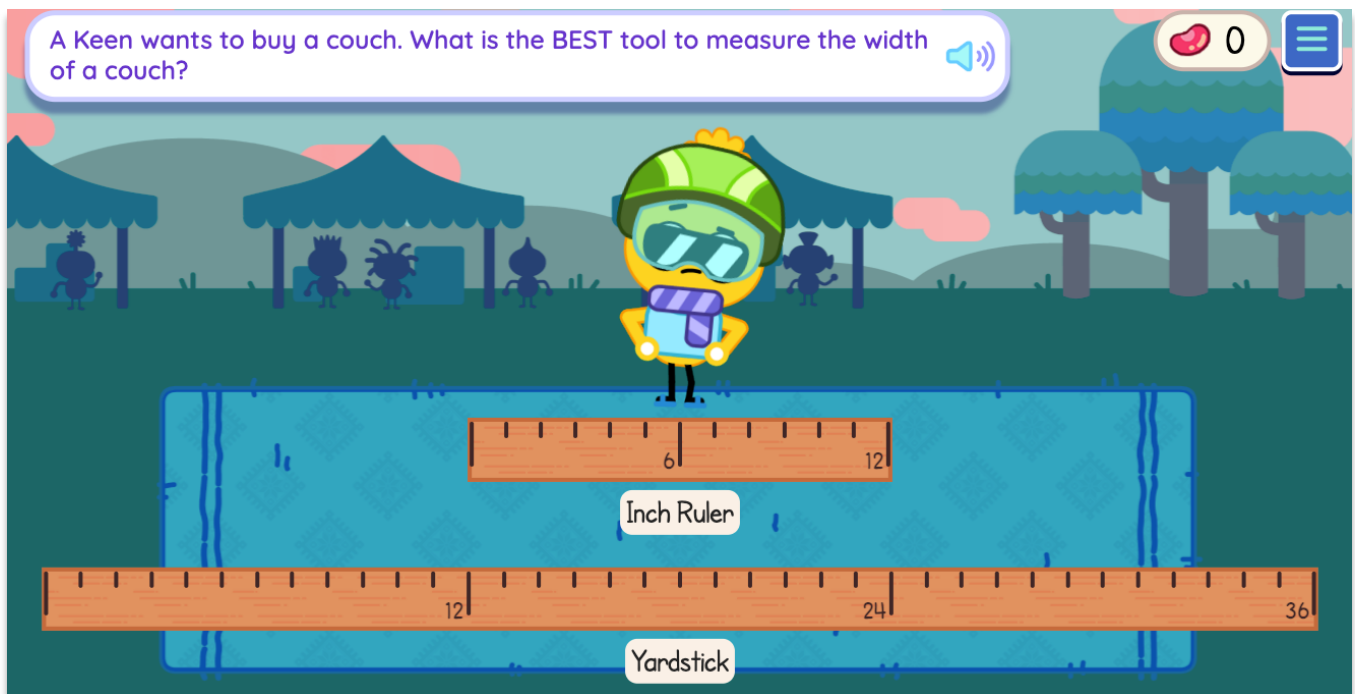
Bargain Hunters is set at Keenville’s flea market where Keens must help College Keen choose furniture and decorations for their dorm room. College Keen needs to make sure everything they buy is the right size to fit in their apartment, so the Keens will need to help measure each object and choose objects to buy that are the correct size.

Bargain Hunters Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can compare two objects with a measurable attribute.
Grade 1	Students performing in grade 1 level 1 can compare three objects and place them in order by length.	Students performing in grade 1 level 2 can compare the lengths of two objects indirectly by using a third object.	Students performing in grade 1 level 3 can measure the length and width of objects using non-standard units.

Grade 2	Students performing in grade 2 level 1 can choose the appropriate tool to use for measuring a given object.	Students performing in grade 2 level 2 can estimate the lengths of objects with units of measure such as inches, feet, and yards.	Students performing in grade 2 level 3 can measure to determine how much longer one object is than another object.
Grade 3	Students performing in grade 3 level 1 can find the area of objects when given the length measurements.	Students performing in grade 3 level 2 can find the length of a side length when given the perimeter and one side length.	NA

Bargain Hunters Sample Item



Student Leveling Information

Leveling Rule for Bargain Hunters: Students will begin a round of play by building a Peachling measuring tool to be used to measure bargains found at the Keenville Market. Students will advance to using a standard measuring tool as they level up in the game. After completion of each round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	10 unique questions	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.

Welcome to the Keenville Flea Market! This is the place where all the Keens and Peachlings come to buy things for their homes. But the Keens are only looking for furniture and decorations that are a certain size. Everything needs to be carefully measured to make sure it will fit in their houses. Can you help?



Peachling Gym



Peachling Gym is set in a gym where students help Peachlings sort cards comparing numerals to a specified target numeral card. The playing cards may be greater than, less than, or equal to the target numeral. At the end of the round of play, students will record the results of comparisons using written descriptions or symbol cards.

Peachling Gym Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 compare two sets of items up to 10 using the words “less than, greater than, or the same as.”
Grade 1	Students performing in grade 1 level 1 compare two 2-digit numbers up to 50 using concrete models and the words “less than, greater than, or the same as.”	Students performing in grade 1 level 2 compare two 2-digit numbers up to 80 using concrete models, the words “less than, greater than, or equal to,” and symbols $>$, $<$, or $=$.	Students performing in grade 1 level 3 compare two 2-digit numbers up to 100 using concrete models and symbols $<$, $>$, and $=$.
Grade 2	Students performing in grade 2 level 1 compare two 2-digit numbers up to 250 using concrete models and symbols $<$, $>$, and $=$.	Students performing in grade 2 level 2 compare two 2-digit numbers up to 500 using concrete models and symbols $<$, $>$, and $=$.	Students performing in grade 2 level 3 compare two 2-digit numbers up to 1000 using concrete models and symbols $<$, $>$, and $=$.
Grade 3	Students performing in grade 3 level 1 compare two 2-digit numbers from 1,000-2,000 using symbols $<$, $>$, and $=$.	Students performing in grade 3 level 2 compare two 2-digit numbers from 2,000-3,000 using symbols $<$, $>$, and $=$.	NA

Peachling Gym Sample Item

One peachling likes numbers that are LESS THAN, one peachling likes numbers that are GREATER THAN, and one Peachling likes numbers that are EQUAL TO, the number on the sign. Give a number to each Peachling to see what it likes.

Continue

102 73

Student Leveling Information

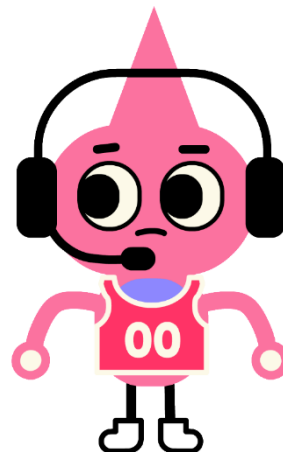
Leveling Rule for Peachling Gym: Students will begin a round of play by determining how to sort the playing cards based on the target number. Students will then sort the remaining cards into the appropriate box based on comparison rules. Once students sort the cards, they label the sorted groups as less than, greater than, or equal to the target number. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
4 unique rounds of play	5 unique items (including 3 label cards)	75% or more correct	51-74% correct	50% or less correct

If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.

Coach Keen is so surprised!
Some Peachlings have finally come to play in the gym! Coach Keen wants the Peachlings to stay, but they don't know how to play. Can you figure out how to play the Peachlings' game?



Peachling Café



Peachling Café is set at the Keenville café where Chef Keen discovered a secret recipe to make food that the Peachlings love, but he cannot feed all the Peachlings by himself. Students help feed the Peachlings by working with numbers up to the three digits to show they understand place value.

Peachling Café Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 compose and decompose numbers from 11-19 into tens and ones.
Grade 1	Students performing in grade 1 level 1 understand that a ten is a bundle of ten ones.	Students performing in grade 1 level 2 understand how to represent numbers 21-50 using base ten to show the amount of tens and ones.	Students performing in grade 1 level 3 understand how to represent numbers 51-120 using base ten to show the amount of tens and ones.

<p>Grade 2</p>	<p>Students performing in grade 2 level 1 understand that a hundred is a bundle of ten tens.</p>	<p>Students performing in grade 2 level 2 understand how to represent numbers in base ten to show a 3-digit number represent amounts of hundreds and tens.</p>	<p>Students performing in grade 2 level 3 understand that the three digits of a 3-digit number represent amounts of hundreds, tens, and ones.</p>
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Peachling Café Sample Item

Wow! Look at all those Peachlings! Make sure every Peachling gets exactly one piece of food, with none left over. 

 0 

Next



- 100 + - 10 + - 1 + 

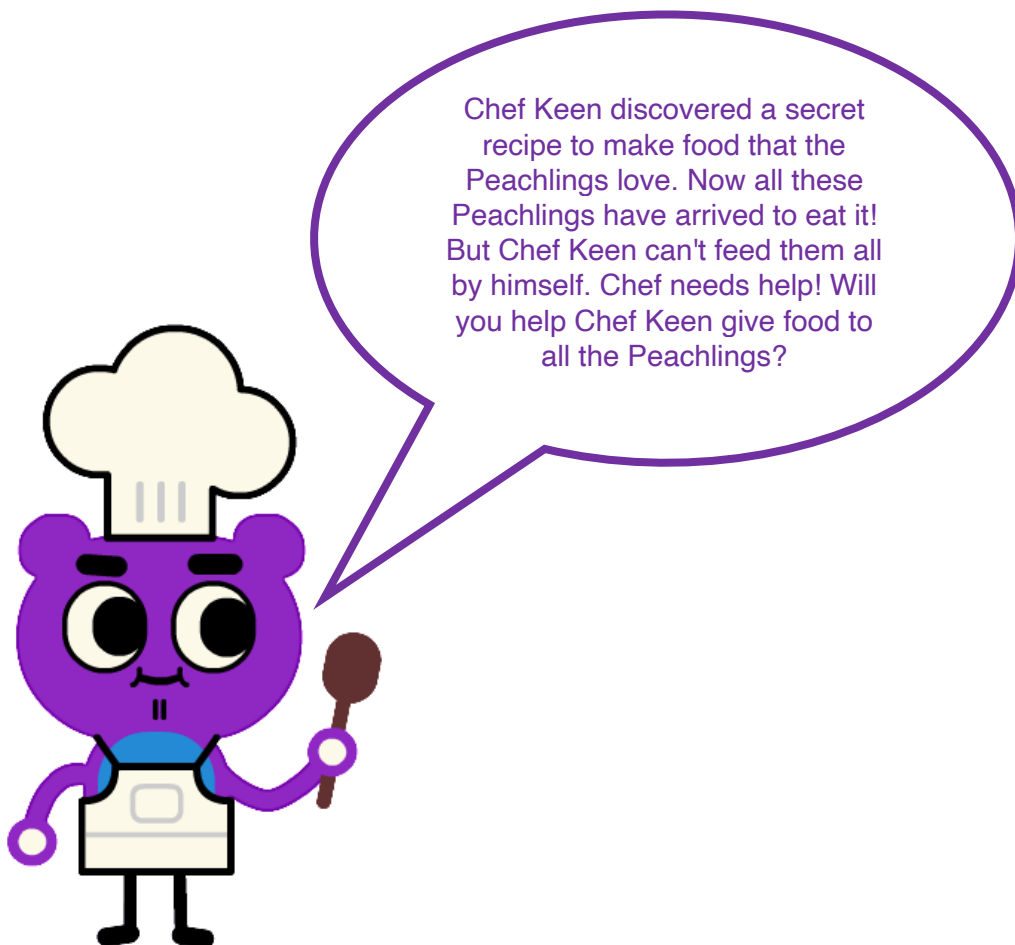
Student Leveling Information

Leveling Rule for Peachling Café: Students will begin a round of play by counting the number of Peachlings sitting in the dining room and determine how many Peachlings need to be fed. Students will then use the interactive place value strategy to serve that amount of food for the Peachlings. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

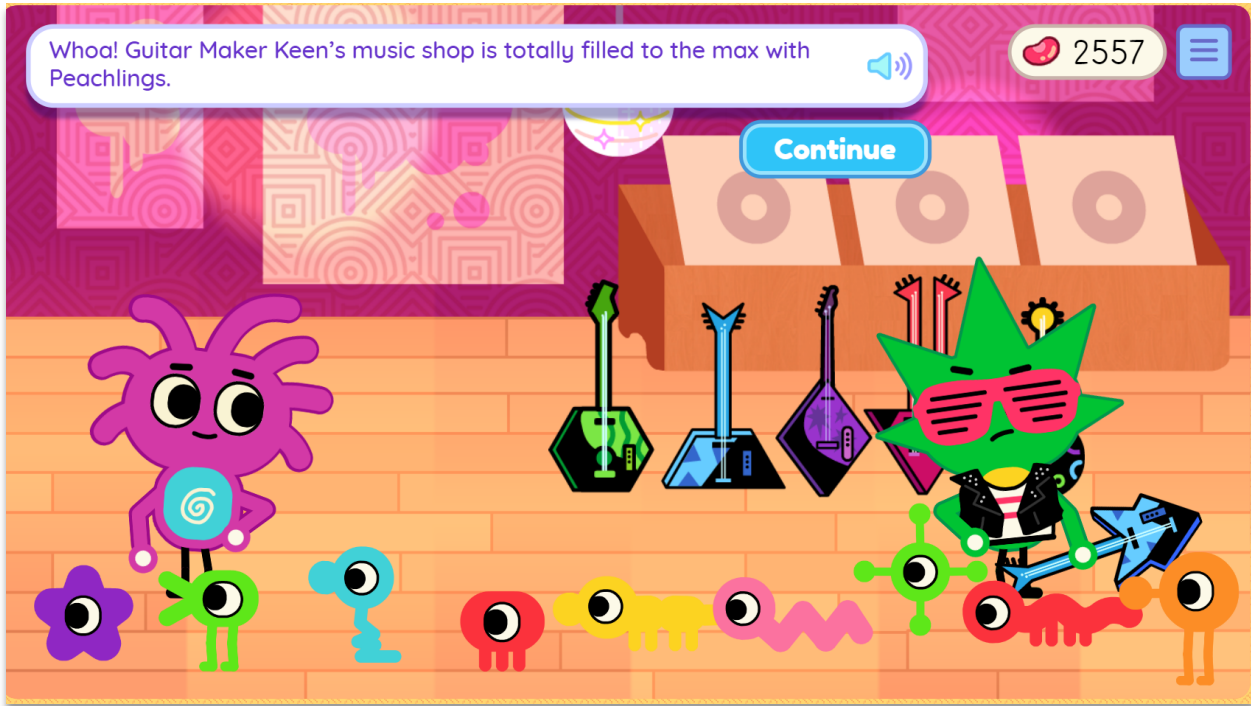
How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	10 or 15 unique items	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Guitar Maker



Guitar Maker is set in a guitar shop where students choose various shapes to build guitars for the Keens. Students sort cards based on specified prompts to compare shapes.

Guitar Maker Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can identify shapes. Students can also identify shapes as two-dimensional (flat) or three-dimensional (solid). Students can compare similarities and differences between and among two-dimensional (flat) and three-dimensional (solid) shapes. Students can compose simple shapes to form larger shapes.
Grade 1	Students performing in grade 1 level 1 can identify 2-D and 3-D shapes with specific non-defining attributes including.	Students performing in grade 1 level 2 can identify 2-D and 3-D shapes with specific defining attributes.	Students performing in grade 1 level 3 can distinguish between different types of attributes (both defining and non-defining). Students can identify 2-D and 3-D composite shapes.
Grade 2	Students performing in grade 2 level 1 identify 2-D and 3-D shapes.	Students performing in grade 2 level 2 can identify 2-D and 3-D shapes having a specified attribute.	Students performing in grade 2 level 3 can sort 2-D and 3-D shapes having a specified attribute or set of attributes and can compare attributes of a given shape within the category of quadrilaterals.

<p>Grade 3</p>	<p>Students performing in grade 3 level 1 can sort shapes that are quadrilaterals and those that are not. Students can identify quadrilaterals with specified attributes.</p>	<p>Students performing in grade 3 level 2 can identify defining attributes of quadrilaterals and can sort quadrilaterals by defining attributes. Students can compare attributes of a given shape within the category of quadrilaterals. Students can analyze specific 3-D figures to identify quadrilaterals as faces of these figures.</p>	<p>NA</p>
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Guitar Maker Sample Item



Student Leveling Information

Leveling Rule for Guitar Maker: Students will begin a round of play by determining which shape each Peachling needs to build their guitar. After determining the sorting rule, students will sort the remaining shapes into the appropriate boxes, so each Peachling has all the shapes needed to build their guitar. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
4 unique rounds of play	5 unique items	80% or more correct	51-79% correct	50% or less correct

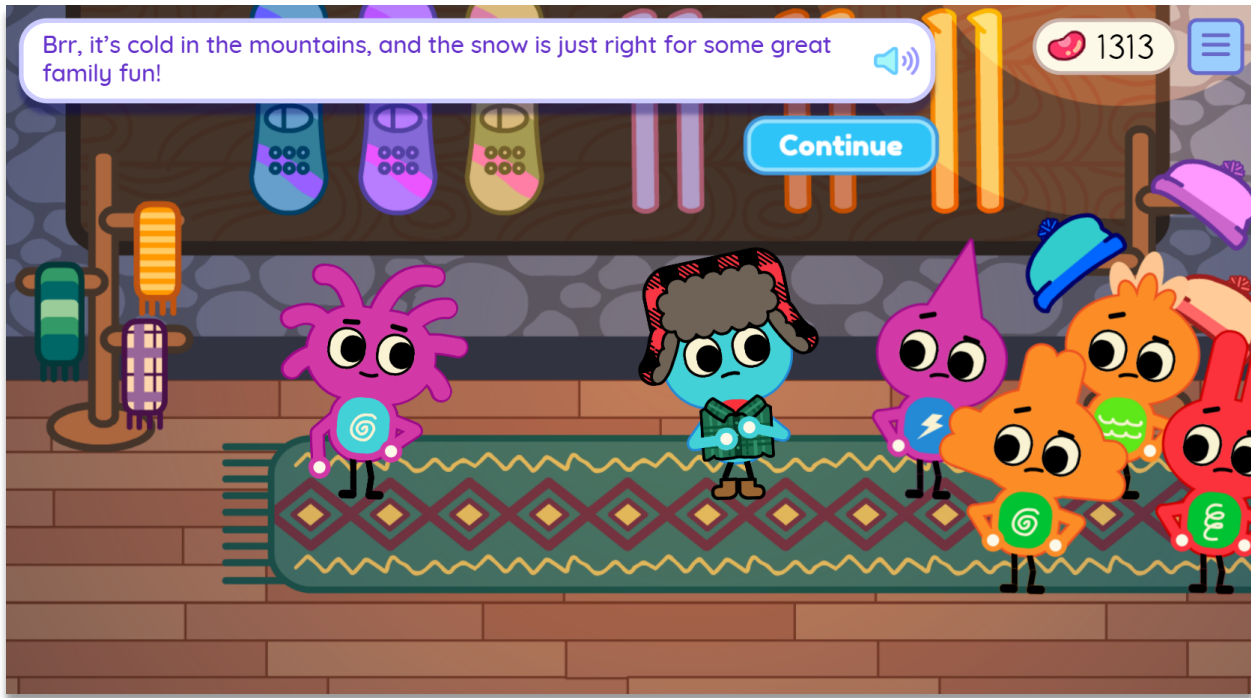
If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.

Whoa! Guitar Maker Keen's music shop is totally filled to the max with Peachlings. All the Peachlings want to buy guitars, but each Peachling wants a specific shape guitar. Can you help Guitar Maker Keen figure out which shapes each Peachling needs to build their guitars?



Ski Lodge



Ski Lodge is set in a ski lodge in the snowy mountains where Keens visit to gather winter gear or purchase food and drinks for a fun day in the snow. Students observe, gather, and organize data in a frequency chart and then answer questions about data in a bar or pictograph.

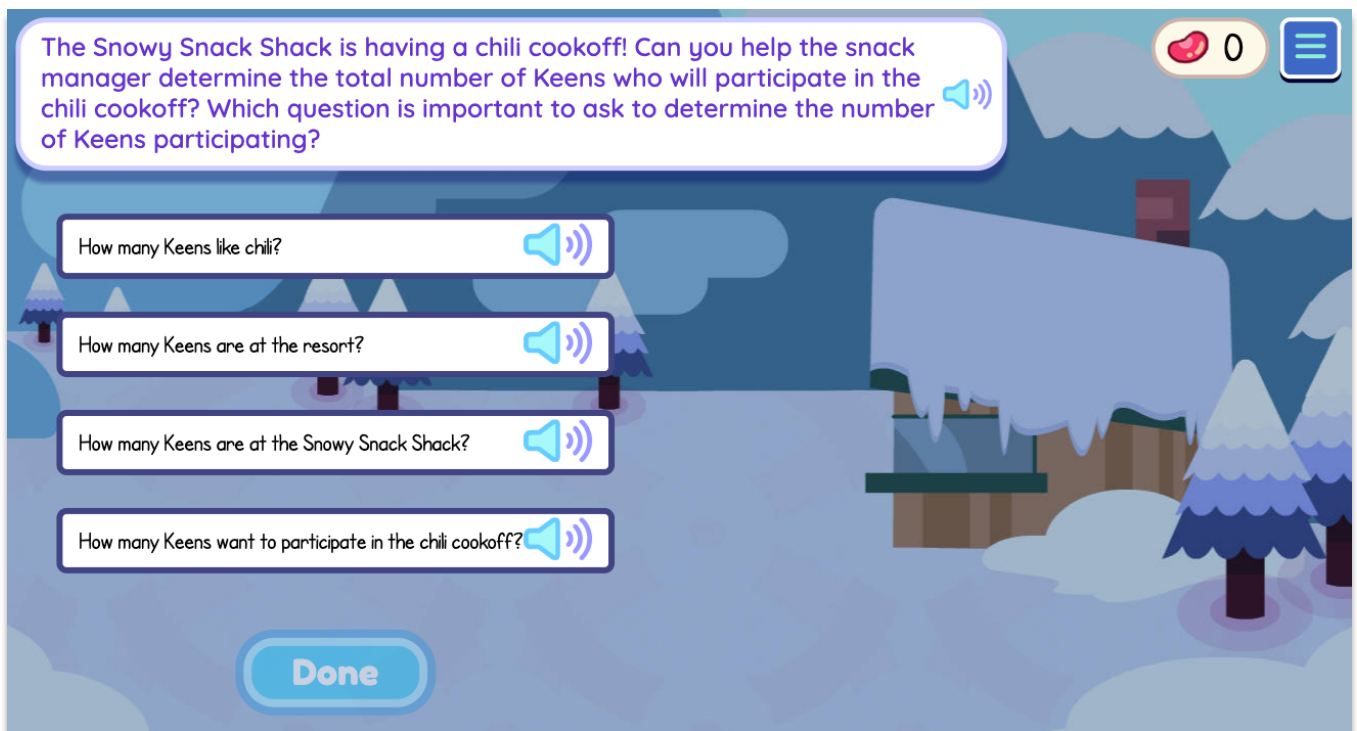
Ski Lodge Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Grade 1	NA	NA	<p>Students performing in grade 1 level 3 can observe, gather, and organize data in a frequency chart with two or three categories. Students can interpret data on single-scaled bar or pictographs with two or three categories and up to 20 total data points with no more than 10 in a category. Students can answer questions about the total number of data points on a single-scaled bar graph or pictograph. Students can answer questions about how many are in each category on a single-scaled bar graph or pictograph. Students can answer questions about how many more or less are in one category than in another on a single-scaled bar graph or pictograph.</p>
Grade 2	<p>Students performing in grade 2 level 1 can observe, gather, and organize data in a frequency chart with three categories. Students can interpret data on single-scaled bar or pictographs with three categories and up to 30 total data points</p>	<p>Students performing in grade 2 level 2 can observe, gather, and organize data in a frequency chart with three categories. Students can interpret data on single-scaled bar or pictographs with three categories and up to 45 total data points</p>	<p>Students performing in grade 2 level 3 can observe, gather, and organize data in a frequency chart with up to four categories. Students can interpret data on single-scaled bar or pictographs with up to four categories and up to 60 total data</p>

	<p>with no more than 10 in a category. Students can answer questions about the total number of data points on a single-scaled bar graph or pictograph. Students can answer questions about how many are in each category on a single-scaled bar graph or pictograph. Students can answer questions about how many more or less are in one category than in another on a single-scaled bar graph or pictograph.</p>	<p>with no more than 15 in a category. Students can answer questions about the total number of data points on a single-scaled bar graph or pictograph. Students can answer questions about how many are in each category on a single-scaled bar graph or pictograph. Students can answer questions about how many more or less are in one category than in another on a single-scaled bar graph or pictograph.</p>	<p>points with no more than 15 in a category. Students can answer questions about the total number of data points on a single-scaled bar graph or pictograph. Students can answer questions about how many are in each category on a single-scaled bar graph or pictograph. Students can answer questions about how many more or less are in one category than in another on a single-scaled bar graph or pictograph.</p>
<p>Grade 3</p>	<p>Students performing in grade 3 level 1 can observe, gather, and organize data in a frequency chart with four categories. Students can interpret data on multi-scaled bar or pictographs with four categories and up to 60 total data points with no more than 15 in a category. Students can answer questions about the total number of data points on a multi-scaled bar graph or pictograph. Students can answer questions about how many are in each category on a multi-scaled bar graph or pictograph. Students can answer questions about how many more or less are in one</p>	<p>Students performing in grade 3 level 2 can observe, gather, and organize data in a frequency chart with four categories. Students can interpret data on multi-scaled bar or pictographs with four categories and up to 80 total data points with no more than 20 in a category. Students can answer questions about the total number of data points on a multi-scaled bar graph or pictograph. Students can answer questions about how many are in each category on a multi-scaled bar graph or pictograph. Students can answer questions about how many more or less are in one</p>	<p>Students performing in grade 3 level 3 can observe, gather, and organize data in a frequency chart with five categories. Students can interpret data on multi-scaled bar or pictographs with five categories and up to 100 total data points with no more than 20 in a category. Students can answer questions about the total number of data points on a multi-scaled bar graph or pictograph. Students can answer questions about how many are in each category on a multi-scaled bar graph or pictograph. Students can answer questions about how many more or less are in one</p>

	category than in another on a multi-scaled bar graph or pictograph.	category than in another on a multi-scaled bar graph or pictograph.	category than in another on a multi-scaled bar graph or pictograph.
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Ski Lodge Sample Item



Student Leveling Information

Leveling Rule for Ski Lodge: Students will begin a round of play by organizing the Keens' orders on a graph. Once the graph is correctly organized, students will use the graph to answer interpretation questions. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?			When does a student...	
2 unique rounds of play in a level. 2 graphs in each round of play*.	Did the student correctly create the graph on the first try?			Did the student correctly create the graph on the first try?	
	YES			NO	
Each graph has 3-5* interpretation questions aligned to each graph.	2 nd Scoring and Leveling decision is based on the Interpretation Questions.				
	Move Up	Stay and Play	Move Down	Stay and Play	Move Down
	80% or more correct	41-79% correct	40% or less correct	60% or more correct	Below 60% correct
Note: *For Game Levels K-1, students receive 1 graph and 3-5 interpretation questions.					

If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Lunch Munch

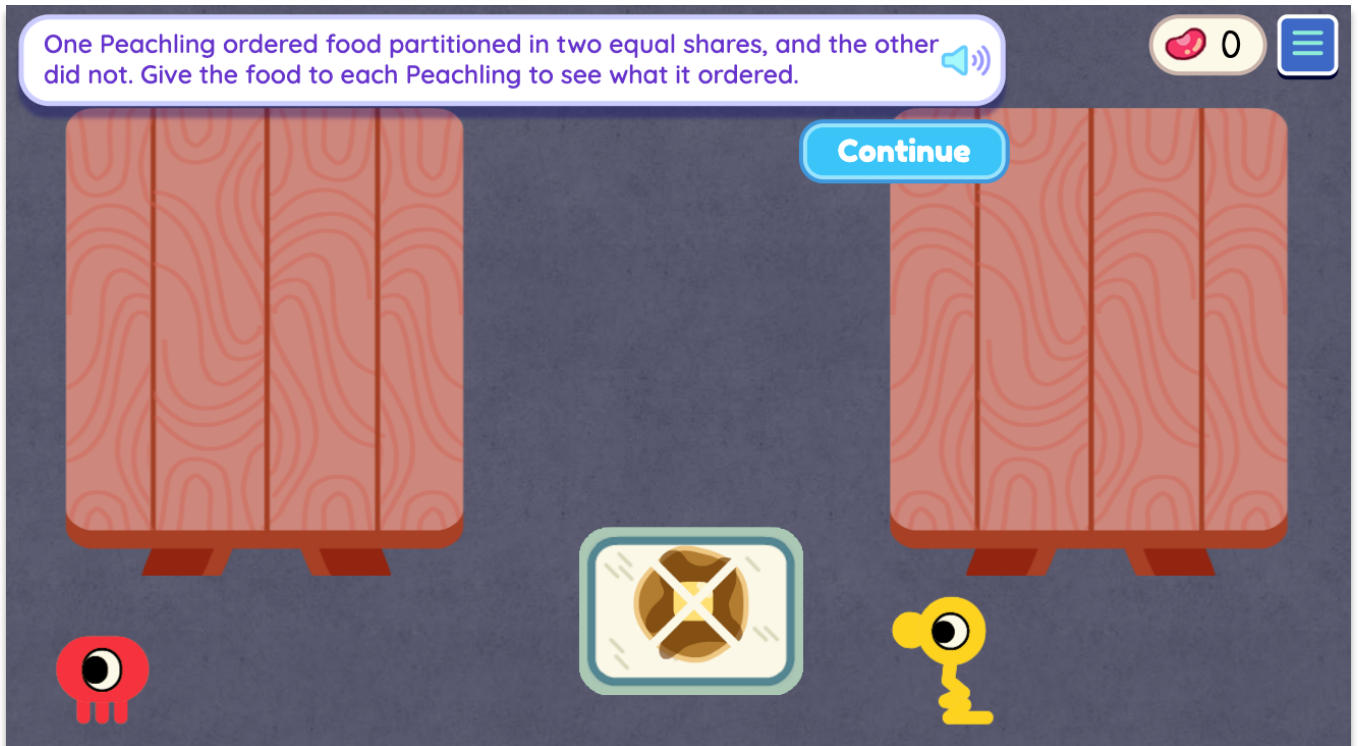


Lunch Munch is set in a food truck where students help Keens get food orders to the Peachlings. Students sort cards based on specified prompts to identify fractional parts.

Lunch Munch Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Grade 1	NA	NA	Students performing in grade 1 level 3 can partition circles and rectangles in halves and fourths and identify the shares with words.
Grade 2	Students performing in grade 2 level 1 can partition circles and rectangles in thirds and identify the shares with words.	Students performing in grade 2 level 2 can partition circles and rectangles in halves and thirds and identify the shares with words.	Students performing in grade 2 level 3 can partition circles and rectangles in halves, thirds, and fourths and identify the shares in words.
Grade 3	Students performing in grade 3 level 1 can partition various shapes into halves, thirds, and fourths.	NA.	NA

Lunch Munch Sample Item



Student Leveling Information

Leveling Rule for Lunch Munch: Students will begin a round of play by determining how each Peachling ordered their food and serving the correctly partitioned food to the Peachlings. Once the orders are determined, the student will serve the rest of the partitioned food to the Peachlings’ tables, so each Peachling has the food it likes. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What’s in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
4 unique rounds of play	5 unique items	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.

Beanie Keen opened a new food truck, and Peachlings from all over Keenville have come to eat. But Beanie Keen can't make the food fast enough! Will you help Beanie Keen get the Peachlings food orders just right, before they get tired of waiting and leave?



Intergalactic Fair



Intergalactic Fair is set at the fair where Keens must create and find the area of arrays in order to build the world fair for aliens to come visit to learn about Keenville.

Intergalactic Fair Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Grade 2	Students performing in grade 2 level 1 can create a rectangle up to 5 by 5 based on the given columns and rows and answer how many total squares in the array.	Students performing in grade 2 level 2 can create a rectangle based on given columns and rows and answer how many total squares are in each row or column.	Students performing in grade 2 level 3 can create rectangles based on a given repeated addition expression to find the total number of square units in the array or write an equation to express the total as a sum of equal addends in a rectangular array.
Grade 3	Students performing in grade 3 level 1 can create a rectangle up to 10 by 10 based on the given columns and rows and answer how many total squares in the array, create a rectangle based on given columns and rows and answer how many total squares are in each row or column, and write an equation to express the total as a sum of equal addends in a rectangular array.	Students performing in grade 3 level 2 can find the area of a rectangle array by using multiplication of the side lengths or relating multiplication when given a repeated addition expression.	Students performing in grade 3 level 3 can find the area of a rectangular array by multiplying the dimensions of a rectangle.

Intergalactic Fair Sample Item

The Keens want to plant flowers in the greenhouse. Help them by making a rectangular array that has 2 rows and 4 columns. How many total squares did you use when making the array? Choose a tool to build the array.

arrays counters

Student Leveling Information

Leveling Rule for Intergalactic Fair: Students will begin a round of play by choosing a strategy to solve the presented problem. Students use the strategy to solve addition and multiplication word problems using arrays to create fun activities for the Keens to enjoy at the Intergalactic Fair. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	10 unique items	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be given the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.

Radio Keen has discovered mysterious alien messages coming from outer space! The messages say that if the Keens build a fun place for the aliens to land their spaceship and learn about Keenville, then the aliens will come for a visit!



Get Those Beans



Get Those Beans! is a mini-game that students can play at-will. The mini-game is designed to promote practice with numeracy skills and build students' confidence to add and subtract within 100. Students start play with the least complex skills and progress to the most complex skills. Students will enter the game from their Keen's home via the Smart TV and select the channel for Get Those Beans!

Get Those Beans! Game Level Content Descriptions

Grade	Game Level	Skill Assessed
Grade 1	1	Add 1-10 (start, change, and result unknown)
	2	Add 10 and some more
	3	Subtract 1-20
	4	Add doubles within 50
	5	Add doubles within 100
	6	Add near doubles (+/- 1 or 2)
Grade 2	7	Add two-digit number + a multiple of 10 OR Add two-digit number + two-digit number making a multiple of 10
	8	Add two-digit numbers within 100 (tens are 1-5 and ones are 0-5)
	9	Add two-digit numbers within 100 (tens are 1-9 and ones are 0-9)
	10	Subtract one- or two-digit numbers up to 100

Student Leveling Information

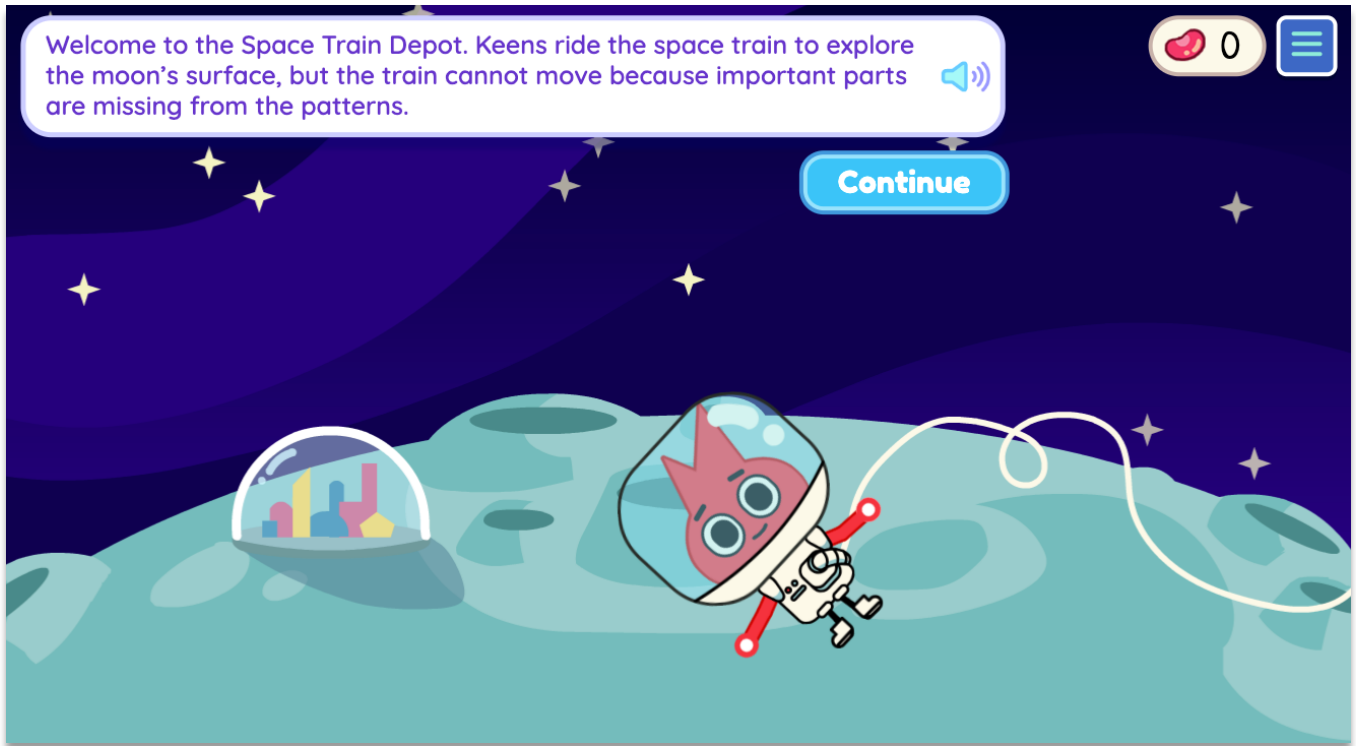
Leveling Rule for Get Those Beans!: Students will begin a round of play by choosing the missing numeral either in the start, change, or result unknown position. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What’s in a round of play?	When does a student...	
		move up a level?	re-start the game?
10 unique rounds of play	10 unique items	If the student gets 8/10 items correct within a round of play, he or she will level up. Note: if a student successfully completes level 5 with 8/10 items correct and then leaves the game, the student will restart the game at level 6 every time they stop and re-enter the game until the game is completed, at which time they will start over at level 1.	If the student gets less than 8/10 items correct in a round of play, he or she will start over at level 1 when re-entering the game.

Note: When students level down and then level back up, they may encounter previously assessed items.



Space Train



Space Train is a mini-game that is designed to promote practice investigating repeating patterns to make predictions such as repeating an operation, a series of shapes, or a number string. Students start play with the least complex content/skills and progress to the most complex content/skills.

Space Train Game Level Content Descriptions

Grade	Game Level	Skill Assessed
Grade 1	1	Extend the pattern up to 4 (shapes, symbols, colors)
	2	Extend the pattern of up to 10 attributes (shapes or number strings)
	3	Extend the pattern of up to 10 attributes (repeating operations, a series of shapes, or number strings)
	4	Identify growing pattern (shapes or number string)
	5	Identify shrinking pattern (shapes or number string)
	6	Describe and identify numerical patterns from repeating operations (addition or subtraction)
Grade 2	7	Describe and identify the missing number in the shrinking or growing pattern within 500
	8	Describe and identify the shrinking or growing number patterns
	9	Identify what is true about the shrinking or growing number pattern within 1,000 and identify the changes in terms
	10	Identify and describe the shrinking or growing number pattern (backward or forward within 1,000) and identify the changes in terms

Space Train Sample Item

Look at the answer choices and choose the one that completes the pattern.

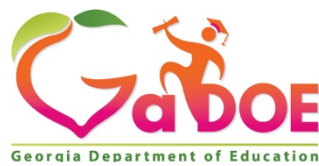
The image shows a pattern completion task. The top row consists of five yellow train cars on a track. The first four cars contain icons: a purple planet, a red rocket, a blue moon, and a grey satellite. The fifth car is empty, indicated by a dashed outline. Below this, a selection panel contains four yellow train cars with the same icons: purple planet, red rocket, blue moon, and grey satellite. To the left of the selection panel is a red alien character in a white space suit. To the right is a score indicator showing a red bean icon and the number 0. A blue menu icon is also present in the top right corner.

Student Leveling Information

Leveling Rule for Space Train: Students will begin a round of play by extending the pattern up to 4. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...	
		move up a level?	re-start the game?
10 unique rounds of play	10 unique items	If the student gets 8/10 items correct within a round of play, he or she will level up. Note: if a student successfully completes level 5 with 8/10 items correct and then leaves the game, the student will restart the game at level 6 every time they stop and re-enter the game until the game is completed, at which time they will start over at level 1.	If the student gets less than 8/10 items correct in a round of play, he or she will start over at level 1 when re-entering the game.

Note: When students level down and then level back up, they may encounter previously assessed items.



205 Jesse Hill Jr. Drive SE
Atlanta, GA 30334
www.gadoe.org



Richard Woods, State School Superintendent
Educating Georgia's Future