Keenville
Pre-Administration Webinar
July 27, 2022
Test Development Team

• Contact Information

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Visit our assessment website @ testing.gadoe.org for more information about Georgia Assessments.
Today's Training: Purpose

- Today’s webinar is designed to provide an overview of Keenville to only system and school leaders who will support first and second grade teachers in the implementation of Keenville.

- This training is NOT intended for first and second grade teachers. Training materials and online modules are available to assist you in redelivering training to teachers.
Agenda

• Overview of Keenville
• Keenville Training
• Keenville Resources
• Reminders & Key Dates
• Contact Information
Welcome to Keenville!

- Keenville is Georgia’s game-based formative assessment in literacy and mathematics for first and second grade students.

- Keenville is accessible via the Statewide Longitudinal Data System (SLDS).

Keenville Homepage
Keenville Overview

• The Keenville formative assessment platform:
  • Provides the opportunity to integrate assessment alongside teaching and learning;
  • Supports and empowers educators with interactive dashboards and real-time data;
Keenville Overview

• The Keenville formative assessment platform:
  
• Encourages differentiated instruction for all students, whether they are struggling, on-grade-level, or advanced; and

• Hooks students into the fun of learning!
The purpose of Keenville is to:

**Provide**

educators a formative measure on essential literacy and numeracy skills in the early grades.

**Promote**

teaching and learning by guiding differentiated instructional practices to maximize student learning.

**Engage**

young learners through a series of interactive challenges that directly align to Georgia content standards.
What Keenville IS NOT:

Keenville is not designed to be an instructional tool.

Keenville should not be considered or used as a tool for accountability or high-stakes purposes.

Keenville data should not be used to prevent student entry to a subsequent grade level.
Preparing for Keenville

Depending on the student’s ability, a round or two of play will take about 15-20 minutes to complete.

It is recommended that students play in Keenville at least once a week for each game assigned.

Students can interact in Keenville games in the classroom during small group rotations or as a whole class in a computer lab.
How Are Students Assessed?

Game-based formative assessment

Before Instruction: Teachers determine the game that aligns to instruction.

During/After Instruction: Teachers assign games to students.

Teachers use real-time data to make instructional decisions.

Teachers share student learning and growth with parents.
## Keenville Games – ELA

<table>
<thead>
<tr>
<th>Game</th>
<th>Grade(s)</th>
<th>Skills Assessed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Harbor Phonics</td>
<td>1 and 2</td>
<td>Phonics &amp; Word Recognition</td>
</tr>
<tr>
<td>Museum of Mysteries</td>
<td>1 and 2</td>
<td>Phonemic Awareness, Phonics &amp; Word Recognition</td>
</tr>
<tr>
<td>Peachling Playground</td>
<td>1 and 2</td>
<td>Phonics &amp; Word Recognition</td>
</tr>
<tr>
<td>Get Those Beans!</td>
<td>1 and 2</td>
<td>Phonics &amp; Word Recognition – Mini-Game</td>
</tr>
<tr>
<td>Space Train (NEW)</td>
<td>1 and 2</td>
<td>Phonics &amp; Word Recognition – Mini-Game</td>
</tr>
<tr>
<td>Downhill Skiing</td>
<td>1 and 2</td>
<td>Vocabulary Acquisition and Use</td>
</tr>
<tr>
<td>Junkbot</td>
<td>1 and 2</td>
<td>Vocabulary Acquisition and Use</td>
</tr>
<tr>
<td>Classroom Detective</td>
<td>1 and 2</td>
<td>Reading Literary</td>
</tr>
<tr>
<td>Hometown Heroes</td>
<td>1 and 2</td>
<td>Reading Literary</td>
</tr>
<tr>
<td>Peachy Acres Farm</td>
<td>1 and 2</td>
<td>Reading Literary</td>
</tr>
<tr>
<td>River Clean-Up</td>
<td>1 and 2</td>
<td>Reading Literary</td>
</tr>
<tr>
<td>Up the Beanstalk</td>
<td>2</td>
<td>Reading Literary</td>
</tr>
<tr>
<td>Cave Explorer</td>
<td>1 and 2</td>
<td>Reading Informational</td>
</tr>
<tr>
<td>Keenbot</td>
<td>1 and 2</td>
<td>Reading Informational</td>
</tr>
<tr>
<td>Island Adventure</td>
<td>1 and 2</td>
<td>Reading Informational</td>
</tr>
<tr>
<td>River Patrol</td>
<td>1 and 2</td>
<td>Reading Informational</td>
</tr>
<tr>
<td>Swamp Explorer</td>
<td>1 and 2</td>
<td>Reading Informational</td>
</tr>
<tr>
<td>Keenville Action News</td>
<td>2</td>
<td>Reading Informational</td>
</tr>
</tbody>
</table>

Notice: 2 games are aligned to grade 2 only. This allows second grade students to interact with games that provide a bit more challenge as well as provide a new and fun game to keep students engaged in the fun of learning!
# Keenville Games – Math

<table>
<thead>
<tr>
<th>Games</th>
<th>Grade(s)</th>
<th>Skills Assessed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cloud Hopper</td>
<td>1 and 2</td>
<td>Reading and Writing Numerals</td>
</tr>
<tr>
<td>Treat Factory</td>
<td>1 and 2</td>
<td>Interpreting Data with Tables and Graphs</td>
</tr>
<tr>
<td>Farmers Market</td>
<td>1 and 2</td>
<td>Money</td>
</tr>
<tr>
<td>Keenville Sheriff</td>
<td>1 and 2</td>
<td>Solving Word Problems</td>
</tr>
<tr>
<td>High-Rise Builders</td>
<td>1 and 2</td>
<td>Solving Equations</td>
</tr>
<tr>
<td>Captain Peachbeard</td>
<td>1 and 2</td>
<td>Addition and Subtraction</td>
</tr>
<tr>
<td>River Tubing</td>
<td>1 and 2</td>
<td>Addition and Subtraction</td>
</tr>
<tr>
<td>Get Those Beans!</td>
<td>1 and 2</td>
<td>Addition and Subtraction – Mini-Game</td>
</tr>
<tr>
<td>Carnival Time</td>
<td>1 and 2</td>
<td>Telling Time</td>
</tr>
<tr>
<td>Bargain Hunters</td>
<td>1 and 2</td>
<td>Measurement</td>
</tr>
<tr>
<td>Peachling Gym</td>
<td>1 and 2</td>
<td>Comparing Numbers using &lt;, &gt;, &amp; =</td>
</tr>
<tr>
<td>Peachling Café</td>
<td>1 and 2</td>
<td>Place Value</td>
</tr>
<tr>
<td>Guitar Maker</td>
<td>1 and 2</td>
<td>Shapes</td>
</tr>
<tr>
<td>Ski Lodge</td>
<td>2</td>
<td>Interpreting Data with Line Plots</td>
</tr>
<tr>
<td>Lunch Munch</td>
<td>2</td>
<td>Fractional Parts to Whole</td>
</tr>
<tr>
<td>Intergalactic Fair</td>
<td>2</td>
<td>Using Repeated Addition</td>
</tr>
</tbody>
</table>

There are 3 mathematics games reserved for grade 2 only. This allows second grade students to interact with skills that challenge them and provide new game interactions that will surely keep them motivated to show what they know and can do!
Keenerville Fits the Instructional Plan

<table>
<thead>
<tr>
<th>Mathematics - First Grade Curriculum Map</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Unit 1</strong></td>
</tr>
<tr>
<td>Creating Routines Using Data</td>
</tr>
<tr>
<td>MGSE1.NBT.1 Cloud Hopper</td>
</tr>
<tr>
<td>MGSE1.NBT.7 Farmers Market</td>
</tr>
<tr>
<td>MGSE1.MD.4 Treat Factory</td>
</tr>
<tr>
<td>MGSE1.MD.4 Treat Factory</td>
</tr>
</tbody>
</table>

We aligned Keenerville games to the units of study within the state curriculum maps. You can access these maps here:

Keenerville Alignment to Curriculum Maps
Keenville Fits the Instructional Plan

We aligned Keenville games to the units of study within the state curriculum maps. You can access these maps here:

Keenville Alignment to Curriculum Maps
Prepare students for success!
Questions?

Let’s pause and answer any questions you have about Keenville so far. Please use the live link to enter questions into the form.
## Interactive Dashboards: The Leader Dashboard

<table>
<thead>
<tr>
<th>Dashboard Function</th>
<th>School Leader</th>
<th>District Leader</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>View Student Performance by:</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>District</td>
<td></td>
<td>X</td>
</tr>
<tr>
<td>School</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Grade</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Class</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Individual Student</td>
<td>X</td>
<td>X</td>
</tr>
</tbody>
</table>
## Interactive Dashboards: The Leader Dashboard

<table>
<thead>
<tr>
<th>Dashboard Function</th>
<th>School Leader</th>
<th>District Leader</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>View Data Results by:</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Domain</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Strand/Cluster</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Standard</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Game</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td><strong>Other:</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Assign Games by Data Results</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>Assign Games by Standard</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>View Games by Standard</td>
<td></td>
<td>X</td>
</tr>
</tbody>
</table>

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*Richard Woods, Georgia’s School Superintendent | Georgia Department of Education | Educating Georgia’s Future*
Interactive Dashboards: Performance Data

- Interactive dashboards provide real-time data to help guide instruction and enhance instructional practices.
Interactive Dashboards: Performance Data

• Interactive dashboards provide real-time data to help guide instruction and enhance instructional practices.
Interactive Dashboards: Drill Down Technique

To review an individual student’s data, click in the bar charts. The drill down technique works with all data views. Keep clicking to get to the most granular data results.
Interactive Dashboards: Drill Down Technique
Questions?

Let’s pause and answer any questions you have about Keenville so far. Please use the live link to enter questions into the form.
Professional Learning Course in Georgia Learns

Register for and complete the PL course in Georgia Learns to earn your Keenville badge.
Keenville Course in Georgia Learns

- Keenville Course topics in Georgia Learns includes:
  - Introduction to Keenville
    - Keenville: The Student Experience
    - Get Those Beans! Mini-Game for ELA and Math
    - Space Train Mini-Game for ELA
  - Introduction to ELA Games
    - Overview videos for each ELA game
  - Introduction to Math Games
    - Overview videos for each math game
  - Introduction to Teacher Dashboard
    - Introduction
    - Whole Class Overview
    - Student Overview
    - Assigning Games
  - Introduction to District and School Leader Dashboards
  - Introduction to Using Keenville Data to Guide Instruction

How to Register for Keenville Course in Georgia Learns
Keenville Educator Resources

✓ Keenville User Guide
  ✓ Part 1: Introduction to Keenville
  ✓ Part 2: English Language Arts Games
  ✓ Part 3: Mathematics Games
  ✓ Part 4: Teacher Dashboard
  ✓ Part 5: District and School Leader Dashboards
  ✓ Part 6: Using Keenville Data to Guide Instruction

Keenville Educator Resources
Keenville Educator Resources

✓ Keenville Alignment to Curriculum Maps
  ✓ Grade 1: English Language Art
  ✓ Grade 2: English Language Art
  ✓ Grade 1: Mathematics
  ✓ Grade 2: Mathematics

Keenville Educator Resources
Keenville Parent Resources: User Guides
### Keenville Parent Resources: Skills Assessed

#### 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**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Game Level 1</th>
<th>Game Level 2</th>
<th>Game Level 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kindergarten</td>
<td>NA</td>
<td>NA</td>
<td>Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on kindergarten reading and content (e.g., ed, er, in, on, up, at, use).</td>
</tr>
<tr>
<td>Grade 1</td>
<td>using frequently occurring affixes to determine the meaning of a word (e.g., by, pre-, anti-, un-, etc.)</td>
<td>using frequently occurring affixes to determine the meaning of a word (e.g., by, pre-, anti-, un-, etc.)</td>
<td>using content-level context to determine the meaning of a word or phrase.</td>
</tr>
<tr>
<td>Grade 2</td>
<td>Determine or clarify the meaning of unknown and multiple-meaning words and phrases using known words.</td>
<td>by using the root word as a clue to provide meaning of an unknown word with the same root.</td>
<td>by using content-level context to determine the meaning of a word or phrase.</td>
</tr>
<tr>
<td>Grade 3</td>
<td>Determine or clarify the meaning of unknown and multiple-meaning words and phrases.</td>
<td>by using the root word as a clue to provide meaning of an unknown word with the same root.</td>
<td>by using content-level context to determine the meaning of a word or phrase.</td>
</tr>
</tbody>
</table>

#### Cloud Hopper

In Cloud Hopper, students use their numeracy skills to collect all the numbers floating above Keenville. This game focuses on building numeracy skills by encouraging students to identify numbers represented in multiple ways.

**Skills Assessed by Game Level**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Game Level 1</th>
<th>Game Level 2</th>
<th>Game Level 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kindergarten</td>
<td>NA</td>
<td>NA</td>
<td>Represent numbers from 0 – 20 with written numerals, sets of objects, base ten blocks, and number lines.</td>
</tr>
<tr>
<td>Grade 1</td>
<td>Represent numbers up to 100 with written numerals, sets of objects, base ten blocks (pictures only), and number lines.</td>
<td>Represent numbers up to 100 with written numerals, sets of objects, base ten blocks (pictures only), and number lines.</td>
<td>Represent numbers up to 1,000 with written numerals, base ten blocks (pictures or written form), and number lines.</td>
</tr>
<tr>
<td>Grade 2</td>
<td>Represent numbers up to 200 with written numerals, sets of objects, base ten blocks (pictures or written form), and number lines.</td>
<td>Represent numbers up to 400 with written numerals, base ten blocks (pictures or written form), number lines, number names, and expanded form (with non-zero digits).</td>
<td>Represent numbers up to 1,000 with written numerals, base ten blocks (pictures or written form), number lines, number names, and expanded form.</td>
</tr>
</tbody>
</table>

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*Georgia Department of Education*
Keenville Parent Resources: Videos

Keenville
How to Interpret the Student Progress Report

Keenville
An Overview for Parents

Keenville Parent Resources
Keenville Parent Resources: Flyer

Navigating the Keenville World

When the Keurm Avatar’s home, the player can use books to buy items to decorate the house, add a room or yard, visit the Keenville Games to purchase vehicles, or play mini-games, Get Throve Beans! and Space Trash, freeplay games that players can play anytime they choose, without being assigned to them.

When players exit the Home and enter the world of Keenville, they can navigate to an assigned game by walking the world paths or by fast traveling to a game via the pop-up map. The map displays assigned games with a gold star. Touchscreen determine the number of assigned games, so games available will change based on the teacher’s assignments. Players will click on the star to reveal the game name and click Travel to fast-travel to the game.

The Problem to Solve

Background Story

Navigating the Keenville Games

When players navigate to the game, they can click Icon to enter the game. Once entering the game, the player will be provided the Keurm’s problem to help solve. They should click Start to play the game and help solve the Keurm’s problem. Click Yes Thanks, to exit the game area.

The End of a Round of Play

At the end of the level of play, players will receive Bean Reward based on their work in the game. When the Bean Reward is displayed, note this is a good time to reset playing, especially if time is limited. Players should click Ok to receive the bean reward and then will be asked if they want to Play Again. Click No Thanks to end play, or click Play Again to play another round of play. Note: if players proceed in the game and do not complete the level, they will start over at the beginning of the level when returning to play the game.

The Navigation Button

Players have access to the Navigation Button in areas of game play. The Navigation Button allows players to Exit Activity, Go Home, or Exit Keenville. Players can also add the game and world settings by clicking on the box next to Music or Sound Effects. Players can add the music and sound effects, as needed, throughout the entire Keenville experience.
Questions?

Let’s pause and answer any questions you have about Keenville so far. Please use the live link to enter questions into the form.
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).

• All Keenville users, including students, will need access to the district’s Student Information System (SIS).
  • Single Sign-On solutions such as ClassLink and Clever, can be used to simplify the login process.
  • Another option is to use a short, memorable login such as the student’s lunch code.
Verifying Identity in the Application

• Students, teachers, and leaders can confirm their name before entering the Keenville application.

• During gameplay, students can verify their name via the navigation button as well as adjust music and sound effects to their comfort level.
Keenville Class Rosters

- Classroom rosters and user access at the classroom level is determined by submitting and maintaining accurate rosters via Student Class.
- Keenville classroom rosters are determined by specific course codes.
- Roster end dates also impact Keenville access.
  - It is recommended that roster end dates are set as the last day of the school year to ensure that Keenville rosters remain populated throughout the year.

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>23</td>
<td>English language arts</td>
</tr>
<tr>
<td>27</td>
<td>Mathematics</td>
</tr>
<tr>
<td>11</td>
<td>Computer science</td>
</tr>
<tr>
<td>35</td>
<td>Computer literacy</td>
</tr>
<tr>
<td>50</td>
<td>Media arts</td>
</tr>
<tr>
<td>55</td>
<td>ESOL</td>
</tr>
<tr>
<td>71</td>
<td>Gifted</td>
</tr>
<tr>
<td>80</td>
<td>Library science</td>
</tr>
</tbody>
</table>
Class Roster / Ingestion Process

Student has Access to Keenville

- District submits & maintains current rosters via Student Class
- Keenville ingests rosters submitted by GaDOE, nightly.
- GaDOE ingests rosters submitted to Student Class, Nightly.
- GaDOE sends Grade 1 and 2 rosters to Keenville
Class Roster / Ingestion Process

Student has Access to Keenville

GaDOE ingests rosters submitted to Student Class, Nightly.

GaDOE sends Grade 1 and 2 rosters to Keenville

Keenville ingests rosters submitted by GaDOE, nightly.

District submits & maintains current rosters via Student Class

Student and/or teacher will receive a login error due to roster ingestion break.
Assigning Roles in Keenville

• As an application intended for a unique distinct group of users, teachers and administrators will need to be provisioned for Keenville within SLDS.

• Provisioning user roles and assigning logins and passwords for users is the responsibility of the local district.

• The following document provides more information regarding adding Keenville roles within SLDS:

Adding Roles to Keenville
Keenville System Requirements

Windows 10+:
- Browsers:
  - Chrome – latest
  - Firefox – latest
  - Edge – latest

Mac OS 10.11+:
- Browsers:
  - Chrome – latest
  - Firefox – latest
  - Safari – latest

Chromebook:
- Chrome OS – latest
- Processor: 2+ Ghz
- RAM: 2+ GB
- Browser:
  - Chrome – latest

iPadPro+, iPad 5th Generation+, iPad Mini 4th Generation+:
- iOS10.3
- Browsers:
  - iOS Safari - latest
  - Chrome – latest

Android Tablet:
- Android 6.0+
- Processor: 1.5+ Ghz
- RAM: 2+ GB
- Browser:
  - Chrome – latest
Reminders & Key Dates

• Administration of Keenville is not mandated by the state.
  • Keenville is provided as a resource to all districts and is one option for meeting the requirement of formative assessments in first and second grades.

• Keenville is expected to be available on **August 1, 2022**.

• Class rosters should have **end dates** aligned to the district’s calendar year.

• Key dates for year-end reporting will be communicated via the Assessment Update newsletter.
For additional information and resources, visit keenville.gadoe.org
Questions?

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Visit our assessment website @ testing.gadoe.org for more information about Georgia Assessments.
Contact Information

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