

Keenville User Guide

User Guide for 2023-2024
Part 1: Introduction to Keenville



May 2023

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Introduction

About Keenville

Keenville is Georgia's game-based formative assessment in literacy and numeracy for students in first and second grades. This innovative assessment will provide educators an alternative to traditional assessment routines while providing an assessment platform that students will enjoy! Educators will also receive real-time feedback as students interact with the games.

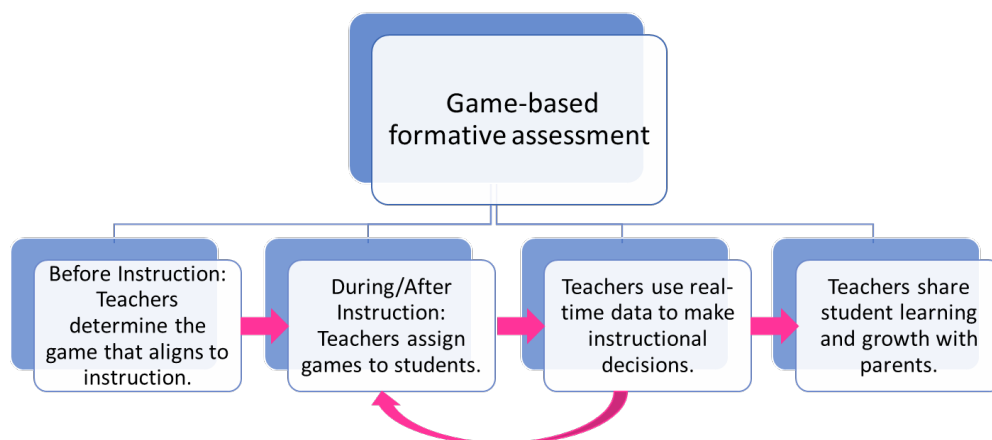
During gameplay, students will encounter the Keens, the fun-loving avatars, and their friends, the Peachlings, who all live and play in the world of Keenville. The Keens and Peachlings will encourage Georgia's first and second grade students to navigate through challenging tasks aligned to English language arts (ELA) and mathematics standards. Students will receive engaging, motivational feedback as they progress through the games within the Keenville world.

Purpose of Keenville

Keenville provides Georgia educators of first and second grade students a formative measure on essential literacy and numeracy skills in the early grades. As a classroom resource, Keenville is designed to promote teaching and learning, guide differentiated instructional practices, and maximize student learning.

Keenville actively engages young learners through a series of interactive challenges that directly align to Georgia content standards. Teachers are empowered with real-time data to help guide differentiated instructional practices for all students. Most importantly, students will not realize they are being assessed because they are simply playing a fun, interactive game.

Keenville is not designed to be an instructional tool, as it is intended to assess what students have learned after instruction has taken place. Keenville also should not be considered or used as a tool for accountability or high-stakes purposes, such as evaluating teachers. And finally, Keenville data should not be used to prevent student entry to a subsequent grade level.



Keenville game-based assessments take place alongside instruction and provide real-time data that teachers may use to make instructional decisions for each student. These decisions could include re-teaching a skill and having a student play additional rounds of the same game or teaching a new skill and assigning a new game to the student. Reports are also provided to allow teachers to share student learning and growth with parents.

Development of Keenville

Keenville has been developed alongside Georgia educators to ensure the entire system – from content and game design to teacher dashboards – meets the needs of Georgia students and educators. Work began in the summer of 2017 when teachers reviewed English language arts and mathematics standards for kindergarten through third grade to recommend the most essential skills to assess. Additional educator committees were convened in fall 2017 to review creative concepts and provide feedback on standards alignment, student interest, and classroom use. Games were then developed and playtested with students during the 2017-2018 and 2018-2019 school years. During this process, students interacted with the games in an online, clickable format while teachers recorded student perceptions and interactions with the games. Feedback from student playtesting was used to improve the Keenville user experience. Educator and student feedback have been critical to the development process.

During the 2021-2022 school year, teachers from five districts representative of Georgia’s first and second classrooms met in October to review proposed changes to the Keenville mathematics games and approve or revised the proposed alignment to the revised mathematics standards. Once the games were revised according to the committee’s recommendations, the committee reconvened in November to playtest the revised games with their classroom students. During playtesting, educators provided approval of the revised game or proposed additional revisions to the games based on user experience or standard alignment. The revised mathematics games will be available beginning in the 2023-24 school year and beyond.

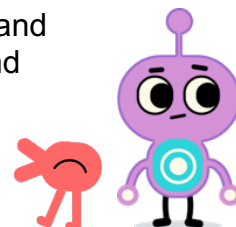
Keenville Design

The world of Keenville consists of five regions similar to the five regions of the state of Georgia. The theme of each game is connected to the region of Keenville in which the game takes place.



Keenville consists of 31 teacher-assigned games, including 16 literacy games and 15 numeracy games, as well as four free-play mini-games that encourage practice in phonics and word recognition and addition and subtraction skills.

During gameplay, students will encounter the Keens, the fun-loving avatars, and their friends, the Peachlings, who all live and play in Keenville. The Keens and Peachlings encourage Georgia's first and second grade students to navigate through challenging tasks aligned to English language arts and mathematics standards. Games often include Georgia-specific themes and integrate other standards and initiatives, such as science, arts, and nutrition.



English Language Arts Games

The Keenville English language arts games assess students' knowledge and skills related to phonological awareness, phonics and word recognition, vocabulary acquisition and use, and reading comprehension of both literary and informational texts.

Game Name	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

Mathematics Games

The Keenville mathematics games assess students' knowledge and mathematical reasoning skills.

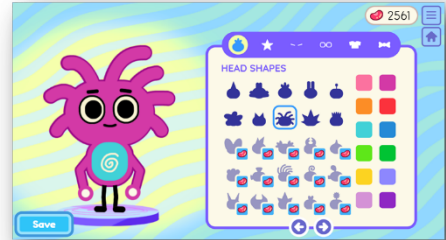
Game Name	Grades	Skills Assessed
Cloud Hopper	1 and 2	Reading and Writing Numerals
Treat Factory	1 and 2	Interpreting Data Using Charts and Graphs
Farmers Market	1 and 2	Identifying and Determining the Value of Money
Keenville Sheriff	1 and 2	Solving Word Problems
High-Rise Builders	1 and 2	Solving Equations
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 $<$, $>$, & $=$
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
Space Train	1 and 2	Using Repeating Patterns (mini-game)
Get Those Beans!	1 and 2	Addition and Subtraction (mini-game)

Keenville Game Features

Keenville is designed to engage students through features such as customizing an avatar, earning rewards, and decorating their Keen's house.

Keen Avatars

Students play through the games as Keen avatars. They can customize their Keen by choosing a color and head shape, as well as a belly color and belly symbol. Students may also add or change other features such as eyebrows, glasses, head gear, and neck wear. Some of these features are available immediately, while others may be purchased after students have earned bean rewards.



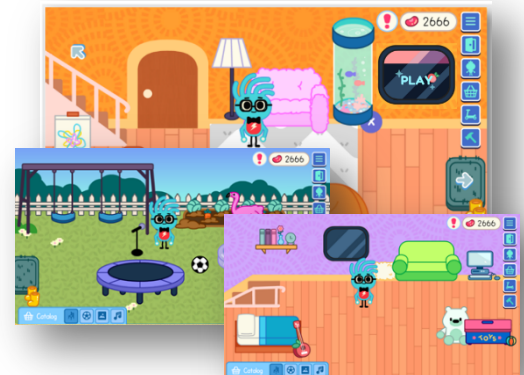
Rewards

Each Keenville game offers rewards for a job well-done. At the end of a level, students will receive a bean reward for their efforts. The amount of bean reward is determined based on the game, as well as how the student performed in that round of play. The beans can be used to purchase items for their Keen's house or new accessories for their avatar. An extra special Peachling reward is awarded to students who are consistently achieving high scores. The Peachlings can later be seen playing around Keenville by viewing the map.



Keen's Home

Within the Keen's home, students can select from a variety of objects in the Keenville Market and purchase them using the bean rewards they have earned. Once purchased, the objects will appear in the Keen's home for the student to arrange as they choose. Students may also choose to use their bean reward to purchase an upstairs area or an outdoor space. New objects may be purchased as students progress through the games and collect more beans.



Keenville Garage

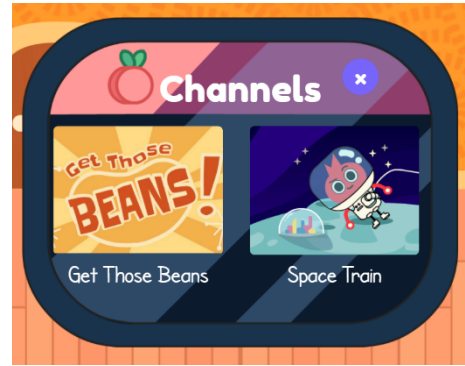
Students may visit the Keenville garage by clicking on the garage button in Home to purchase a vehicle for their Keen avatar. The vehicle will allow the student to travel around Keenville and access assigned games in a quick and fun way. The garage feature allows the student to view and purchase the following: hover boards, scooters, helicopters, and



trolleys as well as helmets to enforce safety concerns, in various colors. Some of these features are available immediately, while others may be purchased after students have earned bean rewards.

Mini-Games

Within the Keen's home, students may choose to play the ELA and math mini games, Get Those Beans! or Space Train. Get Those Beans! promotes practice in phonics, word recognition, and addition and subtraction skills. The mini game, Space Train, promotes practice in phonics, word recognition, and repeating patterns. Students will enter the mini-games via the smart TV located in the Keen's home then select a channel: Get Those Beans! or Space Train. Once students have entered one of the mini-games, students will choose to play an ELA or math edition of the mini-game. Students will start play with the least complex content/skills and progress to the most complex content/skills.

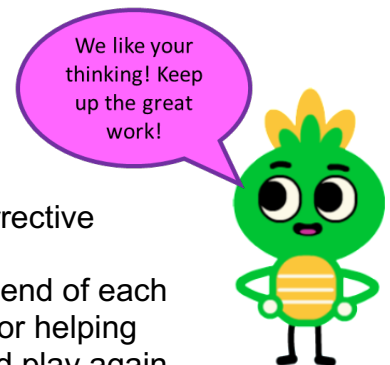


Game Tutorials

At the beginning of each game, students are provided a tutorial specific to the skills being assessed and the mechanical functions within the game. The tutorial introduces the students to the game features and encourages them to try out the features as the tutorial guides them through the process. These tutorials show the students how to interact with the game environment without penalty. Game tutorials are applied at entry levels (i.e., Grade 1, Level 1 and Grade 2, Level 1) throughout all Keenville games.

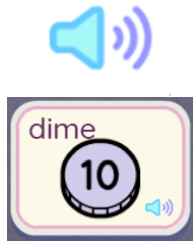
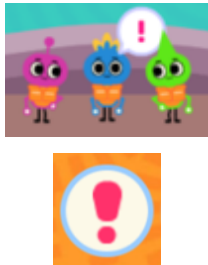

Motivational Feedback

During gameplay, students receive ongoing motivational feedback. Feedback is provided as students interact with a specific question, as well as at the end of each round and level of a game and at the end of the game. This consistent, positive feedback throughout the assessment will help guide the student through the game environment. At times, the student may need corrective feedback. This type of feedback is applied when the student needs encouragement to keep trying or to choose another answer. At the end of each level of play, students will receive a final statement thanking them for helping the Keens solve their problems and will encourage them to stay and play again.



Accessibility Features

Several features are built into the Keenville games to provide access for students of varying levels of ability. Some of these features are described in the table below. In addition to these accessibility features, students are provided as much time as needed to complete the Keenville games.

Game Feature	Visual Cue	Description
<p>Read-aloud support</p>		<p>All items and directions are read aloud. A speaker icon shows the student when read-aloud support is provided. Students have the option of clicking the speaker icon if they need to hear something read again.</p> <p>Note: Reading passages are <u>not</u> read aloud as some games are designed to assess students' reading comprehension.</p>
<p>Prompting</p>		<p>Prompts within each game help guide students to the next step in the game environment.</p> <p>The flashing exclamation point icon is used to grab students' attention. When students see this icon, they should click on the Keen to find out the problem that needs to be solved.</p> <p>In the Keen's home the flashing exclamation point indicates that games are assigned to the student.</p>
<p>Keyboard controls</p>		<p>All Keenville games are controllable via keyboard input in place of a mouse or touchpad while maintaining basic game rules and functionality. Students with disabilities related to mobility can use the keyboard to navigate all interactive elements in games, Home and World. When the keyboard is in use, an orange (unless more color contrast is needed) frame will indicate the interactive element in focus.</p> <ul style="list-style-type: none"> • All interactive elements have the ability to receive focus by using the Tab key to advance and the Shift + Tab key to go back. • Use the Tab key to access interactive buttons on the screen, then use the Enter/Spacebar key to focus and interact with a specific button. • Text boxes should be scrollable using up and down arrow keys. • All pop-ups can be closed by hitting the Escape key or tabbing to the Close button and hitting Enter/Spacebar.



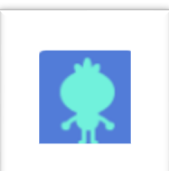


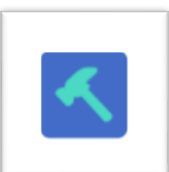

Navigation Features

It is important to allow students time to explore Keenville, especially prior to their first assessment. During their first exploration, students will listen to the background story of Keenville, meet the Keens, and learn about the Peachlings. They will also customize their avatar, choose a vehicle and helmet, and review items for purchase in the Keenville Market. Students may also explore the world of Keenville and listen to a tutorial explaining how to utilize the popup map to quickly travel to assigned games.

Students can move within Keenville using the icons at the right of the screen. The table on the next page describes these icons.



Keenville Navigation Icons

Icon	Visual Cue	Description
Navigation Button		The navigation button provides access to two direct locations, depending on where the student is in Keenville. For example, when in a game, the navigation button will allow the student to either Go Home or Exit the Game. Student name is also displayed within this button.
Exit Home		From the Keen's home, students may click the door icon to exit the home.
Avatar Builder		From the Keen's home, students may click the Keen icon to open the Avatar Builder.
Keenville Market		From the Keen's home, students may click the shopping basket icon to access the Keenville Market.
Keenville Garage		From the Keen's home, students may click the scooter icon to access the Keenville Garage.
Home Renovation		From the Keen's home, students can click the hammer icon to renovate their home by adding an upstairs room and/or adding an outdoor play space.
Home		From the Avatar Builder and the Keenville Garage, students may click the house icon to return to the Keen's home.

Keenville Game Levels

Each Keenville game is designed with multiple levels to provide access for students at varying levels of ability. A description of the content assessed within each level, as shown in the table below, is provided for each game to help teachers understand the content that is assessed in each level.

Keenville Sheriff Game Level Content Descriptions

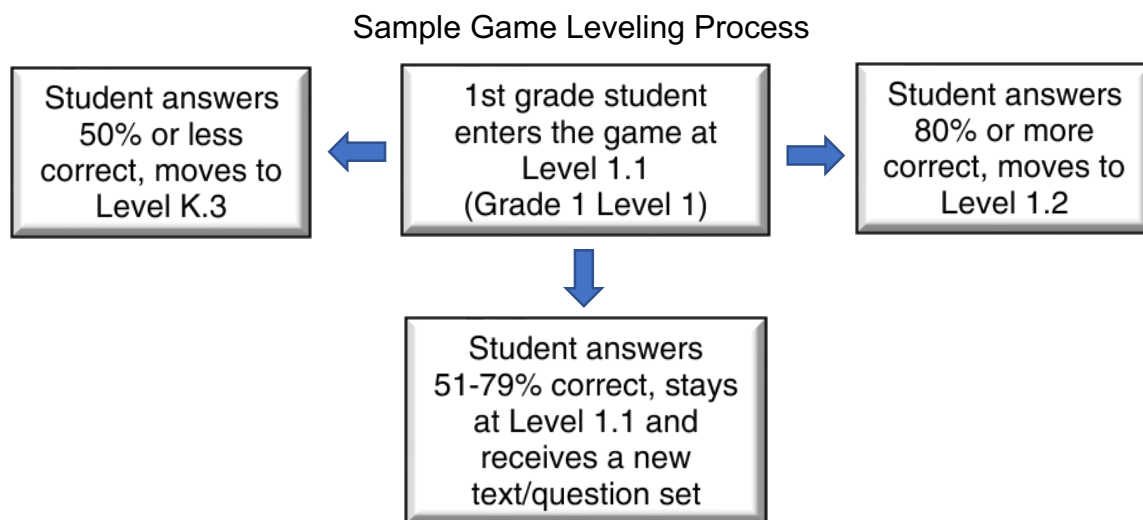
Grade	Level 1	Level 2	Level 3
Kindergarten	NA	NA	Students performing in kindergarten level 3 can use a variety of strategies to solve real-life result unknown addition and subtraction problems within 10 involving single-digit whole numbers. Students will choose a tool such as: counters, number line, 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.

Grade 3	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.	NA	NA
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Student performance is recorded during gameplay, and, after a specified number of items, a decision is made regarding the appropriate level of play for the student, based on his or her performance. Students may be moved up or down a level within the game or may remain in the same level for another round of play. The rules applied for these leveling decisions are unique to each gaming environment and are included within each game section of this guide.

For each game, students will begin at the first level of their current grade. After completing a round of play or a specified number of items, a leveling decision will be made to place the student in the appropriate game level for continued play.

Leveling decisions are based on leveling rules specific to each game. The diagram below provides an example of student leveling with the games.



Keenville Dashboard

As students interact with the Keenville game-based assessments, responses are scored and saved to the Keenville dashboards. District leaders, school leaders, first grade teachers and second grade teachers all have access to the interactive dashboards. Please refer to the *Keenville User Guide: Part 4* or *Keenville User Guide Part 5: District and School Leader Dashboards* for further, detailed information regarding dashboards and assigning games to users.

Keenville for Special Populations

Keenville is designed for all students in first and second grades, including students with disabilities and students who are English learners (EL). Accommodations are permitted for students with IEPs and 504 Plans, as well as for English learners with accommodations. Teachers should consider any other necessary accommodations for individual students.

Please contact the Assessment Division at the Georgia Department of Education if you have any questions about providing accommodations for students in Keenville.

Accessing Keenville

Keenville is available for first and second grade students, teachers, administrators, and district personnel involved with elementary schools via the Statewide Longitudinal Data System (SLDS).

Student Information System (SIS) Access

All Keenville users, including students, will need access to the district's Student Information System (SIS). The only way to access Keenville, within the SLDS, is through the SIS.

Provisioning Roles for Keenville

While many applications in SLDS may be available to most users, Keenville is available only to first and second grade students, first and second grade teachers, support teachers of first and second grade students, administrators, and district personnel involved with elementary schools. As an application intended for a unique, distinct group of users, teachers and administrators will need to be provisioned for Keenville within SLDS.

The following document provides more information regarding adding Keenville roles within SLDS: https://www.gadoe.org/Technology-Services/SLDS/Documents/Keenville_Setup.pdf

Class Rosters

Keenville class rosters are populated based upon Student Class. Student Class is a collection of class roster data which links students and teachers to a class. While there are certain times during the year where data collected requires a superintendent sign off, Student Class remains operational throughout the year. Districts implementing Keenville will need to submit Student Class on a regular basis to ensure that Keenville rosters are kept current.

Newly enrolled students will be unable to access Keenville, and will not appear on a teacher's Keenville roster, until an updated Student Class file has been submitted which includes the student's information.

Keenville class rosters are determined by specific course codes in Student Class.

The table below includes that course codes that will populate rosters in Keenville:

Course Code	Course Name
23	English language arts
27	Mathematics
11	Computer science
35	Computer literacy
50	Media arts
55	ESOL
71	Gifted
80	Library science

Roster end dates also impact Keenville class rosters. For example, if the roster end date reported in Student Class is October 31, teachers will not have rosters in Keenville beginning November 1, and students will be unable to login to Keenville. It is recommended that roster end dates be set as the last day of the school year to ensure that Keenville rosters remain populated throughout the year.

Keenville Technical Requirements

Desktop or laptop computers (Mac or PC), as well as Chromebooks, iPads, and Android tablets, may be used to access Keenville games. Additional specifications are included below. It is recommended that each student uses a headset and mouse (or touchscreen). These requirements are also updated annually within the following document: https://www.gadoe.org/Curriculum-Instruction-and-Assessment/Assessment/Documents/Keenville/Keenville_System_Requirements_FY24.pdf

Windows 10 or later:

- Browsers:
 - Chrome – Latest
 - Firefox – Latest
 - Edge - Latest

Mac OS 10.13 or later:

- Browsers:
 - Chrome – Latest
 - Firefox – Latest
 - Safari – Latest

Chromebooks:

- Operating System: Chrome OS – Latest
- Processor: 2+ Ghz-Latest
- 64-bit RAM: 2+ GB RAM
- Browser: Chrome – Latest

iPadPro+, iPad 5th Generation, iPad 4th Generation Mini, or later:

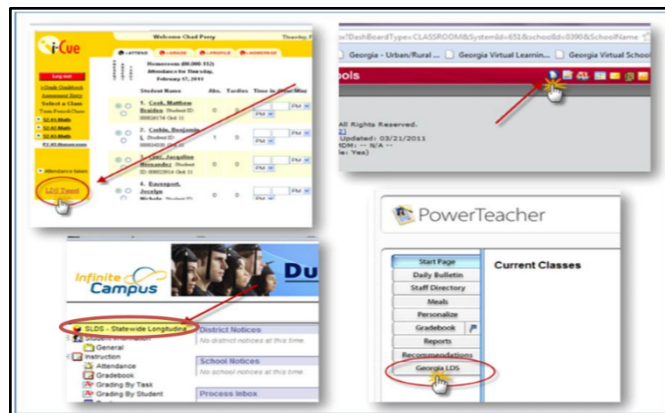
- Operating System: iOS10.3 or later
- Browsers:
 - iOS Safari – Latest
 - Chrome – Latest

Android Tablets:

- Operating System: Android 8.1 or later
- Processor: 2 Ghz
- RAM: 2+ GB RAM
- Browser: Chrome – Latest

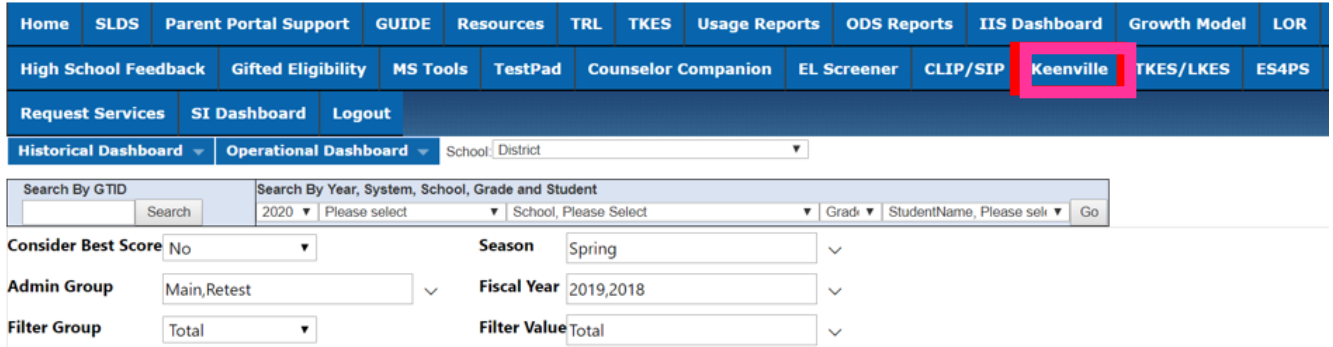
Logging into Keenville

Users will login to the district's Student Information System (SIS) and select the Statewide Longitudinal Data System (SLDS) button. The location of the button will depend on your SIS.



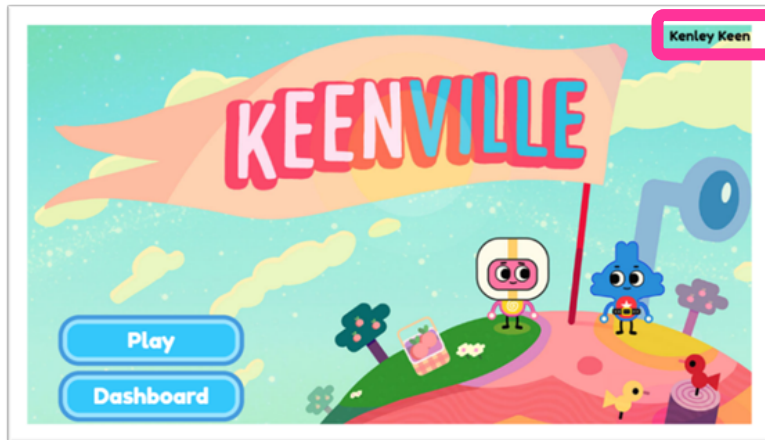
Administrators and Teachers

From the SLDS dashboard, **administrators and teachers** will select the Keenville link in the application menu bar. Note: the district's SLDS menu items may differ from the sample image below.



The screenshot shows the SLDS dashboard application menu bar. The menu items are: Home, SLDS, Parent Portal Support, GUIDE, Resources, TRL, TKES, Usage Reports, ODS Reports, IIS Dashboard, Growth Model, LOR, High School Feedback, Gifted Eligibility, MS Tools, TestPad, Counselor Companion, EL Screener, CLIP/SIP, Keenville (highlighted with a red box), TKES/LKES, ES4PS, Request Services, SI Dashboard, Logout, Historical Dashboard, Operational Dashboard, School: District. Below the menu bar are search filters for GTID, Year, System, School, Grade, and Student Name, along with dropdowns for Consider Best Score, Admin Group, Filter Group, Season, Fiscal Year, and Filter Value.

The Keenville application will launch in a separate window. The educator's name will appear in the top-right corner of the screen.

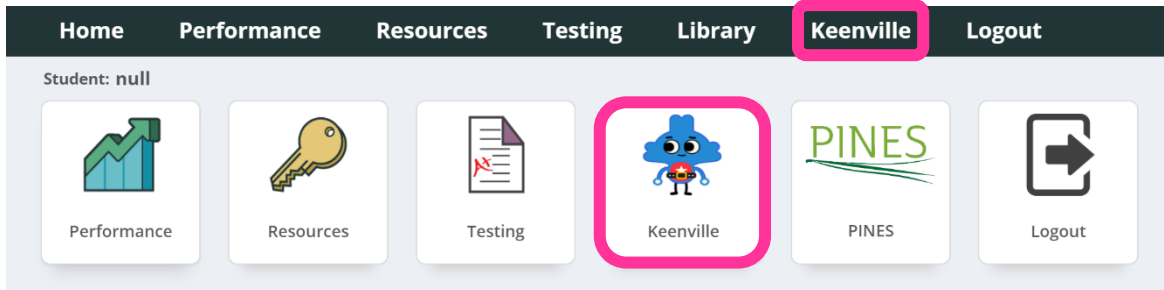


Administrators and teachers have two options upon logging into Keenville:

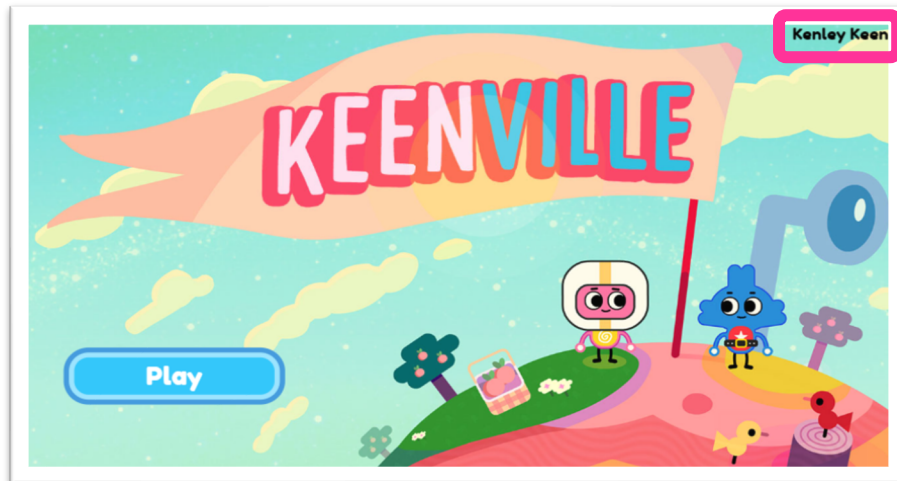
- The **Play** button allows educators to interact with and play the Keenville games, including creating an avatar and earning bean reward.
 - Note: Educator data does not populate in the dashboard.
- The **Dashboard** button provides access to the Teacher or Leader Dashboard, as appropriate for the educator's role.
 - See *Keenville User Guide Part 4: Teacher Dashboard* or *Keenville User Guide Part 5: District and School Leader Dashboards* for more information.

Students

From the SLDS student portal, **students** may select either the Keenville link in the application menu bar or the Keenville tile.



The Keenville application will launch in a separate window. The student's name will appear in the top-right corner of the screen. Students should be taught to check for their name when entering Keenville.



Keenville Quick Reference Page

Contact Personnel for GKIDS 2.0

Georgia Department of Education
(470) 579-3244

Resources for Keenville

<https://www.gadoe.org/Curriculum-Instruction-and-Assessment/Assessment/Pages/Keenville-Resources.aspx>

Important Dates

July 31, 2023	Keenville available for teachers, schools, and districts.
NO deadline. However, rosters should be updated with a nightly ingestion throughout the year.	District deadline to send in new rosters
May 17, 2024	Last date data populated for the Student Progress Report
May 17, 2024	Last date for roster changes
May 18, 2024 – June 28, 2024	Summer play schedule
June 29, 2024 – July 31, 2024	Keenville Maintenance



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Richard Woods, State School Superintendent
Educating Georgia's Future