

Keenville Parent Guide

English Language Arts



July 2021

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Keenville includes 18 games aligned to the English language arts standards (16 games are assigned by the teacher and 2 games are free play [mini-game]). These games assess students' skills related to phonological awareness, phonics and word recognition, vocabulary acquisition and use, and reading comprehension of both literary and informational texts.

English Language Arts Games

Game	Grade(s)	Skills Assessed
Harbor Phonics	1 and 2	Phonics and Word Recognition
Museum of Mysteries	1 and 2	Phonological Awareness and Phonics and Word Recognition
Peachling Playground	1 and 2	Phonics and Word Recognition
Get those Beans!	1 and 2	Phonics and Word Recognition (mini-game)
Space Train	1 and 2	Phonics and Word Recognition (mini-game)
Downhill Skiing	1 and 2	Vocabulary Acquisition and Use
Junkbot	1 and 2	Vocabulary Acquisition and Use
Classroom Detective	1 and 2	Reading Literary
Hometown Heroes	1 and 2	Reading Literary
Peachy Acres Farm	1 and 2	Reading Literary
River Clean-Up	1 and 2	Reading Literary
Up the Beanstalk	2	Reading Literary
Cave Explorer	1 and 2	Reading Informational
Keenbot	1 and 2	Reading Informational
Island Adventure	1 and 2	Reading Informational
River Patrol	1 and 2	Reading Informational
Swamp Explorer	1 and 2	Reading Informational
Keenville Action News	2	Reading Informational

Text Complexity by Game Level

For the reading comprehension games in Keenville, texts provided in each game level represent a range of text complexity, based on the Lexile Text Measure. The Lexile Framework for Reading is a research-based scale for measuring both the complexity of text and the ability of individual readers. The Lexile Text Measure focuses on the complexity of reading material. The Lexile Text Measure for most kindergarten through second grade texts is determined based on four indicators, as described below.

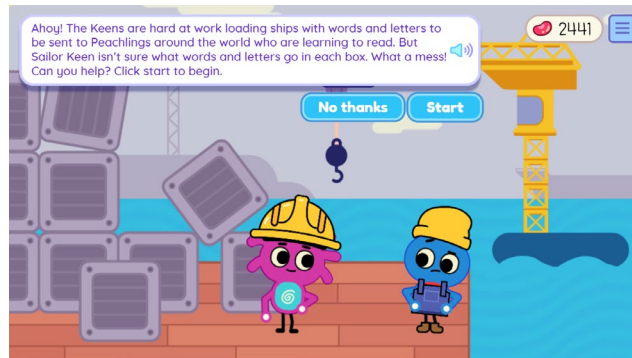
- The Structure Indicator evaluates the degree of repetition and patterning in the text.
- The Syntactic Indicator evaluates the complexity within sentences and across sentences.
- The Semantic Indicator evaluates the challenge of word meanings in a text.
- The Decoding Indicator evaluates the patterns of letters in the words within a text.

The table below provides further detail regarding the Lexile Text Measure and word count ranges for texts within each game level.

Lexile Text Measure ranges for each grade level were determined by referencing the College & Career Ready “Stretch” Lexile Bands and aligning the lower end of the range for each grade level to the lower end of the stretch band. However, the upper limit of the range for each grade level is lower than the upper limit of the corresponding stretch band. This difference helps to ensure a smooth transition when students are moving up or down the game levels. The difference also prevents a student, who may need to move down a level, from interacting with a text with a Lexile Text Measure higher than he/she had received in the previous level of play.

Grade Level	Game Level	Lexile Target	Word Count Target
K	3	<190L	<100
1	1	190L-300L	100-133
	2	300L-360L	134-166
	3	360L-420L	167-199
2	1	420L-480L	200-233
	2	480L-560L	234-266
	3	560L-620L	267-299
3	1	620L-710L	300-350
	2	710L+	351+

Harbor Phonics



In **Harbor Phonics**, all the Keens are hard at work loading ships with words and letters to be sent to Peachlings around the world who are learning to read. This game focuses on phonics and word analysis skills in decoding words.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Identify letter-sound correspondences for each consonant that matches a beginning or ending consonant sound; identify long and short sounds for the major vowels. Words in this level are presented with picture support.
Grade 1	Identify spelling-sound correspondences for common consonant digraphs and common vowel team conventions for representing long vowel sounds. Words in this level are presented with picture support.	Identify spelling-sound correspondences for common consonant digraphs, as well as final -e and common vowel team conventions for representing long vowel sounds.	Identify spelling-sound correspondences for common consonant digraphs, as well as final -e and common vowel team conventions for representing long vowel sounds.
Grade 2	Identify short vowel sounds when identifying regularly spelled one-syllable words.	Identify long vowel sounds when identifying regularly spelled one-syllable words.	Identify long and short vowel sounds when identifying regularly spelled one-syllable words.

Museum of Mysteries



In **Museum of Mysteries**, Magical Keen challenges the students to identify all the mysterious objects he found and displayed in the museum. This game focuses on phonological awareness and phonics and word recognition skills in decoding words.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Recognize and select objects/words that rhyme with the given spoken word and demonstrate basic knowledge of long and short sounds for the given major vowels in written words (includes single-syllable words).
Grade 1	Select objects/words that contain the given long or short vowel sound in spoken words (includes single-syllable words).	Select objects/words that contain the given common consonant digraph sound in written words (includes single-syllable words).	Select objects/words that contain the given final -e and common vowel teams in written words (includes single-syllable words).
Grade 2	Select objects/words that contain the given long and short vowels in written words (includes single syllable words with only one target vowel at a time).	Select objects/words that contain the given long and short vowels in written words (includes single syllable words and incorporates all vowel sounds).	Select objects/words that contain the given spelling-sound correspondences for additional common vowel teams in written words.

Peachling Playground



In **Peachling Playground**, Big Kid Keen needs students to help him learn the rules of the game the Peachlings are playing. This game focuses on long and short vowel sounds, common consonant digraphs, and syllable identification.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Distinguish between the long/short sounds of three different vowels in CVC and CVCe words.
Grade 1	Distinguish between the long/short sounds of three different vowels, including words with final-e and common vowel teams.	Identify the spelling-sound correspondences for more consonant digraphs (wr, kn, ph, wr, kn, ph).	Determine the number of syllables in printed words (between two, three, and four syllables).
Grade 2	Distinguish long and short vowels when reading regularly spelled one-syllable words presented with the sounds of one vowel and has common consonant digraphs (ch, sh, th, wh).	NA	NA

Get Those Beans!

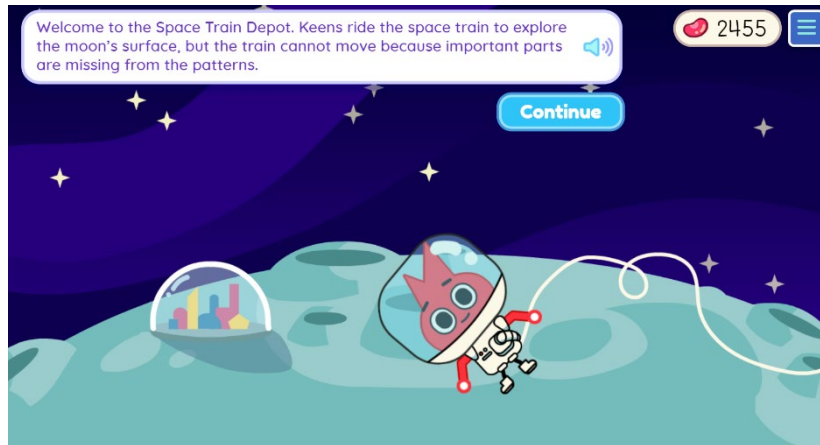


In **Get Those Beans!**, students are contestants on a game show to test their knowledge. This mini-game is open to students throughout the school year (i.e., free play). The Get Those Beans! mini-game is designed to promote practice with phonics and word recognitions skills and build students' confidence in understanding the relationships between written letters/words and sounds. Students start play with the least complex content/skills and progress to the most complex content/skills.

Skills Assessed by Game Level

Grade	Game Level	Skill Assessed
Kindergarten	1	Demonstrate basic knowledge of one-to-one letter-sound correspondences for each consonant
	2	Demonstrate basic knowledge of short sounds for the given major vowels
Grade 1	3	Know the spelling-sound correspondences for common consonant digraphs with short vowel sounds
	4	Know final -e conventions for representing long vowel sounds
	5	Know common vowel team conventions for representing long vowel sounds
Grade 2	6	Know the spelling-sound correspondences for common consonant digraphs and blends
	7	Know and apply grade-level phonics and word analysis skills in decoding compound words
	8	Know and apply grade-level phonics and word analysis skills in decoding 2 syllable words with blends and digraphs
	9	Know and apply grade-level phonics and word analysis skills in decoding vc-e 2 syllable words
	10	Know and apply grade-level phonics and word analysis skills in decoding 2 syllable words with vowel teams

Space Train

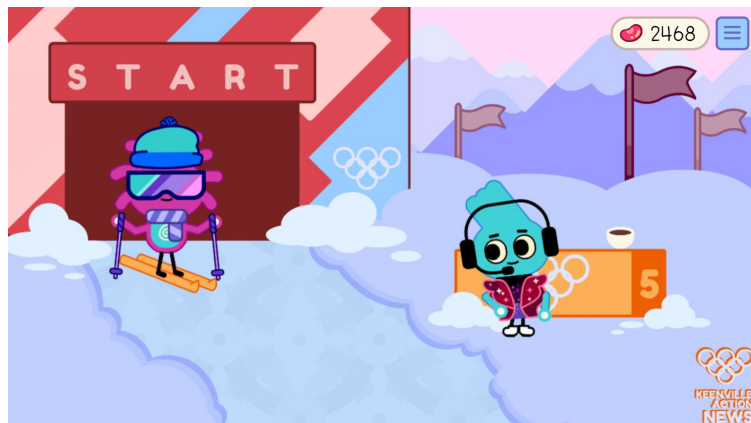


In **Space Train**, students help Astro-Keen complete patterns (important missing parts) to repair a space train going to explore the moon’s surface. This mini-game is open to students throughout the school year (i.e., free play). The Space Train mini-game is designed to promote practice with phonics and word recognitions skills and build students’ confidence in understanding the relationships between written letters/words and sounds. Students start play with the least complex content/skills and progress to the most complex content/skills.

Skills Assessed by Game Level

Grade	Game Level	Skill Assessed
Kindergarten	1	Blend and segment onsets and rimes of CVC words
	2	Demonstrate basic knowledge of long sounds for the given major vowels in CVCe words
Grade 1	3	Know common vowel team conventions for representing long vowel sounds in one-syllable words
	4	Know common vowel team conventions for representing long vowel sounds in one-syllable words that include blends
	5	Decode two-syllable words following basic patterns by breaking the words into syllables
Grade 2	6	Decode regularly spelled two-syllable words with long vowels (vowel patterns)
	7	Decode regularly spelled two-syllable words with long vowels (common vowel teams)
	8	Decode regularly spelled two-syllable words with long vowels (additional common vowel teams)
	9	Decode words with common suffixes
	10	Know and apply grade-level phonics and word analysis skills in decoding words

Downhill Skiing

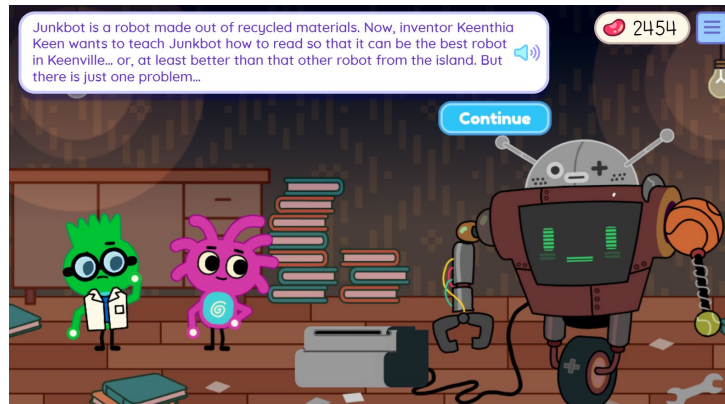


In **Downhill Skiing**, students sort pictures and words into known categories. This game focuses on vocabulary acquisition and use.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
All	Students sort common objects into specific categories to demonstrate understanding of word relationships and nuances in word meaning		
Kindergarten	NA	NA	Sort common objects (using words and pictures) into categories to gain a sense of the concepts the categories represent.
Grade 1	Sort words into categories to gain a sense of the concepts the categories represent.	Sort words into categories that define words by category and having one or more key attributes (e.g., a duck is a bird that swims; a tiger is a large cat with stripes).	Sort common objects (using words and pictures) when identifying real-life connections between words and their use.
Grade 2	Sort words into categories when identifying real-life connections between words and their use.	NA	NA

Junkbot



In **Junkbot**, students help teach Junkbot how to learn new words. This game focuses on vocabulary acquisition and use.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on kindergarten reading and content (i.e., -ed, -s, re-, un-, pre-, -ful, -less).
Grade 1	Determine or clarify the meaning of unknown and multiple-meaning words and phrases:		
	using frequently occurring affixes as a clue to the meaning of a word. (i.e., -er, -able, -est, dis-, mis-, im-, in-, -ed, -s, re-, un-, pre-, -ful, -less.)	using frequently occurring affixes as a clue to the meaning of a word (i.e., -er, -able, -est, dis-, mis-, im-, in-, -ed).	using sentence-level context as a clue to the meaning of a word or phrase.
Grade 2	Determine or clarify the meaning of unknown and multiple-meaning words and phrases:		
	when a known prefix is added to a known word (i.e., re-, un-, pre-, dis-, mis-, im-, in-).	by using the root word as a clue to provide meaning of an unknown word with the same root.	by using sentence-level context as a clue to the meaning of a word or phrase.
Grade 3	Determine or clarify the meaning of unknown and multiple-meaning word and phrases:		
	formed when a known affix is added to a known word. (i.e., -ed, -s, re-, un-, pre-, -ful, -less, -er, -able, -est, dis-, mis-, im-, in-).	by using the root word as a clue to provide meaning of an unknown word with the same root.	by using sentence-level context as a clue to the meaning of a word or phrase.

Classroom Detective

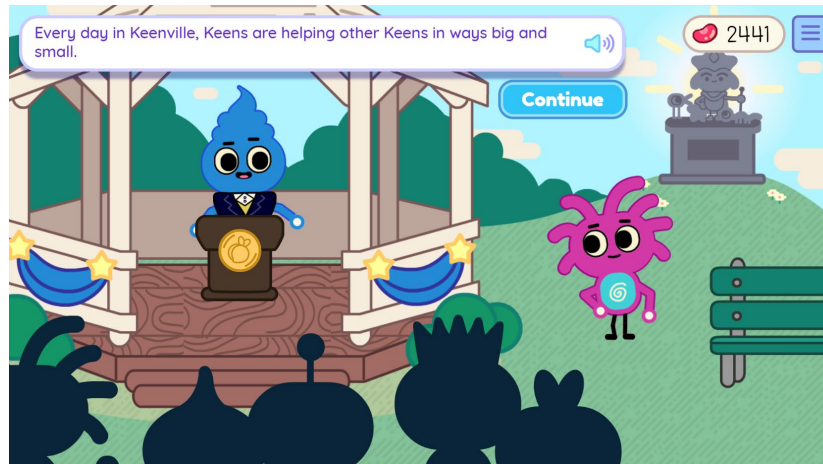


In **Classroom Detective**, Detective Keen needs students’ help to crack the case and make the elementary Keens happy again. This game focuses on reading comprehension with literary texts.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about key details, describe the relationship between illustrations and the story, and use details from the stories to compare and contrast the characters and adventures described within the two stories.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about key details, use illustrations and details in a story to describe its characters, settings, and events, and use details from the stories to compare and contrast the characters and adventures described within the two stories.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and ask and answer such questions as who, what, where, when, why, and how to; use information gained from the illustrations and words in a print or digital text to demonstrate understanding of its characters; and compare two or more versions of the same story by different authors or from different cultures.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer questions to demonstrate understanding of a text, referring explicitly to the text; explain how specific aspects of a text’s illustrations contribute to what is conveyed by the words in the story; and use details from the stories to compare and contrast the characters and adventures described within the two stories.		

Hometown Heroes



In **Hometown Heroes**, students use their reading comprehension skills to determine which Keen should receive the next local hero’s cape award. This game focuses on reading comprehension with literary texts.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about narrative elements, name the author and illustrator of a story and define their roles, and use details from the stories to compare and contrast the characters and adventures described within the two stories.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about narrative elements, define who is telling the story, and use details from the stories to compare and contrast the characters and adventures described within the two stories.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions describing how characters respond to major events and challenges, acknowledge differences in point of view of characters, and use details from the stories to compare and contrast the characters and adventures described within the two stories.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer comprehension questions describing characters and explain how their actions contribute to events, acknowledge differences in point of view of characters, and use details from the stories to compare and contrast themes, settings, and plots of the two stories.		

Peachy Acres Farm

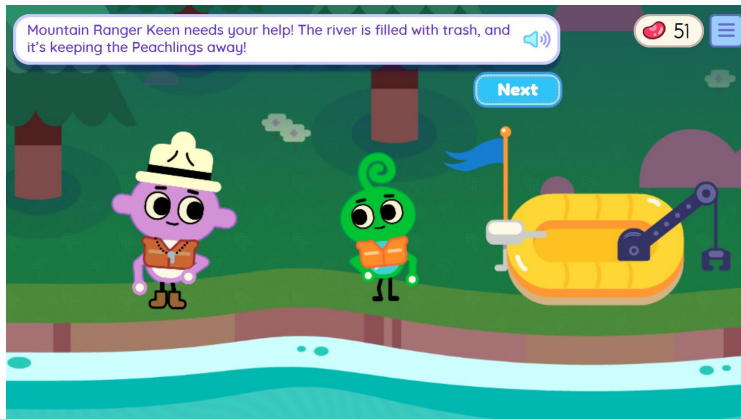


In **Peachy Acres Farm**, students help Farmer Keen clear debris from his fields and search for hidden time capsules with important information that may help solve the Keens problems. This game focuses on reading comprehension with literary texts.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about key details; identify characters, setting, and major events in a story; and answer questions about unknown words in the texts.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about key details; describe characters, setting, and major events in a story using key details; and identify words that suggest feelings or appeal to the senses.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to demonstrate understanding of key details in a text; describe how characters respond to major events or challenges in a story; and describe how words supply rhythm and meaning in a story.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and ask questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers; describing character traits and explain how character actions contribute to the sequence of events; and determine the meaning of words both literal and nonliteral language as they are used in the text.		

River Clean-Up

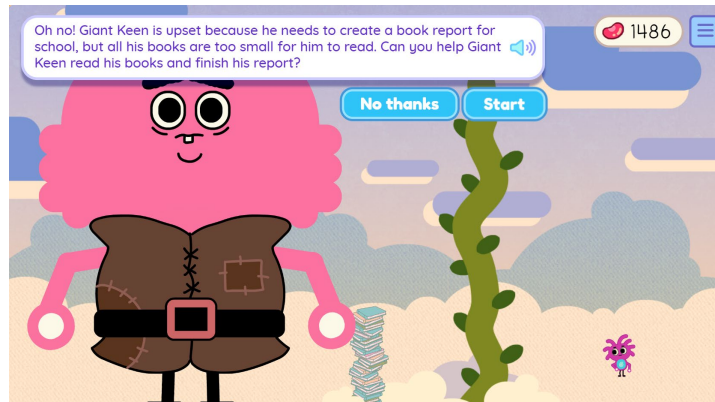


In **River Clean-Up**, students will help Mountain Ranger Keen solve the Keens’ problems by fishing for messages in the river. This game focuses on reading comprehension with literary texts.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about key details; retell familiar stories and key details; and answer questions about unknown words in the texts.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about key details; retell familiar stories including key details and central message; and identify words that suggest feelings or appeal to the senses.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers; recount stories, including fables, folktales, and myths from diverse cultures, to determine the message, lesson, or moral learned in the story; and describe how words and phrases supply rhythm and meaning in a story.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers; recount stories, including fables, folktales, and myths from diverse cultures, to determine the message, lesson, or moral learned in the story; and determine the meaning of words and phrases both literal and nonliteral language as they are used in the text.		

Up the Beanstalk



In **Up the Beanstalk**, Giant Keen needs students to help him read his books and create a book report. This game focuses on reading comprehension with literary texts.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about retelling stories including key details; explain major difference between texts that tell stories and texts that give information; and use illustrations in stories to describe the characters, setting, and event.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to recount stories, including fables and folktales from diverse cultures, to determine their central message, lesson, or moral; describe the overall structure of a story including how the beginning introduces characters, middle provides major events and challenges, and the ending concludes the action; and use information gained from illustrations and words in a print or digital text to demonstrate understanding of its characters, setting, and events.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer comprehension questions to recount stories, including fables and folktales from diverse cultures, to determine their central message, lesson, or moral; refer to parts of stories, dramas, and poems when writing or speaking about a text, using terms such as chapter, scene, and stanza; and explain how specific aspects of a text’s illustrations contribute to what is conveyed by the words in a story.		

Cave Explorer



In **Cave Explorer**, students help the Keens read text and use what they learn to unblock the path in a mysterious Peachling cave. This game focuses on making connections within texts, as well as comparing and contrasting informational texts.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions that describe the connection between two individuals, events, ideas, or pieces of information in a text; name the author and illustrator and define their roles in the text; and compare/contrast two informational texts on the same topic.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions that describe the connection between two individuals, events, ideas, or pieces of information in a text; distinguish between information provided by pictures or other illustrations and information provided by the words in a text; and compare/contrast two informational texts on the same topic.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions that describe the connection between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text; identify the main purpose of a text and what the author wants to answer, explain, or describe; and compare/contrast two informational texts on the same topic.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer comprehension questions that describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text; distinguish their own point of view from that of the author of a text; and compare/contrast two informational texts on the same topic.		

Island Adventure



In **Island Adventure**, Travel Guide Keen needs help reading travel guides to find fun places for the Keens to visit while visiting the island. This game focuses on making connections with informational texts.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about unknown words in text; identify the front cover, back cover, and title page of a book; and name the author and illustrator as well as define their roles in presenting ideas in a text.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer questions to help determine or clarify the meaning of words or phrases in a text; use various text features to locate key facts in a text; and distinguish between information provided by pictures or other illustrations and information provided by the words in a text.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to determine the meanings of words and phrases in a text relevant to a grade 2 topic or subject area; use various text features to locate key facts or information in a text; and identify the main purpose of a text as well as identify what the author wants to answer, explain, and describe.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer comprehension questions to determine the meaning of general academic and domain-specific words and phrases in a text relevant to a grade 3 topic or subject area; use text features and search tools to locate information relevant to a given topic quickly and efficiently; and distinguish their own point of view from that of the author of a text.		

Keenbot

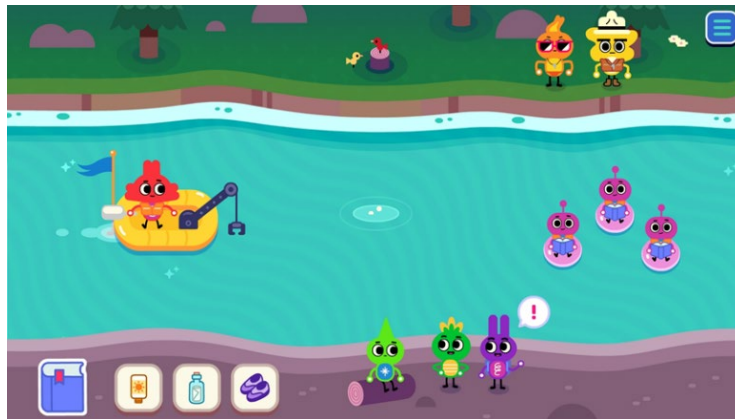


In **Keenbot**, students are challenged to teach Keenbot all they know about science phenomena. This game focuses on making connections with informational texts.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about unknown words in a text; describe the relationship between illustrations and the text; and identify the reasons an author gives to support points in a text.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions to help determine or clarify the meaning of words and phrases in a text; use illustrations in a text to describe its key details; and identify the reasons an author gives to support points in a text.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to determine the meanings of words in a text relevant to a grade 2 topic or subject area; explain how specific images contribute to and clarify meaning a text; and describe how reasons support specific points the author makes in a text.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer comprehension questions to determine the meaning of general academic words and phrases in a text relevant to a grade 3 topic or subject area; use information gained from illustrations to demonstrate understanding of the text; and describe the logical connection between particular sentences and paragraphs in a text.		

River Patrol

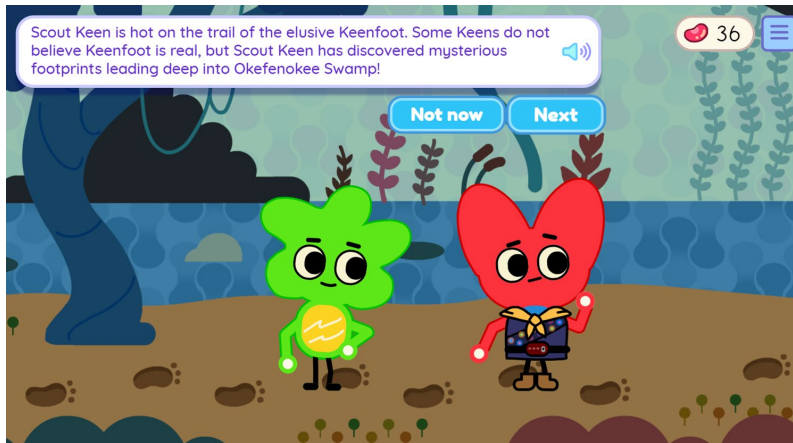


In **River Patrol**, River Ranger Keen needs students to fish for messages in the river that will help solve the Keens’ problems. This game focuses on reading comprehension with informational texts.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about key details in a text; identify the main topic and retell details; and describe the relationship between illustrations and the text.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about key details in a text; identify the main topic and retell details; and describe the relationship between illustrations and the text.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to demonstrate understanding of key details in a text; identify the main topic or focus of a multi-paragraph text; and explain how specific images contribute to and clarify meaning in a text.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers; determine the main idea of a text, recount the details, and explain how the key details support the main idea; and use information gained from the illustrations and words in a text to demonstrate understanding of the text.		

Swamp Explorer



In **Swamp Explorer**, Scout Keen is hot on the trail of the elusive Keenfoot and needs students to help him continue on the path into the swamp. This game focuses on reading comprehension with informational texts.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about identify the main topic and retell key details; answer questions about unknown words in a text; and identify basic similarities in two texts on the same topic.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about identify the main topic and retell key details; answer questions to help determine or clarify the meaning of words and phrases in a text; and identify basic similarities in two texts on the same topic.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to identify the main topic or focus of a multi-paragraph text; determine the meanings of words and phrases in a text relevant to a grade 2 topic or subject area; and contrast the most important points presented by two texts on the same topic.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer comprehension questions about to determine the main idea of a text, recount the details, and explain how the key details support the main idea; determine the meaning of domain-specific words and phrases in a text relevant to a grade 3 topic or subject area; and contrast the most important points and key details presented in two texts on the same topic.		

Keenville Action News



In **Keenville Action News**, News Anchor Keen needs help preparing ready to broadcast Keenville TV News. As a final product, students use what they have learned to create a slide show.

Skills Assessed by Game Level

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about key details in a text, identify the main topic and retell details, or describe the relationship between illustrations and the text.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about key details in a text, identify the main topic and retell details, or describe the relationship between illustrations and the text.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to demonstrate understanding of key details in a text, identify the main topic or focus of a multi-paragraph text, and explain how specific images contribute to and clarify meaning in a text.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers; determine the main idea of a text, recount the details, and explain how the key details support the main idea; and use information gained from the illustrations and words in a text to demonstrate understanding of the text.		



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Educating Georgia's Future