

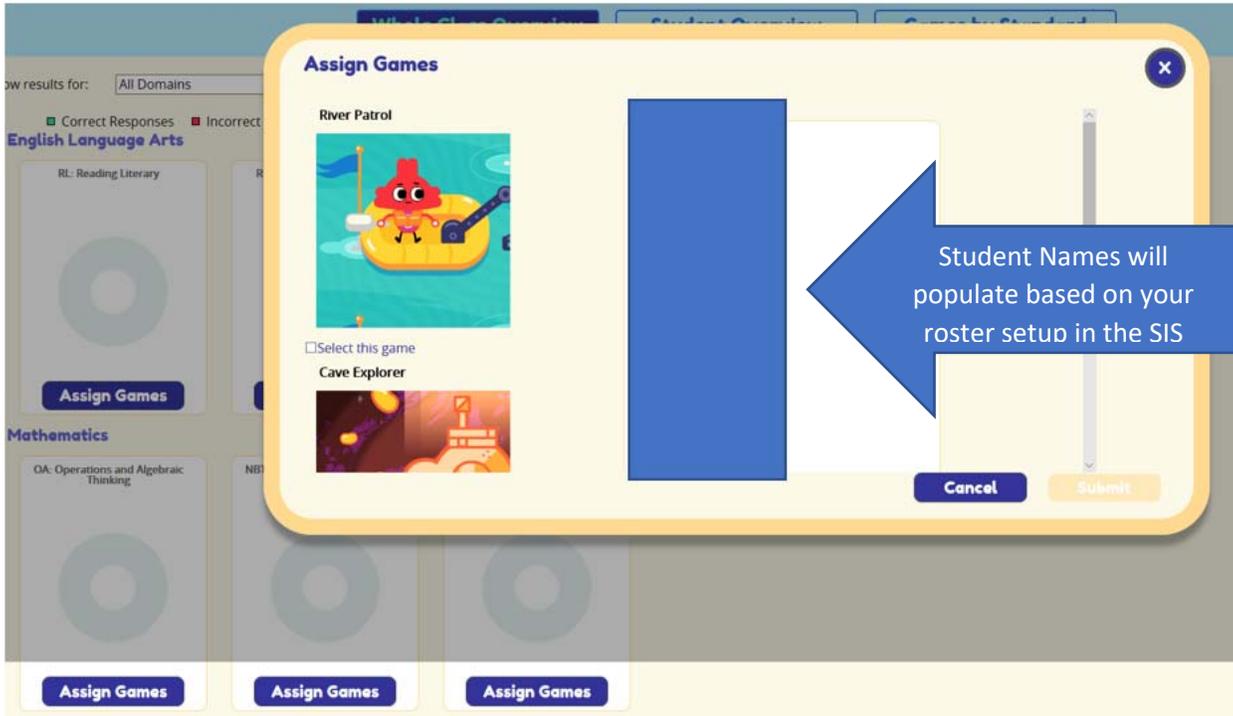
Sign in to the Keenville teacher dashboard and go to Whole Class Overview. Click on the “Assign Games” button under the domain aligned to the game you wish to assign.

The screenshot shows the 'Whole Class Overview' dashboard. At the top, there are three tabs: 'Whole Class Overview' (selected), 'Student Overview', and 'Games by Standard'. Below the tabs, there are filters for 'Show results for:' with dropdowns for 'All Domains', 'First Grade', and 'September 2018', followed by an 'Apply' button. Underneath, there are checkboxes for 'Correct Responses', 'Incorrect Responses', and 'No Data', along with a link 'View All Assigned Games'. The main content is divided into two sections: 'English Language Arts' and 'Mathematics'. Each section contains three cards representing different domains. Each card has a large circular graphic and an 'Assign Games' button at the bottom. A blue arrow points from the 'Assign Games by Domain' text to the 'Assign Games' buttons in the English Language Arts section.

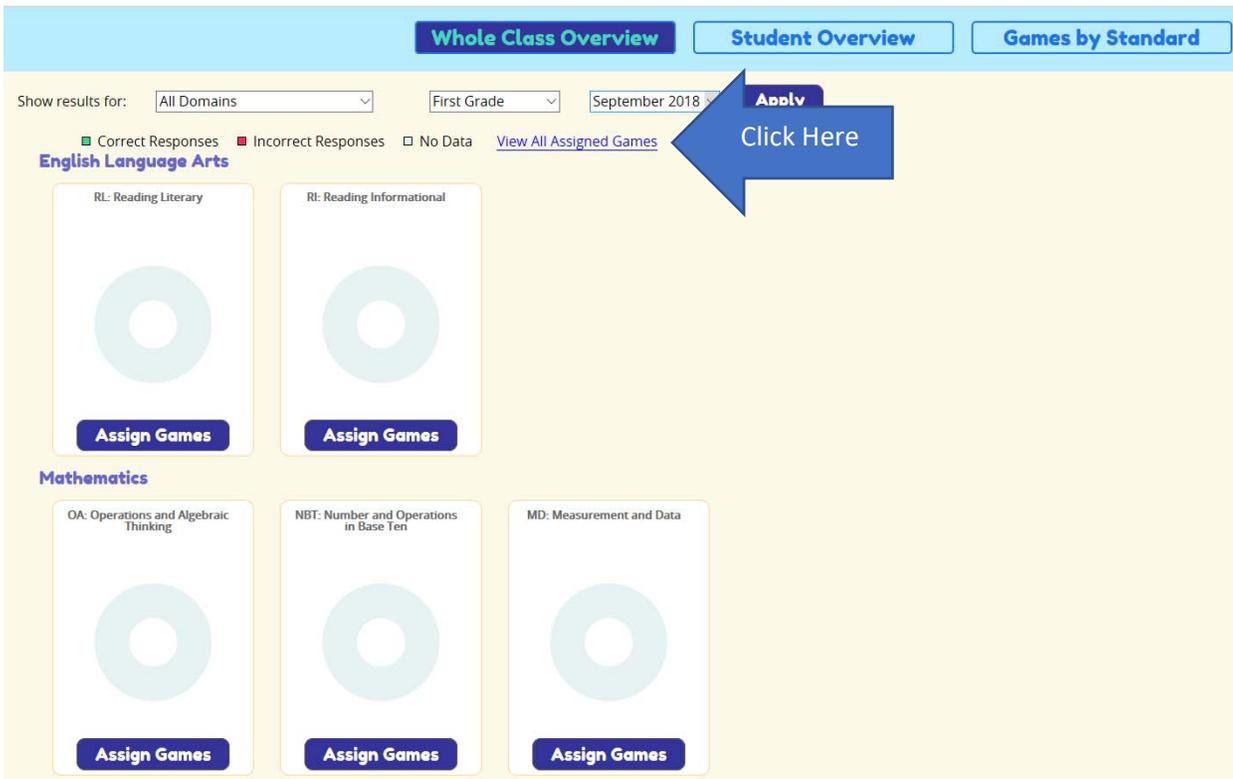
Domain Alignment: Teachers may also click on “Games by Standard” to see the games, their domain alignment, strand/cluster alignment, and the actual standards associated with the games.

The screenshot shows the 'Games by Standard' dashboard. At the top, there are three tabs: 'Whole Class Overview', 'Student Overview', and 'Games by Standard' (selected). Below the tabs, there are filters for 'Show games for:' with a dropdown set to 'ELA and Math', followed by an 'Apply' button. Underneath, there are buttons for 'Assign Selected Games' and 'View All Assigned Games'. The main content is divided into two sections: 'English Language Arts' and 'Mathematics'. Each section contains a list of games. Each game entry includes a game image, a checkbox to select the game for assignments, and a detailed description of the game's domain, strand, and standards aligned. A blue arrow points from the 'Click here:' text to the 'Games by Standard' tab. Another blue arrow points from the 'All ELA and Math games are listed on this page' text to the game details for 'River Clean Up'.

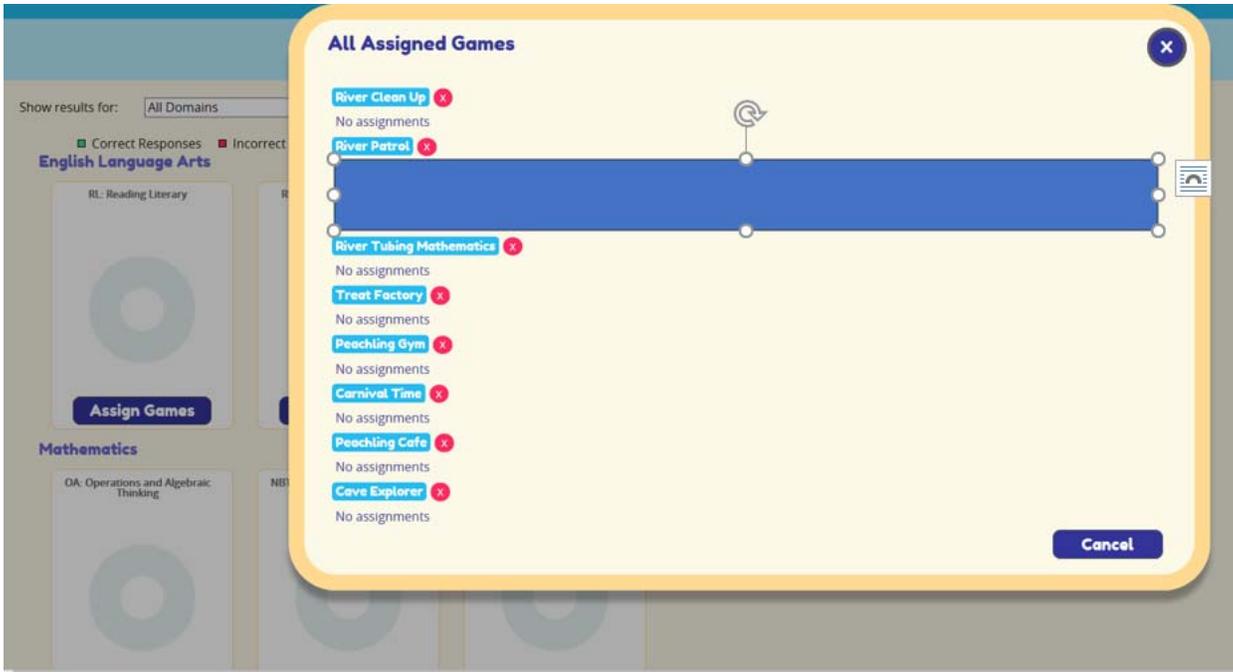
Once you have decided on a domain/game, click “Assign Games”, and this window will pop up. You have the option to select whole class or click on individual students. Once you have made your selections, click submit.



To verify successfully assigning students, click on the **BLUE** hyperlink “View All Assigned Games”.

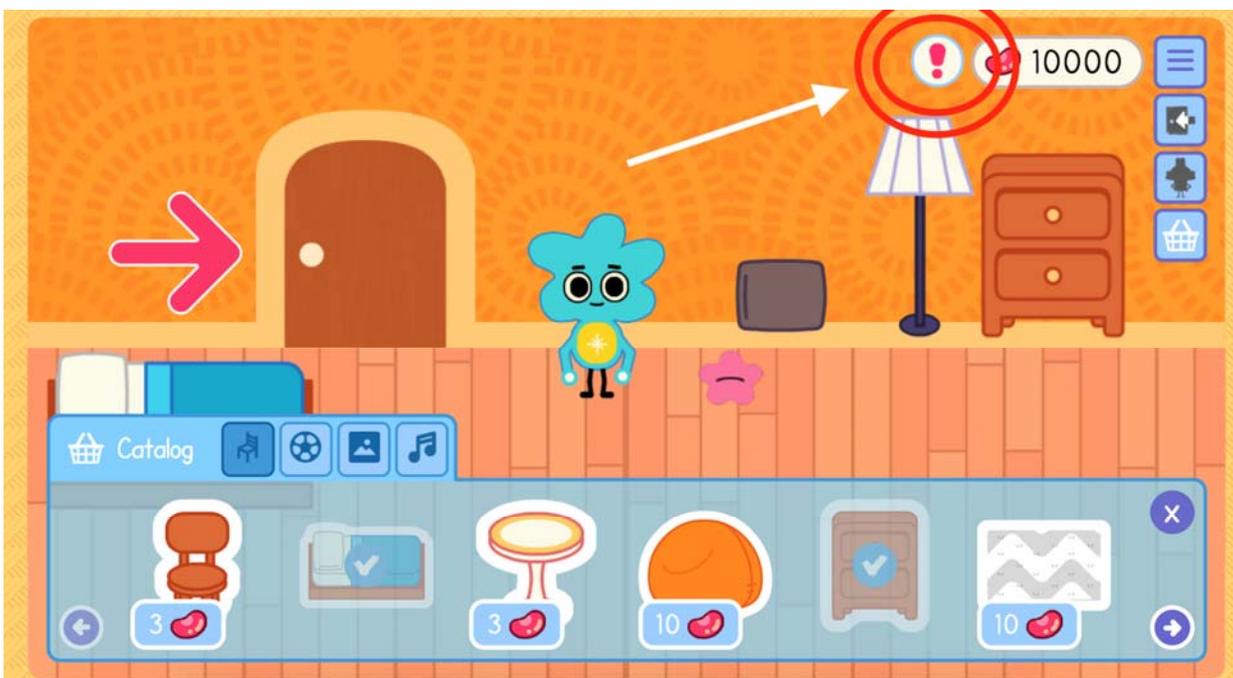


This verification window will appear with the student names populated next to the game assigned. Notice, no other games have been assigned, so, you would need to do the same process for each game.



When students initially enter the game, they will go through the introduction about Keenville, create an Avatar, and enter their Avatar's home. The game will orient the students with the Keenville platform. Once they have completed the introduction to their home, another "exclamation point" will flash. This tells the student they have been assigned a game. They can click on the assigned game within the pop-up window to gain direct access to the game. The first time they see this window, it will show every game, after that initial experience, the window will only show games that are currently assigned. Teachers will need to show the students how to scroll over to the assigned game. Below is a description after introduction and the process that happens after the initial introduction.

This is the "Home" area where the players Keen avatar lives. To go directly to a game, without having to navigate to it on the map, click the red "Exclamation Mark" near the top right corner of the Home.



Upon pressing the exclamation point, the “Challenges” menu will pop up. Students can click on any game to go to it directly. All games in Keenville are shown in this menu by default. However, after initial introduction, only assigned games will populate here.



Students now have access to the games directly or by navigating within the map.