# Table of Contents

Introduction..............................................................................................................................................3
Where do I begin? ........................................................................................................................................3
How will Keenville work with my current instructional plan? .................................................................4
How often should my students interact with Keenville challenges? .....................................................5
What will the data tell me about my class as a whole? .............................................................................5
What will the data tell me about my individual students? ......................................................................7
How will I use the data to guide my instruction and enhance student learning? ...............................9

## Using Keenville in the Classroom.........................................................................................................10

  - Before Instruction..................................................................................................................................10
  - During Instruction....................................................................................................................................10
  - After Assessment.....................................................................................................................................11

Communicating Student Performance Results to Parents or Guardians..............................................11
Introduction

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

Where do I begin?

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

Go to the Teacher Dashboard:

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

Use your current curriculum or the state curriculum maps to determine which games align to your plan. To help with aligning Keenville to your instructional plan, we have aligned Keenville challenges to the units of study using the state curriculum maps. You can find these maps at keenville.gadoe.org in the resource section.
How often should my students interact with Keenville challenges?

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

Teachers should use their professional judgement and knowledge of their students to schedule Keenville gameplay as appropriate to formatively assess where their students are in the instructional process. A student who is struggling with a skill when working in a small group may not be ready for assessment, while another student may need to be assessed right away to determine the next steps in his or her instruction. The teacher dashboard provides options for teachers to assign games to individual students or to an entire class.

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

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

To see whole class performance results, click on the Whole Class Overview tab. Click on a donut chart to drill down in the data results.
To assign games to the whole class, simply click on the Assign Games button located under the donut chart. A popup window will populate showing the games aligned to the chosen domain, strand/cluster, and standard level. Here, the teacher clicked Assign Games at the standard MGSE1.NBT.1 and Cloud Hopper populated as an aligned game.

Click on donut chart again to drill down further in the data results. One click at the domain level, reveals the strands/clusters aligned to the domain.

Another click on the donut chart reveals the standard level data aligned to the strand/cluster. Now, teachers can review standard level data and make further instructional decisions.

And, one final click will reveal the standard level data aligned to the assigned games. Once students interact with the games assigned, the data will populate at the game level.
What will the data tell me about my individual students?

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

Then, click on a student’s name or the performance bars to reveal all content area data. **Note:** Domain and strand data can also be filtered for all students using the drop-down boxes within the header. Once clicked, the new data view reveals the student’s strengths and weaknesses aligned to the Number and Operations in Base Ten domain. To further investigate, use the dropdown boxes located in the header to view cluster level data aligned to the domain. Choose a cluster of concern to see standard level data results. By drilling down to the standard level, the data shows that this student may need further instruction in the standard MGSE1.NBT.1
To review specific game data aligned to MGSE1.NBT.1, click on bar chart once again. This view will show the game alignment. All games aligned to the standard will display. To drill down on the student’s specific data aligned to the game and standard, click in the bar chart one last time to display the student’s play history results. Play History results show the item level data. Teachers may also click in each item to reveal the actual item presented to the student.
How will I use the data to guide my instruction and enhance student learning?

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

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

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

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

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

Communicating Student Performance Results to Parents or Guardians

Communicating student results to parents and guardians is an important part of the learning process. Within the Student Overview tab is the Student Progress Report. The first page of the report provides a summary of the report details for easy communication with parents or guardians.
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 in mathematics. This report displays the student’s highest level of achievement in each game at the end of each month. Achievement is defined as completing a level of play with 80% or more of the questions answered correctly. If a student is inactive in a game during a month, the report will show a gray box to indicate insufficient data.