Keenville User Guide

Part 4: Teacher Dashboard

Georgia Department of Education

Revised December 2020

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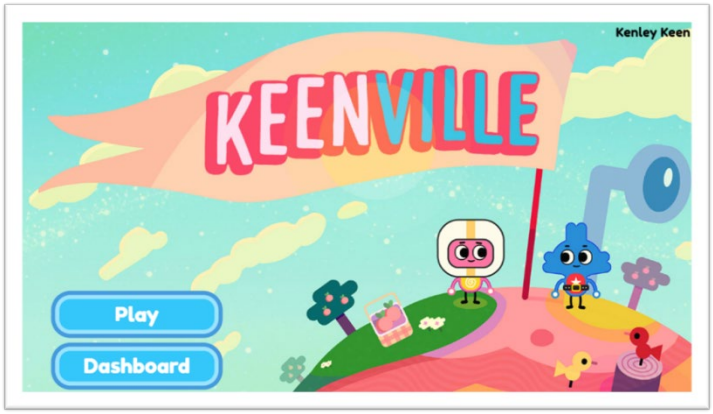
Introduction

As students play Keenville games, performance data are captured in an interactive dashboard each time a round of play is completed. Teachers can access this real-time data by clicking the dashboard button upon logging into Keenville.

The Teacher Dashboard allows teachers to:

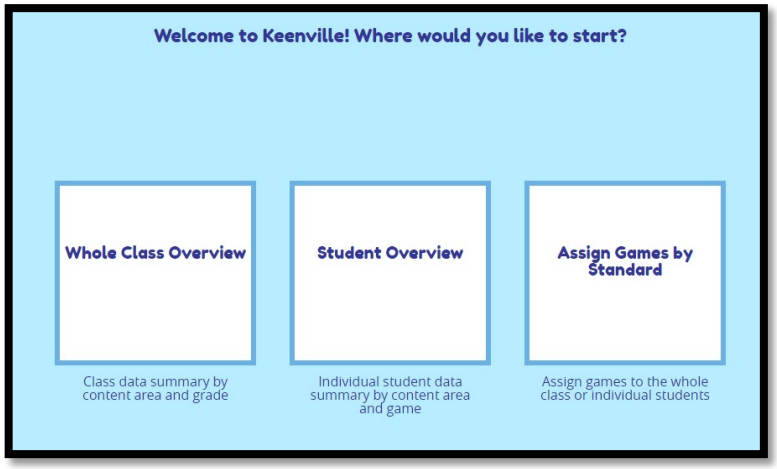
- assign games based on standard alignment;
- assign games based on performance results;
- view real-time student performance results; and
- use student performance results to determine next steps in instruction.



Dashboard Options

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

- Whole Class Overview – This view provides a class-level data summary by content area and grade and allows the teacher to assign games based on whole class performance.

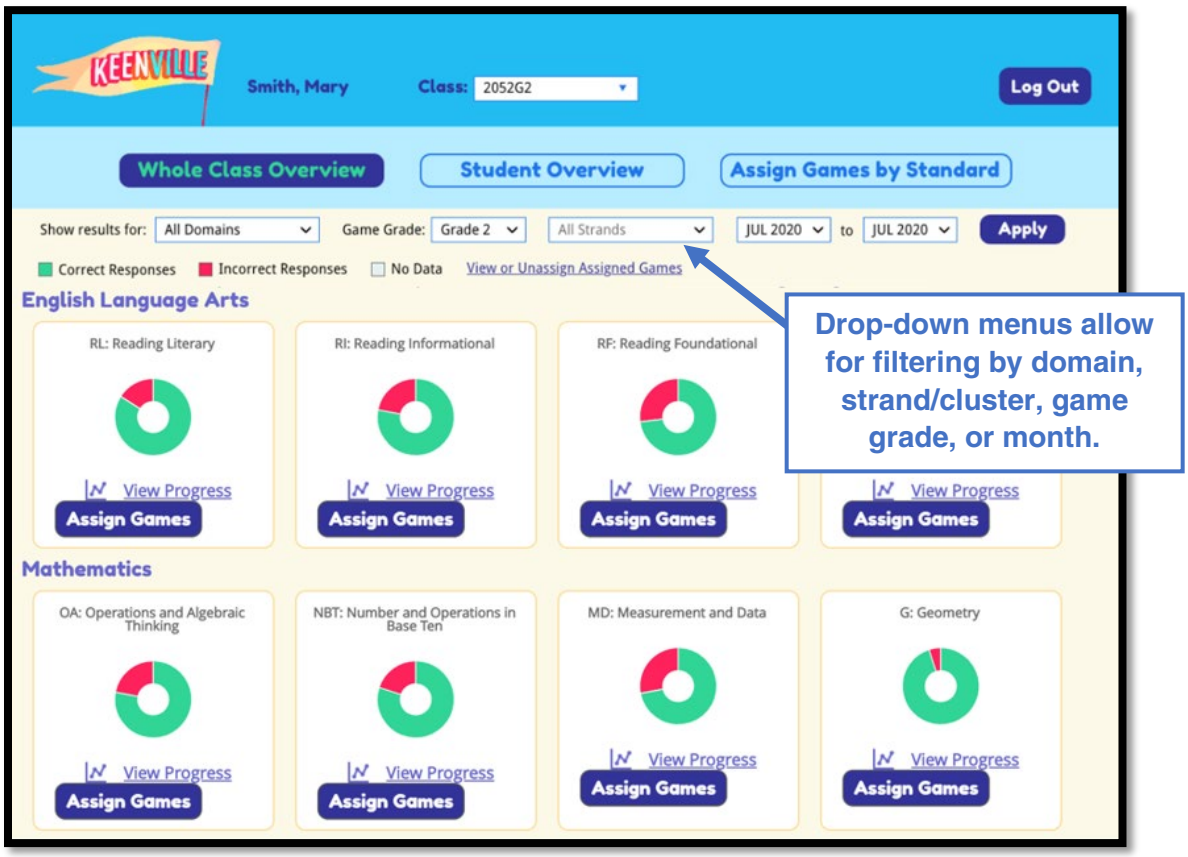


- Student Overview – This view provides an individual student data summary by content area and game. It allows the teacher to assign games based on individual student performance in a game. Teachers can also export student performance results by game for parent communication.
- Assign Games by Standard – This view allows the teacher to assign Keenville games based on the standards assessed within the games. Teachers can assign games to the whole class or to individual students.

Filtering Performance Results

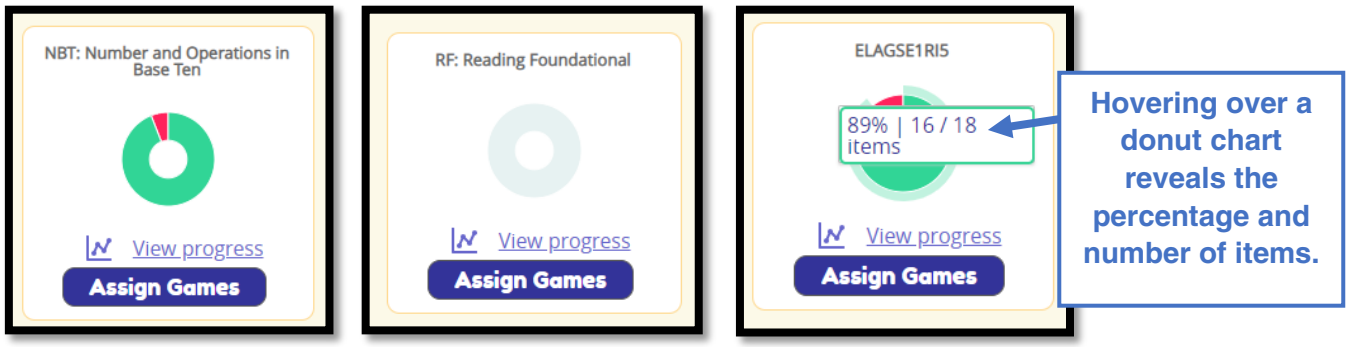
Within the **Whole Class Overview** and **Student Overview**, teachers can customize the presentation of results using several drop-down menus.

- Domain: Teachers can select specific ELA or math domains or view performance for all content areas.
- Game Grade: Teachers can select the Game Grade level to view student performance across grade levels, based on the standards and skills assessed in each game. As students level up or down within a game based on individual need, a class may have students' performance data across multiple grade levels.
- Month: Teachers can select the date range (by month) to view class performance.
- *Note: Data populated to the donut charts is based on completed rounds of play. For example, if a student enters a game that has 10 items associated with the round of play, but exits the game before completing all 10 items, no data will be reflected in the donut charts. However, the student's item level results will be available within the Play History in Student Overview.*



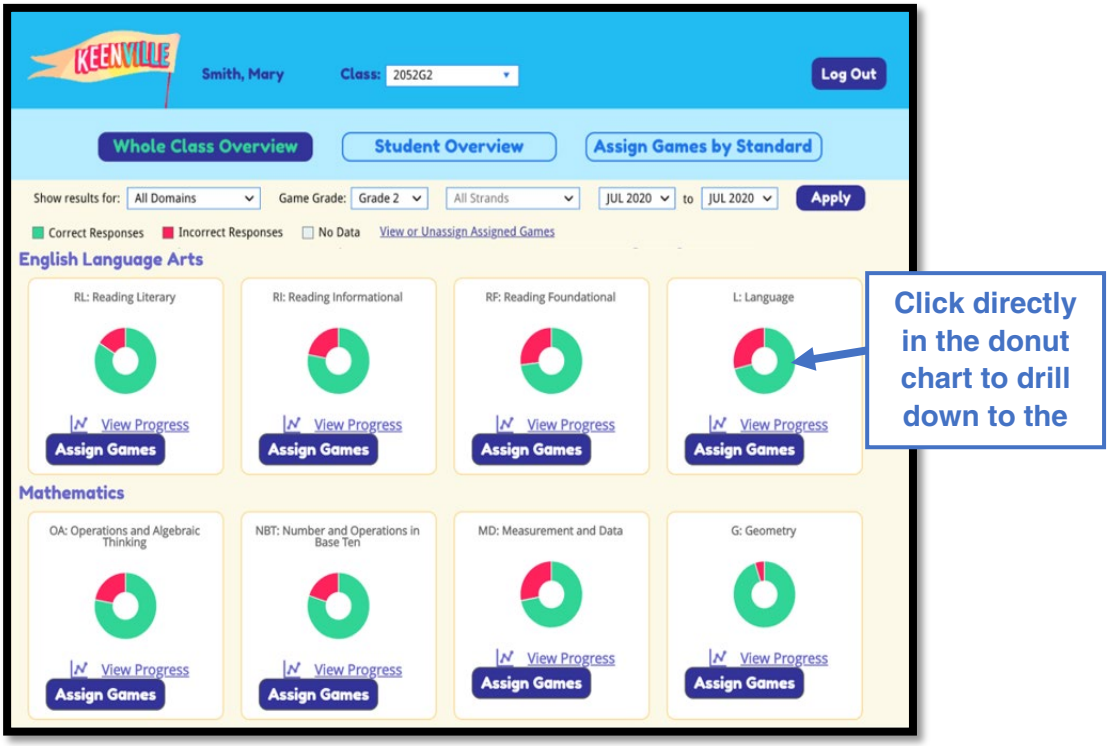
Whole Class Overview

In the Whole Class Overview, class performance is presented in donut charts. Each donut chart displays the percentage of items answered correctly in green and the percentage of items answered incorrectly in red. If data are not available, the donut chart will be gray. In addition, hovering over a donut chart will reveal the percentage and number of items answered correctly, as well as the number of items attempted.

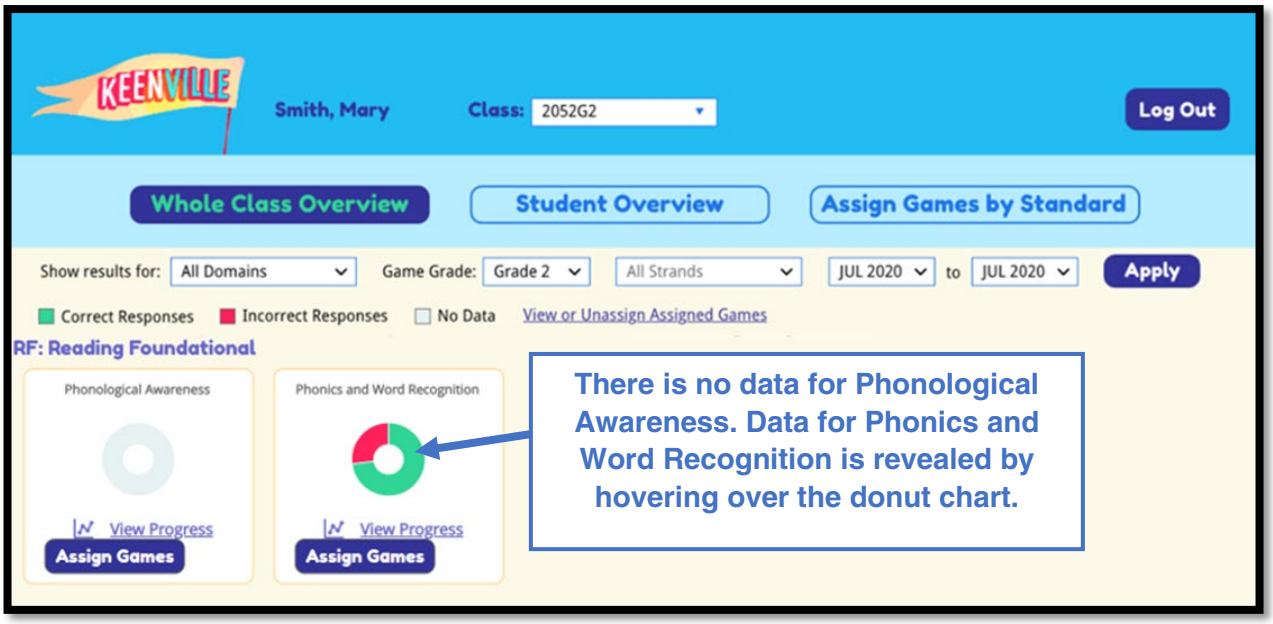


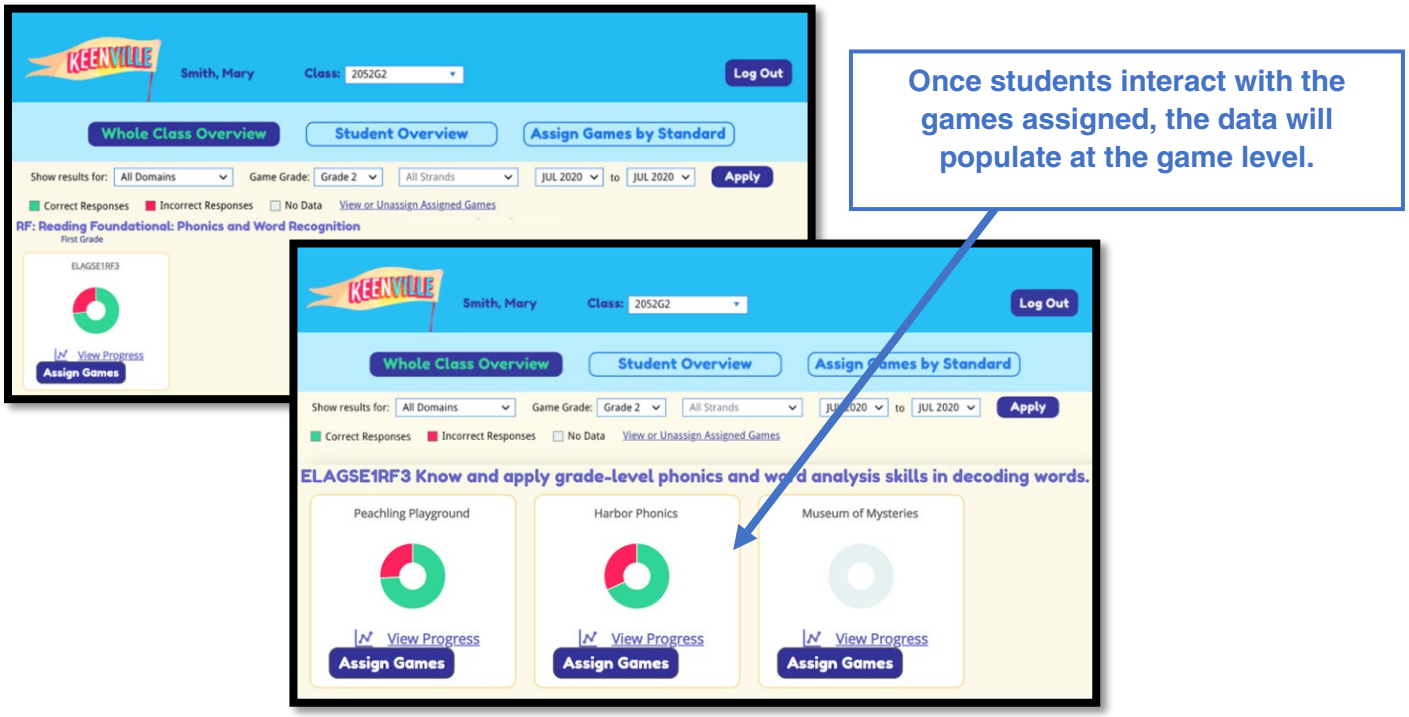
Within the Whole Class Overview, teachers can filter performance results for the entire class by using the drop-down menus or by clicking directly on the donut charts.

Clicking on the donut chart for a specific domain will reveal the disaggregated data for the strands or clusters within the domain, as shown below.



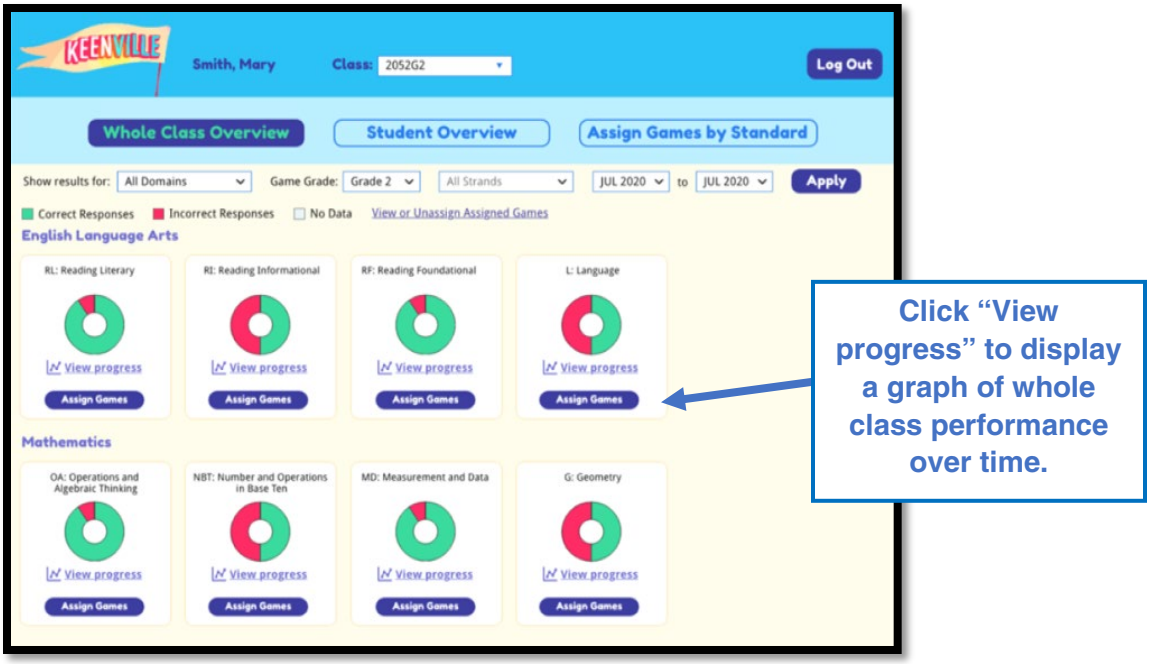
Similarly, clicking on the donut chart for a specific strand will reveal the results for each standard within that strand. One final click will reveal the standard level data aligned to the assigned games.



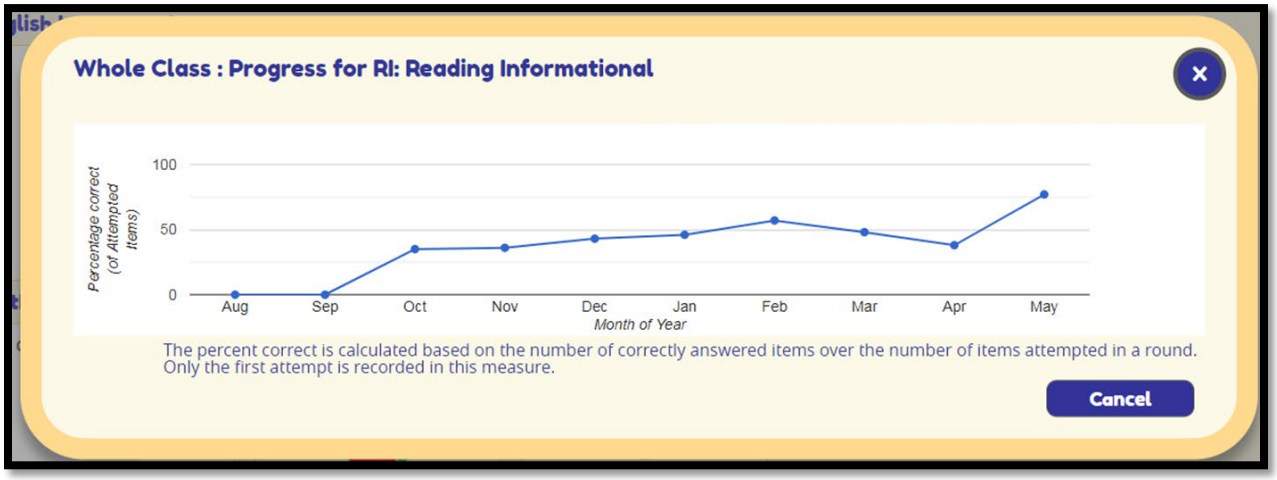


View Progress by Whole Class

Teachers can view performance over time for the whole class by clicking the **View progress** link located below each donut chart.

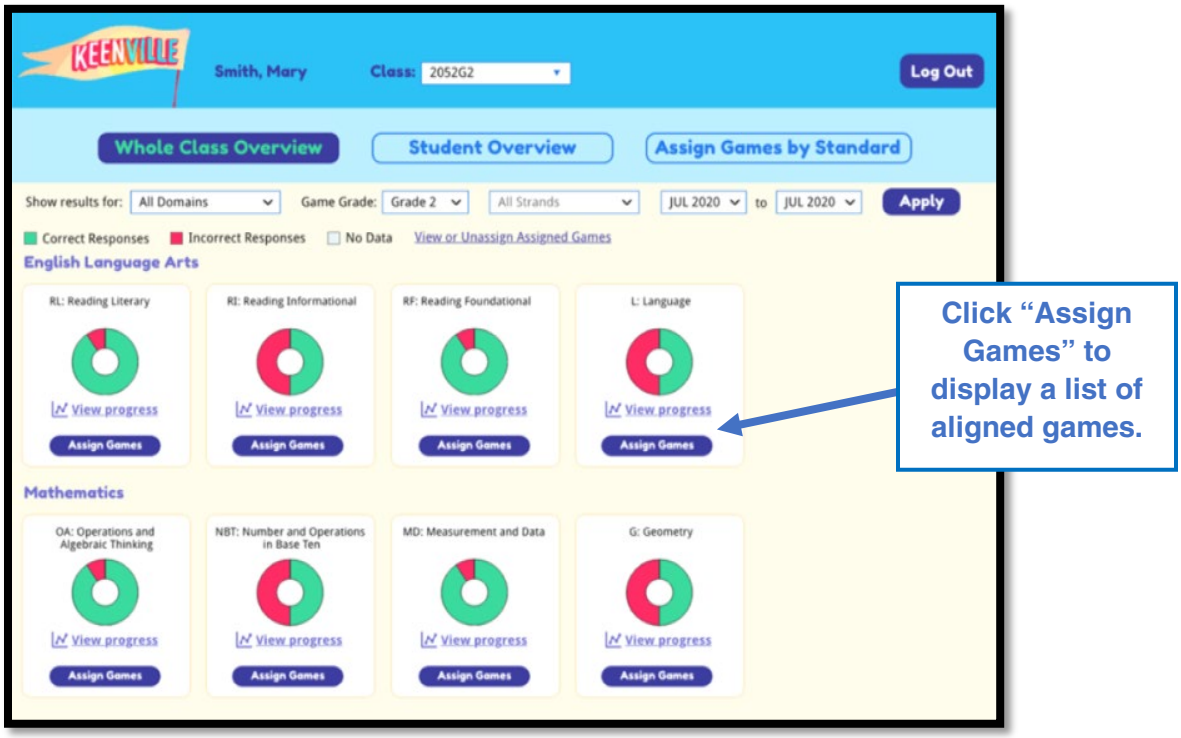


Progress is displayed as a line graph in which each data point represents the percentage of items answered correctly in that month (number of items answered correctly on first attempt divided by number of items attempted). In the example below, the class correctly responded to 48% of the Reading Informational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

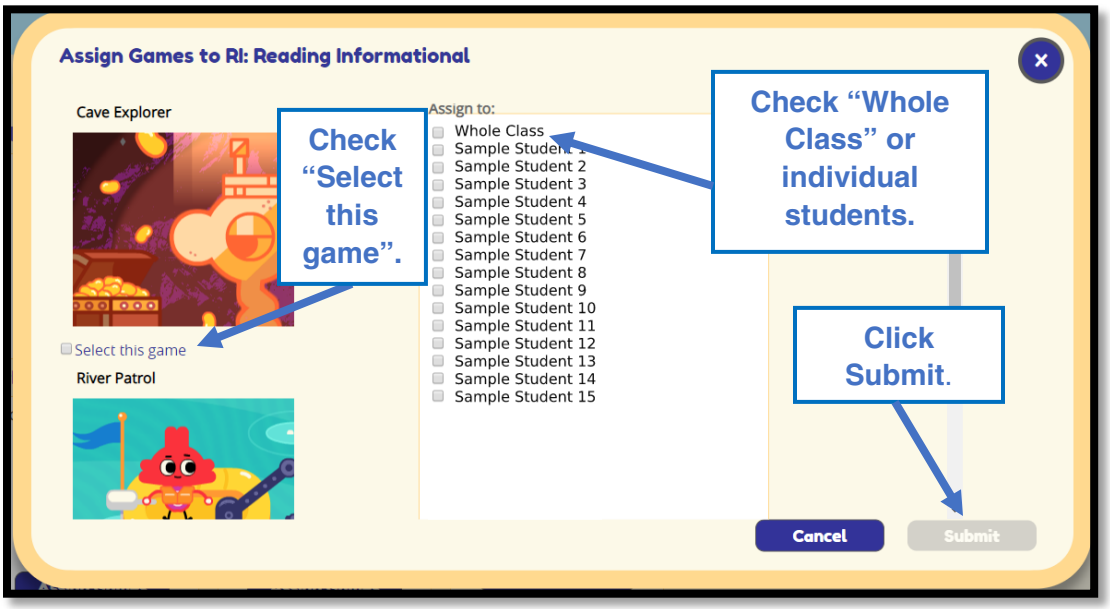


Assigning Games from Whole Class Overview

In the Whole Class view, teachers can assign games to the entire class or to individual students based on performance within a specified domain, strand, or standard.



Clicking on the **Assign Games** button below a donut chart will display a list of all games aligned to the specified domain, strand, or standard. To assign a game, teachers will check the box next to "Select this game", check either Whole Class or individual students, and then click the **Submit** button. A popup box will display at the top of the page to indicate "Success saving your changes!"



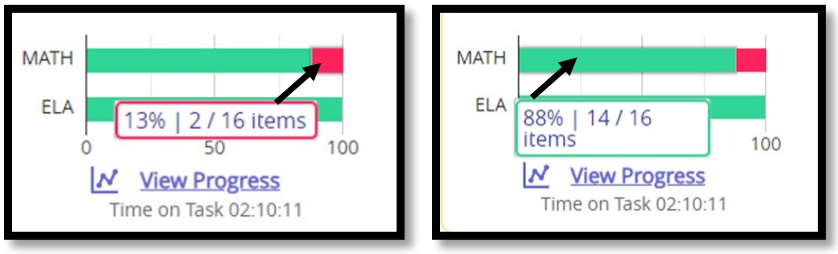
Student Overview

Performance by Standard

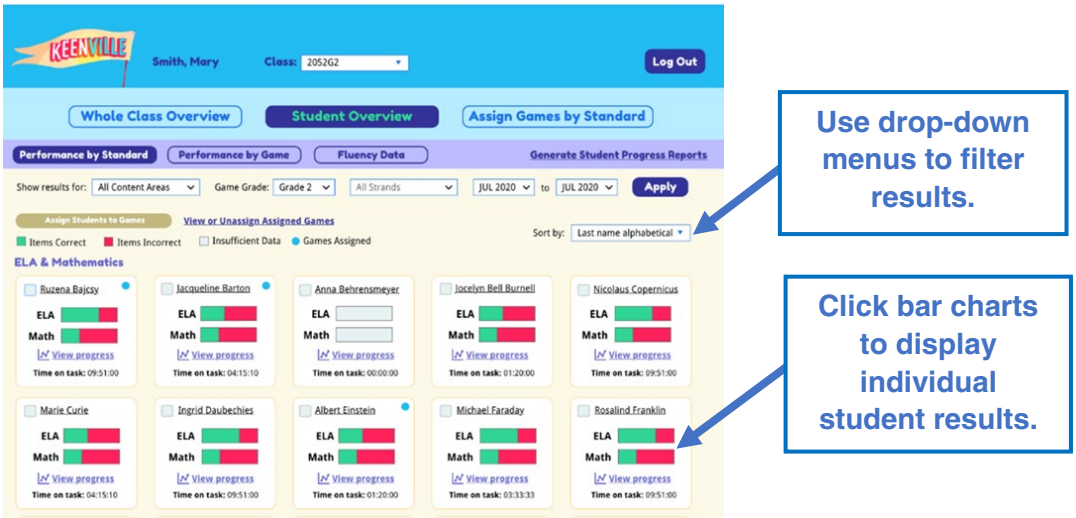
In the Student Overview, student performance is presented in bar charts. Each bar chart displays the percentage of items answered correctly in green and the percentage of items answered incorrectly in red. Hovering over a bar chart will reveal the percentage and number of items answered correctly and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

Note: Data populated to the bar charts is based on completed rounds of play. For example, if a student enters a game that has 10 items associated with the round of play, and exits the game before completing all 10 items, no data will be reflected in the bar charts. However, the student's item level results will be available within the Play History in the Student Overview.

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



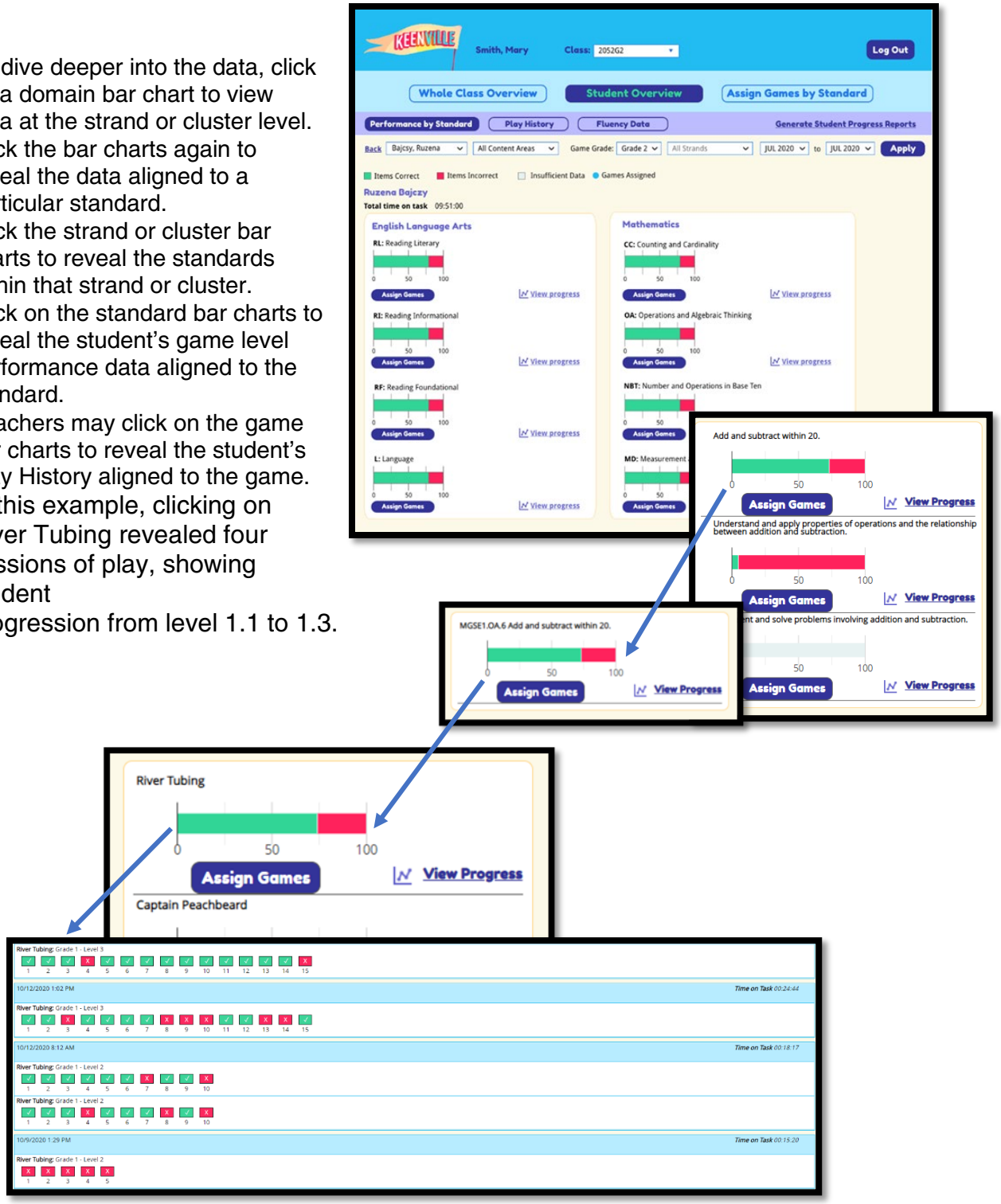
To view the **Performance by Standard** for each student in a class relative to a specific domain or strand/cluster of the standards, teachers can filter the results using the drop-down menus. Results will be displayed for the whole class, but at the individual student level, as shown below.



To view individual student data, teachers can click directly on the bar charts or click on the student's name.

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

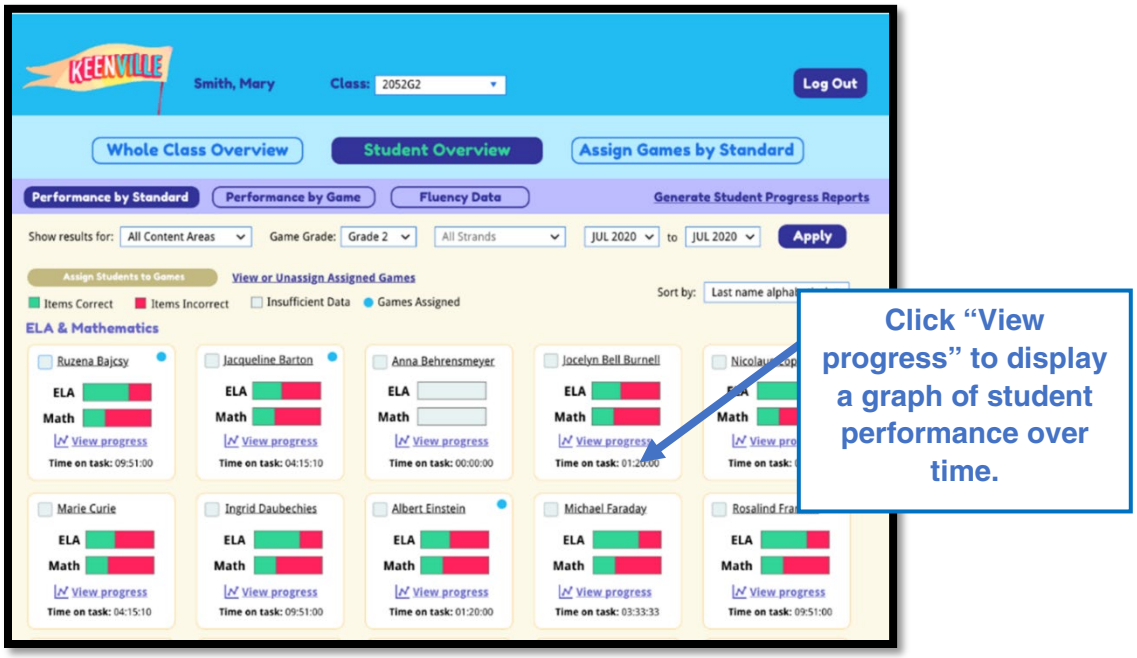
- To dive deeper into the data, click on a domain bar chart to view data at the strand or cluster level.
- Click the bar charts again to reveal the data aligned to a particular standard.
- Click the strand or cluster bar charts to reveal the standards within that strand or cluster.
- Click on the standard bar charts to reveal the student's game level performance data aligned to the standard.
- Teachers may click on the game bar charts to reveal the student's Play History aligned to the game.
- In this example, clicking on River Tubing revealed four sessions of play, showing student progression from level 1.1 to 1.3.



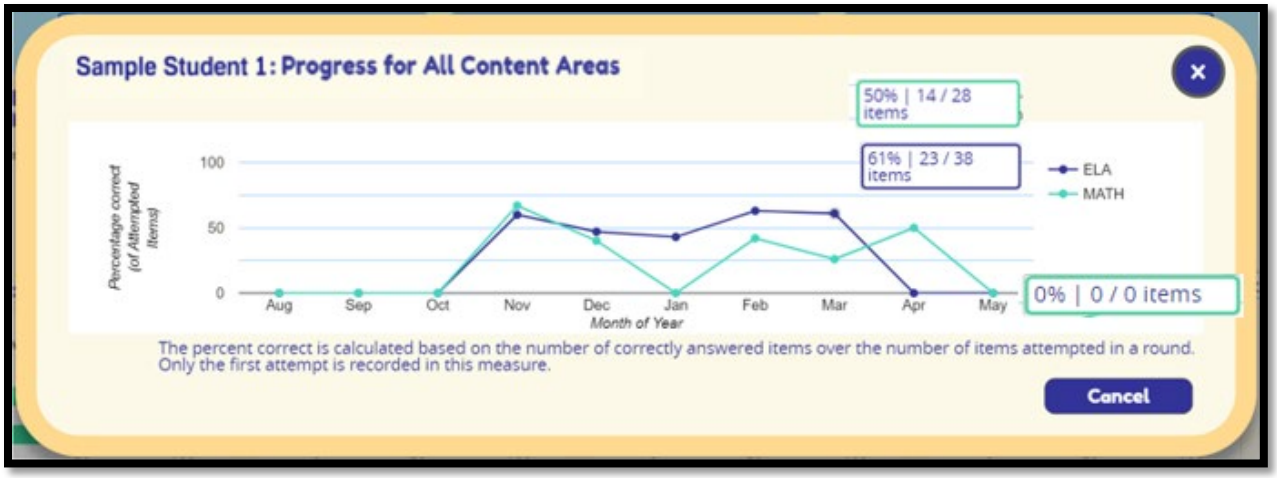
- For more information on Play History, please see page 13.

View Progress

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



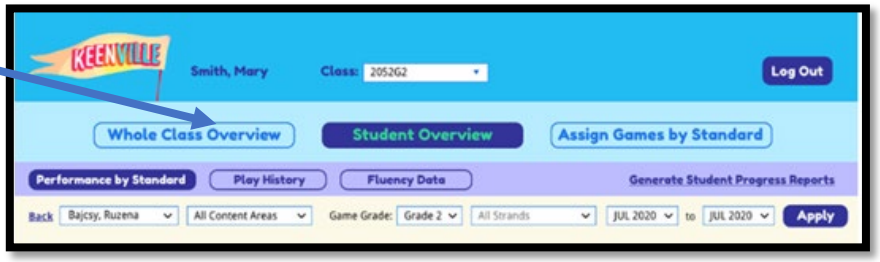
In the example below, Sample Student 1 correctly answered 50 percent of the math items attempted in April, but then did not access the math games in May, as indicated by the drop to 0 / 0 items. If the student had attempted items but did not answer any correctly, the indicator would read 0 / number of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



Play History

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

Click "Play History" to display item-level student results.



- Teachers may use the dropdown menu to change the selected student.
- Teachers utilize the **Play History** button to view items by game and by session of play.
- The Play History contains item-level results for each individual student.
- Below is an example of the student Play History showing one session of play.
  - A "session of play" displays all rounds of play happening during one student login session. Sessions of play are separated by headers.

Session Header Displays: date, time, and time on task (includes the entire **Session of Play**).

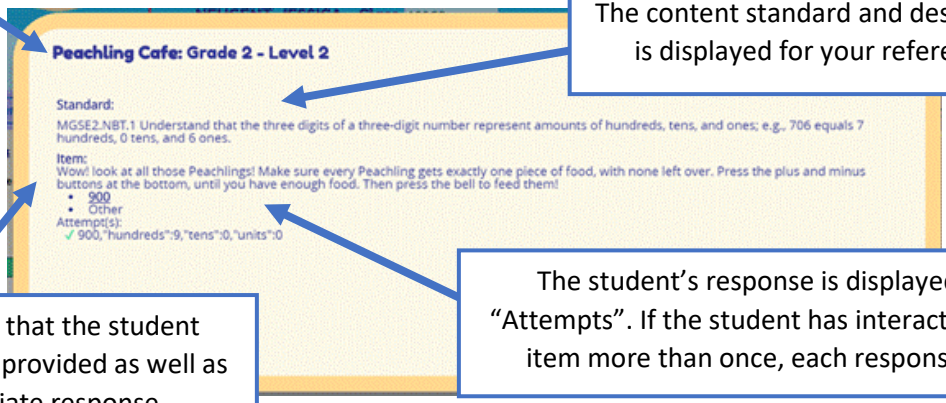
Each Line Displays: game name, grade and game level of play, the number of items attempted, and color coding for correct versus incorrect.

Entire Frame is one "**Session of Play**"

Click on each item to see the standard alignment, the item, and the student's response.

The game name, game grade, and game level are noted at the top.

The content standard and description is displayed for your reference.



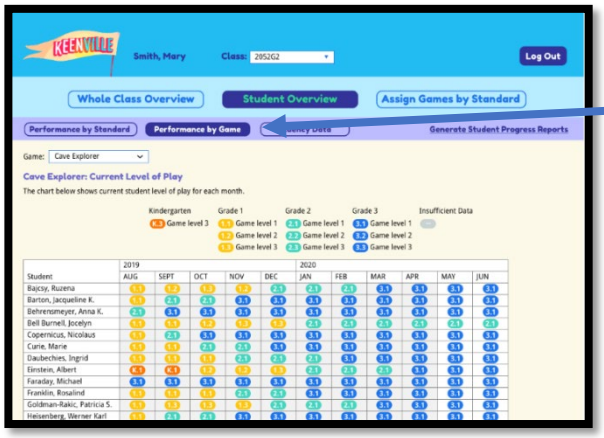
The actual item that the student interacted with is provided as well as the appropriate response

The student's response is displayed under "Attempts". If the student has interacted with the item more than once, each response will be

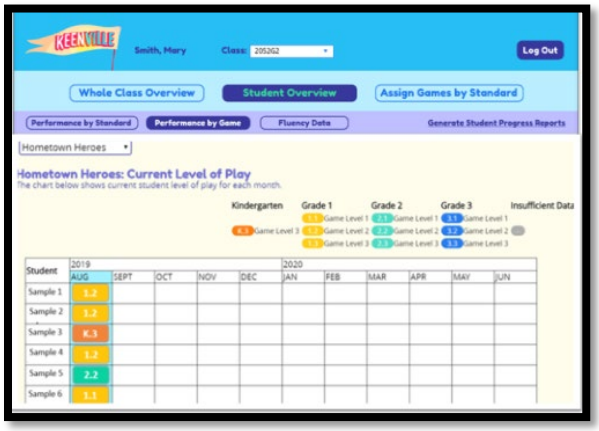
Performance by Game

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

This data view allows the teacher to view performance results by assigned game. *Note: Data populated in **Performance by Game** is based on completed rounds of play and displays the student's current grade and level of play for each game (e.g, at the current time the student is playing in grade 2 level 1 within a specific game).*



Click "Performance by Game" to display student reports.

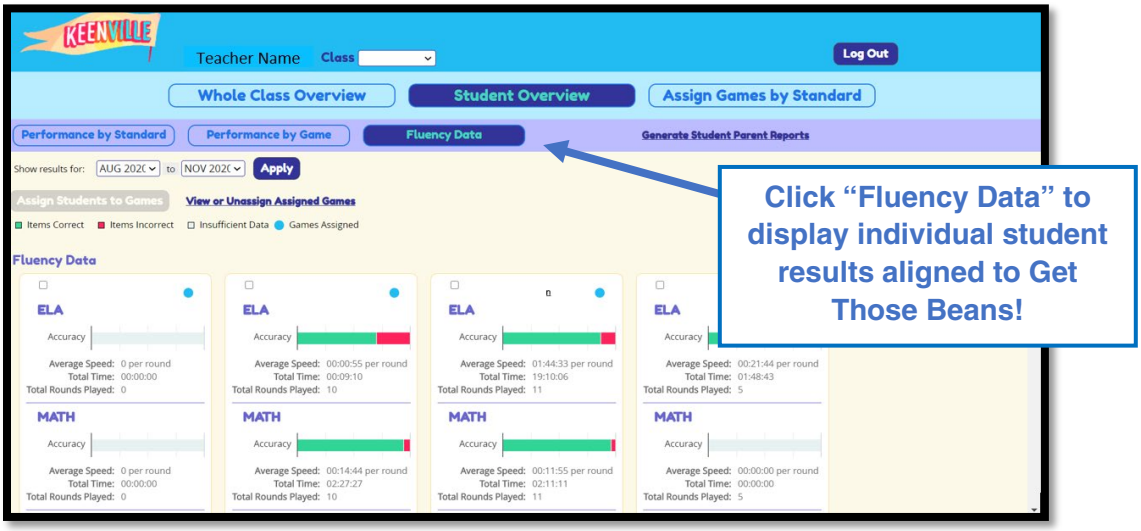


In the example below, the Grade 1 students were assigned Hometown Heroes in August. Students began playing the game at Grade 1 Level 1 and proceeded to move up or down the levels based on their performance. The results indicate that Sample Students 1, 2, and 4 are currently playing at Grade 1 Level 2.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

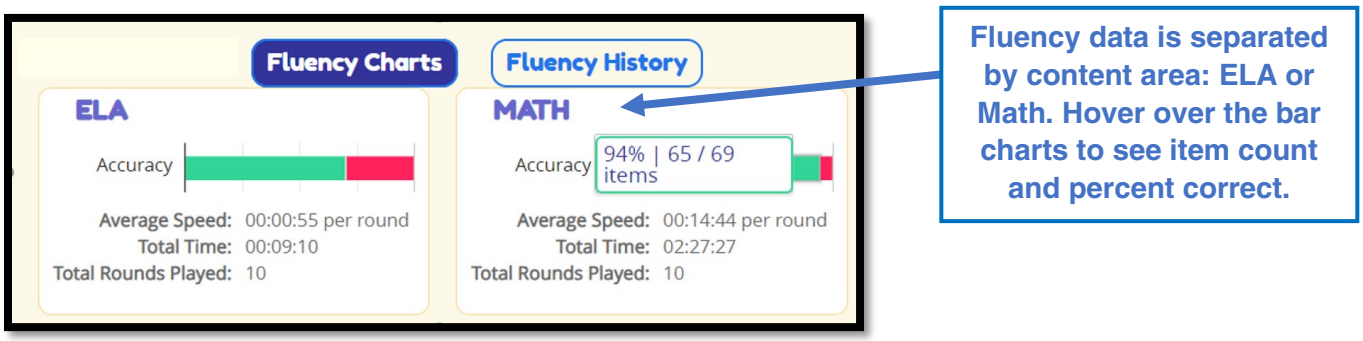
Fluency Data

Fluency data is associated with student play within the Get Those Beans! games only. Performance data for Get Those Beans! does not populate to any of the dashboard views previously discussed. Due to the unique nature of the fluency games, a separate data display is provided. Fluency data is only associated with individual student performance and, therefore, teachers much utilize the **Student Overview** tab to view the performance data. Within this tab, teachers should:

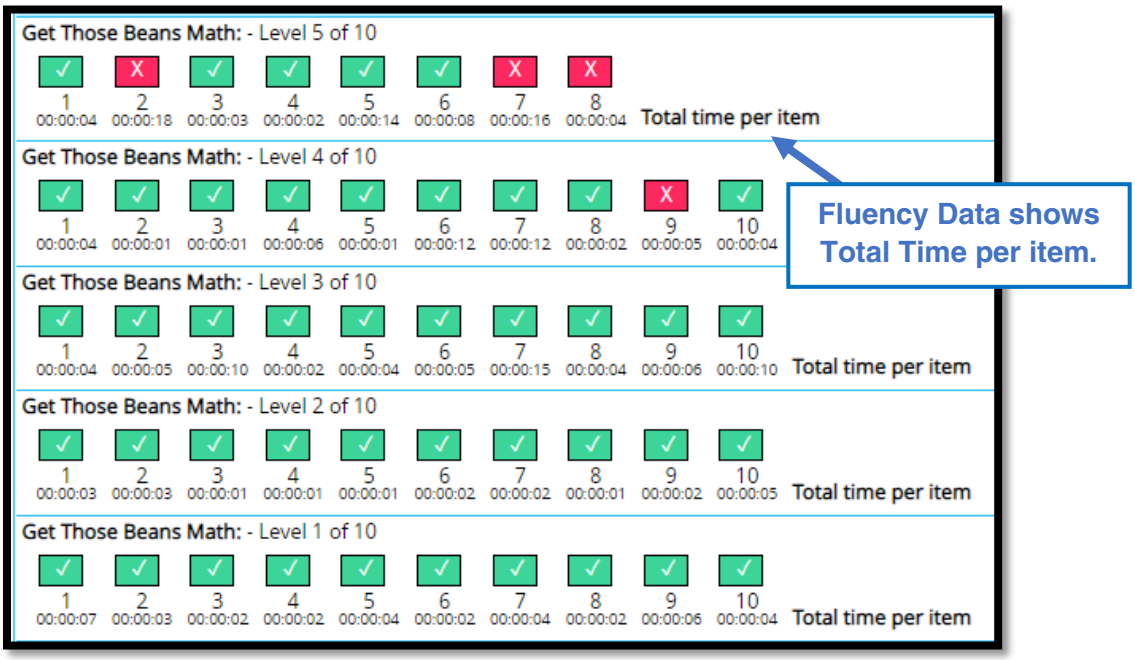
- Click on the **Fluency Data** button to view individual student performance for the entire class.
- **Fluency data** is displayed in bar charts based on completed rounds of play.
- **Fluency Data** is separated by content areas: ELA and Math.
- **Accuracy** is the percent of items answered correctly within a completed round of play.
- **Time** is reported as Average Speed within a completed round of play and Total Time playing in the specific content area.
- **Total Rounds of Play** is also displayed by content area.



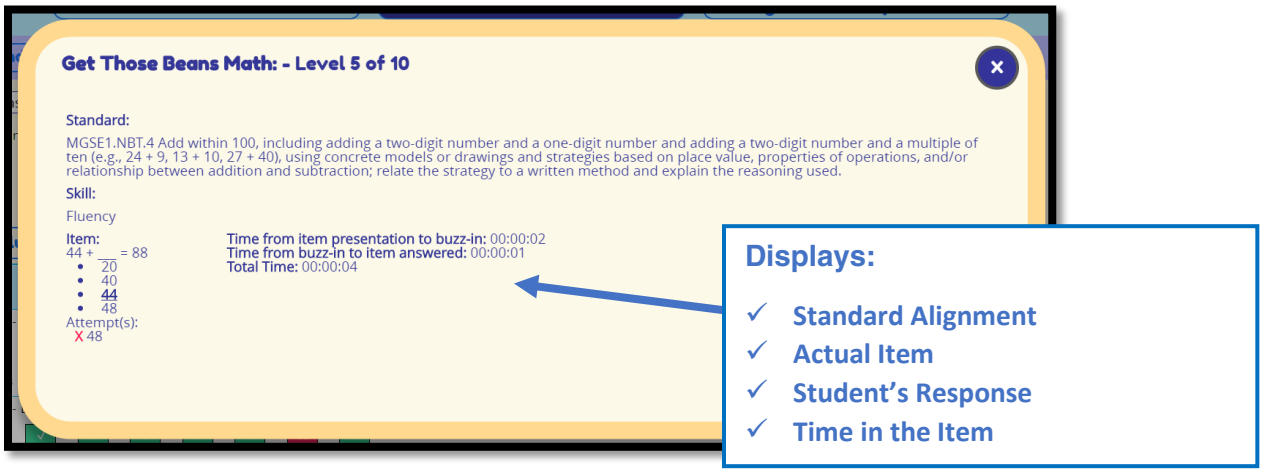
Teachers may view a student's fluency history by clicking on the student's name and then clicking on the **Fluency History** button.



Fluency History shows each item attempted and whether the student answered the item correctly or incorrectly. In this example, the student played five rounds within one session of play. The teacher can see that the student was able to easily navigate through four rounds of play before hitting a roadblock at Level 5. To further investigate the items, the teacher could click each item to reveal a popup box.

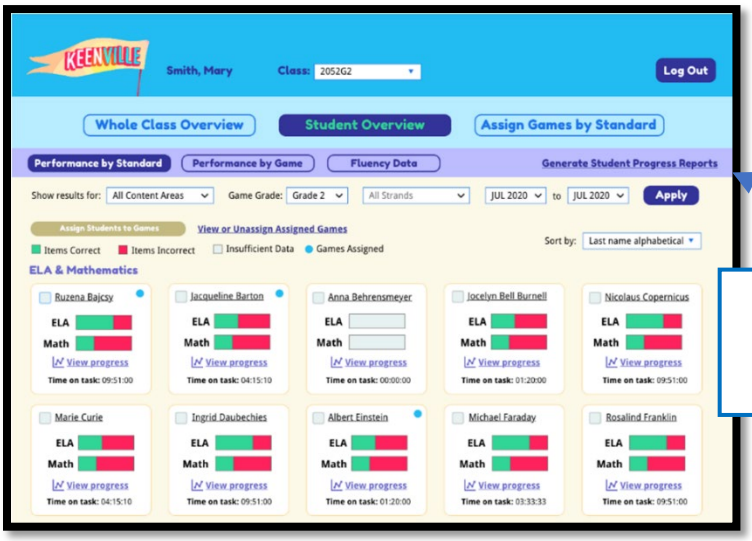


Within the **popup box,** the teacher can view the actual question, the standard alignment, the student's response, and time in the item. This item analysis may be helpful for teachers when creating needs-based groups.



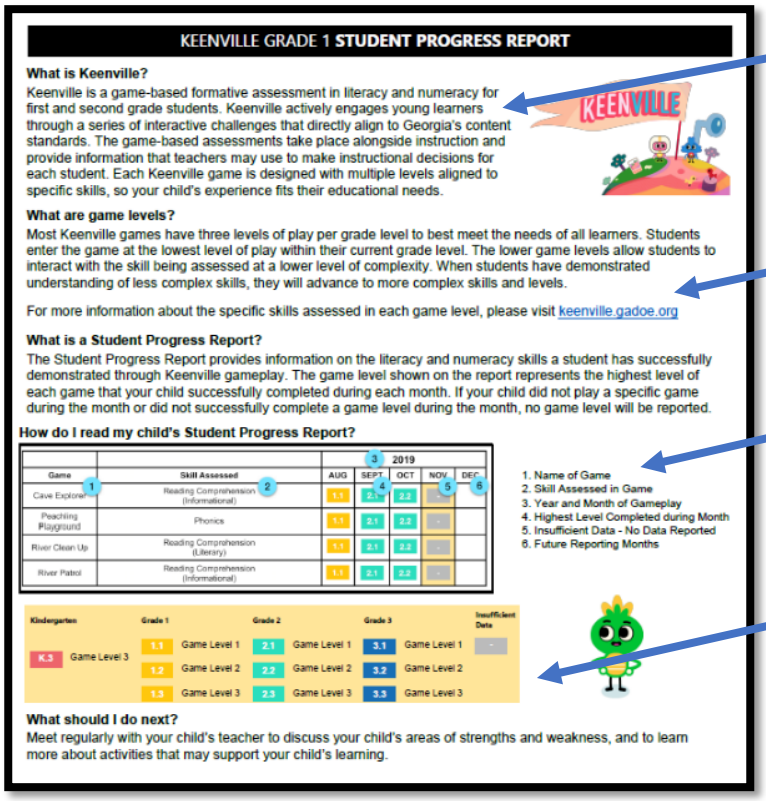
Student Progress Report

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



Click "Generate Student Progress Reports" to display student reports.

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



Page 1 of the Student Report provides a description of Keenville, the game levels, and how to read the report.

Visit the Keenville website for more information for Parents.

The list provides understanding of how to read the report.

The key helps identify student grade and game levels.

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

Below is an example of a first-grade student's progress report. This report displays the student's highest level successfully completed for each game during the month. Successful completion is defined as completing a round of play with 80% or more of the questions answered correctly. If a student is inactive in a game during a month, the report will show a gray box to indicate insufficient data.

Note: Data populated to the Student Progress Report is based on successfully completing rounds of play at 80% or higher. If a student is playing in a game but has not successfully completed a round with 80% or higher, the report will display "insufficient data."

Skills assessed in the games are listed in each report, by game.

Math and ELA games are listed separately on each report.

Grade and game levels are reported at end of month.

KEENVILLE GRADE 1 **STUDENT PROGRESS REPORT**

MATHEMATICS

		2019					2020					
Game	**Skill Assessed**	**AUG**	**SEPT**	**OCT**	**NOV**	**DEC**	**JAN**	**FEB**	**MAR**	**APR**	**MAY**	**JUN**
Cloud Hopper	Reading and Writing Numerals	1.1	1.2	-	2.1	-	-	-	-	-	-	-
Treat Factory	Data (Graphs)	1.1	-	1.3	-	-	-	-	2.1	1.3	-	-
Farmer's Market	Money	-	1.2	1.3	1.2	-	-	2.2	-	-	-	-
Keenville Sheriff	Word Problems	-	-	-	-	1.2	-	2.1	-	-	-	-
High-Rise Builders	Addition and Subtraction	-	-	-	1.2	2.1	-	-	2.2	-	-	-
Captain Peachbeard	Addition and Subtraction	-	-	-	1.1	-	-	-	-	1.3	2.1	-
River Tubing Mathematics	Adding and Subtracting	-	-	-	-	-	-	1.1	1.2	-	-	1.3
Carnival Time	Time	-	-	-	-	-	-	-	1.1	1.2	-	-
Bargain Hunters	Measurement	-	-	-	-	-	-	-	1.3	-	2.1	-
Peachling Gym	Comparing Numbers	-	-	-	-	-	-	-	-	1.1	1.2	-
Peachling Cafe	Place Value	-	-	-	-	-	-	-	-	1.3	-	-
Guitar Maker	Shapes	-	-	-	-	-	-	-	-	-	1.1	2.1

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

For more information about the specific skills assessed in each game,

KEENVILLE GRADE 1 **STUDENT PROGRESS REPORT**

ENGLISH LANGUAGE ARTS

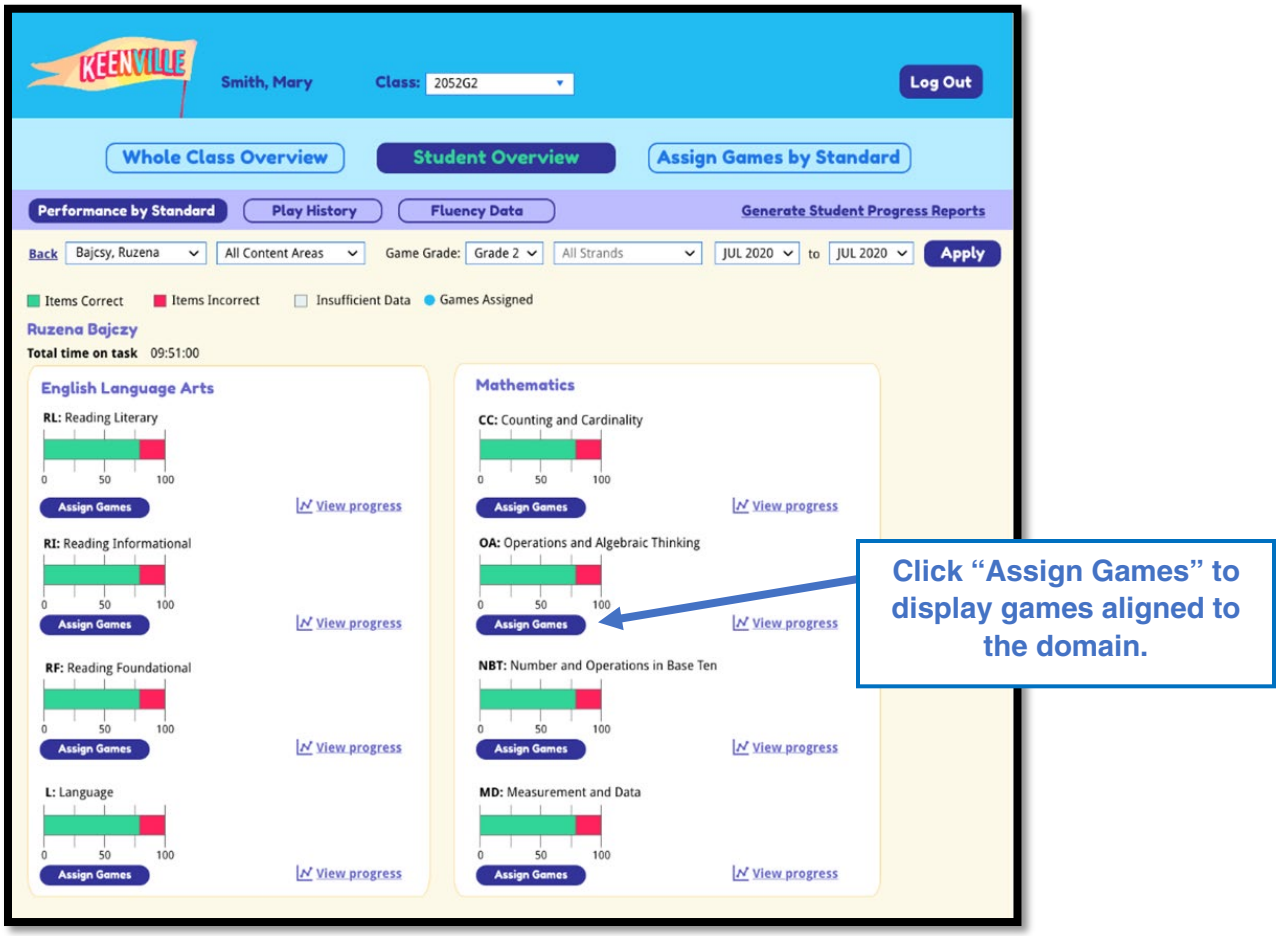
		2019					2020					
Game	**Skill Assessed**	**AUG**	**SEPT**	**OCT**	**NOV**	**DEC**	**JAN**	**FEB**	**MAR**	**APR**	**MAY**	**JUN**
Harbor Phonics	Phonics and Word Recognition	1.1	-	1.2	-	-	-	2.1	-	-	-	-
Museum of Mysteries	Phonics and Word Recognition	-	1.1	-	-	1.2	1.3	-	-	-	-	-
Peachling Playground	Phonics and Word Recognition	-	-	1.1	1.2	-	-	1.3	-	2.1	2.2	-
Downhill Skiing	Vocabulary Acquisition	-	-	-	-	-	1.1	1.2	-	-	-	2.1
Junkbot	Vocabulary Acquisition	-	-	-	-	-	-	-	1.1	-	1.3	-
Classroom Detective	Reading: Literary	-	-	1.1	1.2	-	-	-	-	-	-	-
Hometown Heroes	Reading: Literary	1.2	1.3	-	-	-	-	-	-	-	1.2	-
Peachy Acres Farm	Reading: Literary	-	-	-	-	1.1	-	1.2	-	-	-	-
River Clean Up	Reading: Literary	-	-	-	-	-	-	-	1.2	1.3	2.1	-
Cave Explorer	Reading: Informational	1.1	1.2	-	-	1.3	-	-	-	-	-	-
Keenbot	Reading: Informational	-	-	-	-	-	-	-	1.1	1.2	-	1.3
Island Adventure	Reading: Informational	-	-	1.2	2.1	-	-	-	-	-	-	-
River Patrol	Reading: Informational	-	-	-	-	-	1.1	-	1.3	2.2	-	-
Swamp Explorer	Reading: Informational	-	-	-	1.1	1.2	1.3	-	-	-	-	-

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

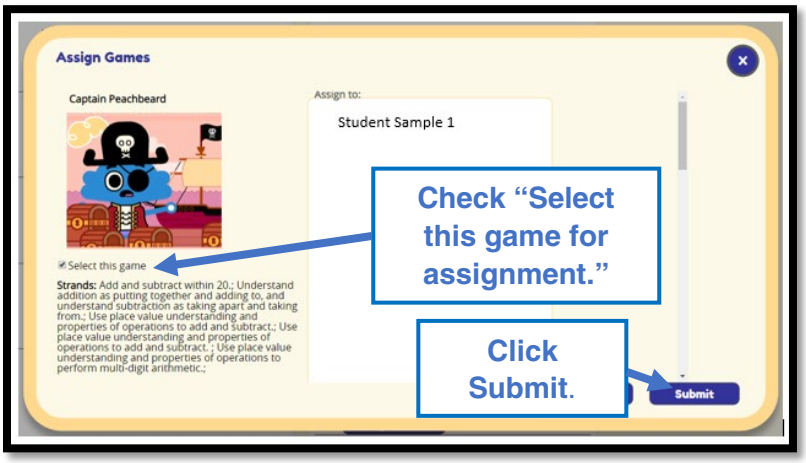
The key helps identify student grade and game levels.

Assign Games using Data Results

Within the Student Overview, teachers can assign games based on student performance data. After selecting an individual student in the Student Overview, click on the Assign Games button below the bar graph of the domain for which games need to be assigned.

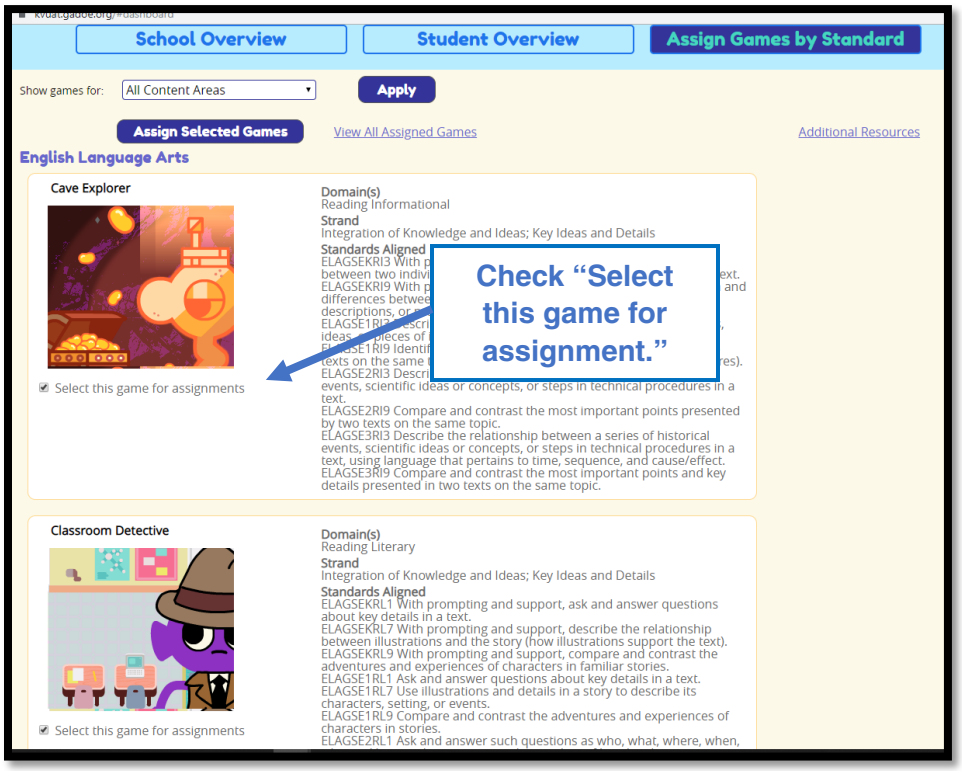


A list of games aligned to the selected domain will be displayed. Check "Select this game" located below the game icon to assign a game and click the Submit button.

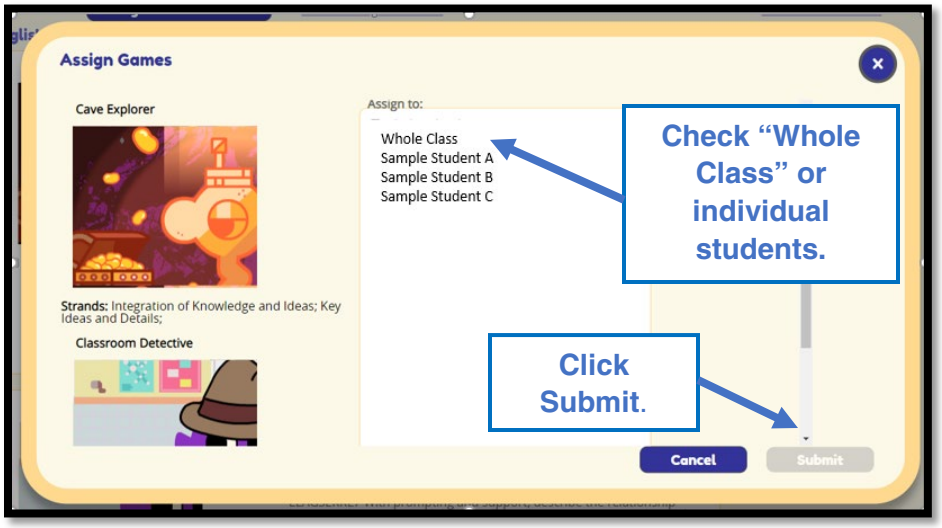


Assign Games by Standard

Teachers can assign games based on the content standards aligned to current instruction by using the Assign Games by Standard tab. After clicking Assign Games by Standard, scroll to find the game that aligns with the current instruction and click on “Select this game for assignment”. Then scroll back to the top of the page and click on the “Assigned Selected Games” button to assign the game. More than one game can be assigned, as appropriate.



Next, select the students (or whole class) to which the game should be assigned and click Submit.



Summary of Dashboard Data Views

The Keenville Dashboard offers many paths for analyzing, filtering, and sorting student performance data. Each path has been described in detail earlier in this guide, and a comparison of the various paths is included in the table below.

Data View	Displays Data at the Item Level	Displays Data for Completed Rounds of Play	Displays Student's Current Level of Play	Displays Student's Highest Level Successfully Completed	Populates in Real Time	Populates at End of Month	Archives Results at End of Month
Teacher Assigned Games							
Donut Charts (Whole Class Overview)		✓			✓		✓
Bar Charts (Student Overview)		✓			✓		✓
Performance by Game		✓	✓		✓		✓
Play History	✓		✓		✓		✓
Student Progress Report		✓		✓		✓	✓
Fluency Games (Get Those Beans!)							
Fluency Data		✓			✓		✓
Fluency History	✓		✓		✓		✓

- **Displays data at the item level:** These views include performance on individual items within a game.
- **Displays data for completed rounds of play:** These views display data only from completed rounds of play. If students exit a game before completing a round, no data will appear in these views for the items completed.
- **Displays student's current level of play:** These views display the grade and game level in which the student is currently playing.
- **Displays student's highest level successfully completed:** This view displays the highest level a student successfully completed in a game. Successful completion is defined as completing a round of play with 80% or more of the questions answered correctly.
- **Populates in real time:** Results are populated to these dashboard views immediately.
- **Populates at end of month:** Results are populated only at the end of the month.
- **Archives results at end of month:** Results for each month are archived and remain available to show student progress.

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