

Keenville User Guide

Part 4: Teacher Dashboard



August 2019



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Introduction

As students play Keenville games, performance data is 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:

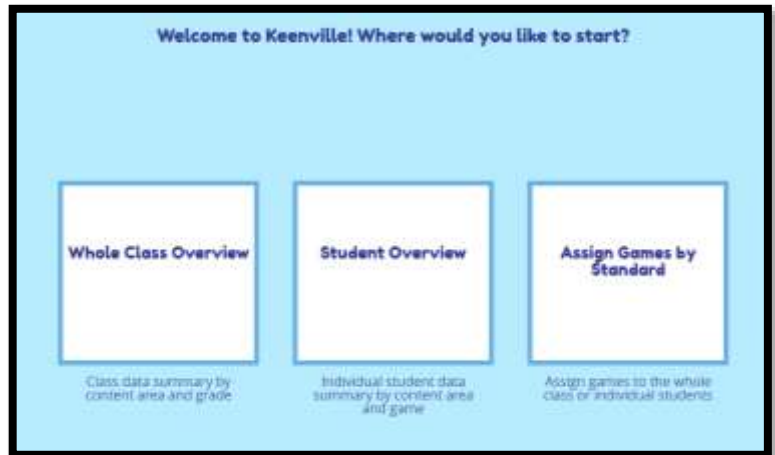
- assign games based on standard alignment;
- assign games based on performance results;
- view real-time student performance results immediately; and
- use student performance results to determine next steps in instruction.



Dashboard Options

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

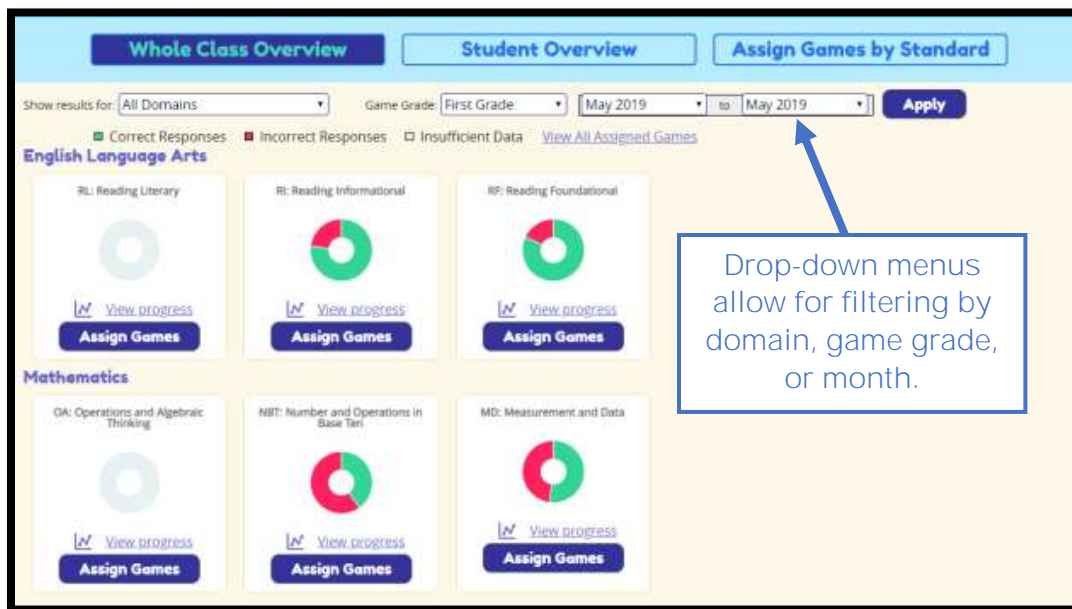
- **Whole Class Overview** – This view provides a class-level data summary by content area and grade and allows the teacher to assign games based on whole class performance.
- **Student Overview** – This view provides an individual student data summary by content area and game allows the teacher to assign games based 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 may customize the presentation of results using several drop-down menus.

- Domain: Teachers may select specific ELA or math domains or view performance for all content areas.
- Game Grade: Teachers may select the Game Grade level to view 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 performing across grade levels.
- Month: Teachers may select the date range (by month) to view class performance.



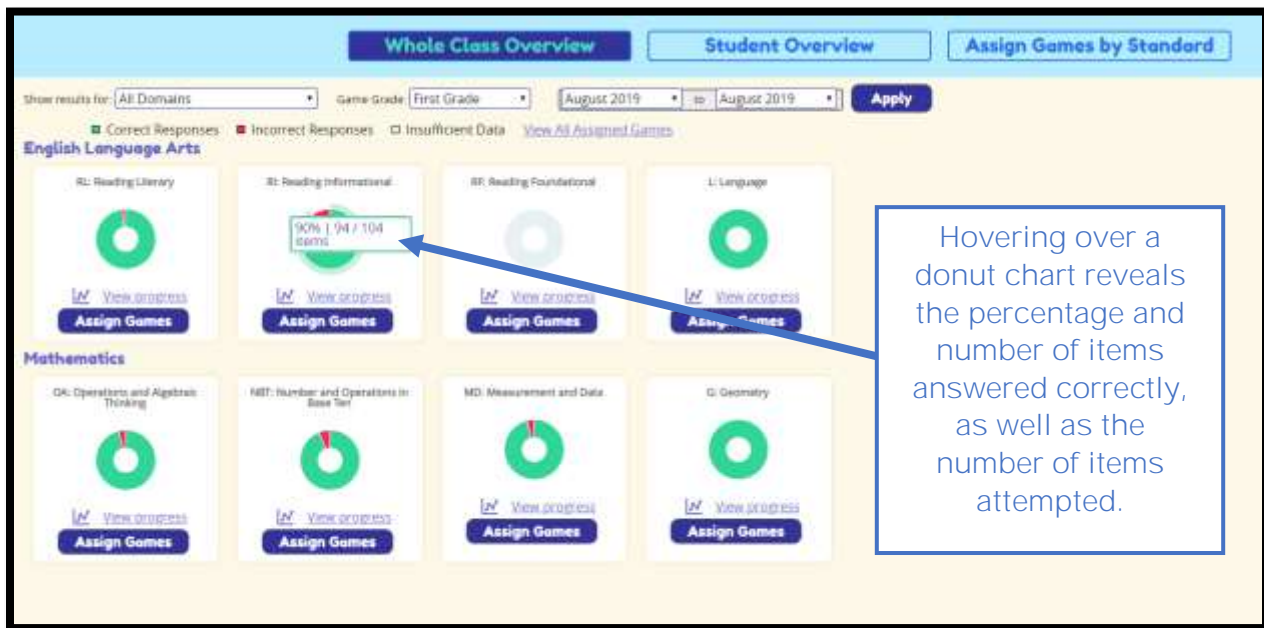
Whole Class Overview

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 is not available, the donut chart will display a gray background.

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.



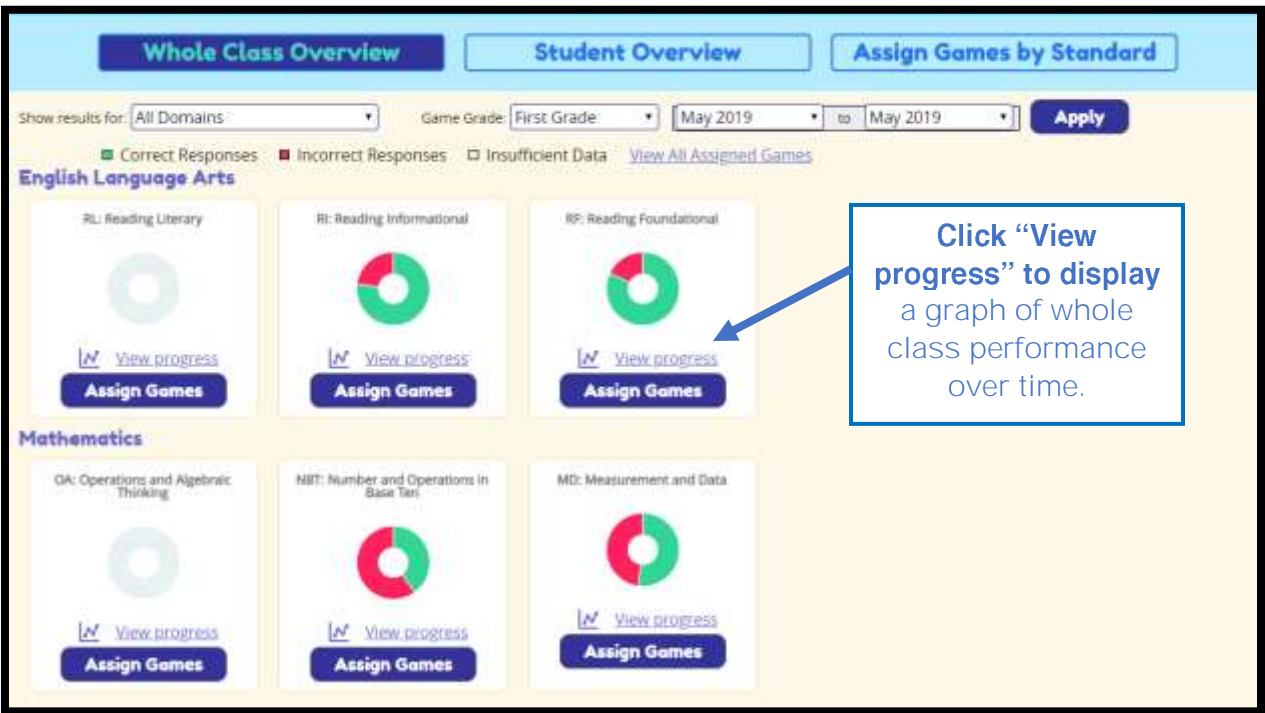
Clicking on the donut chart for a specific domain will reveal the disaggregated data for the strands or clusters within the domain, as shown below.



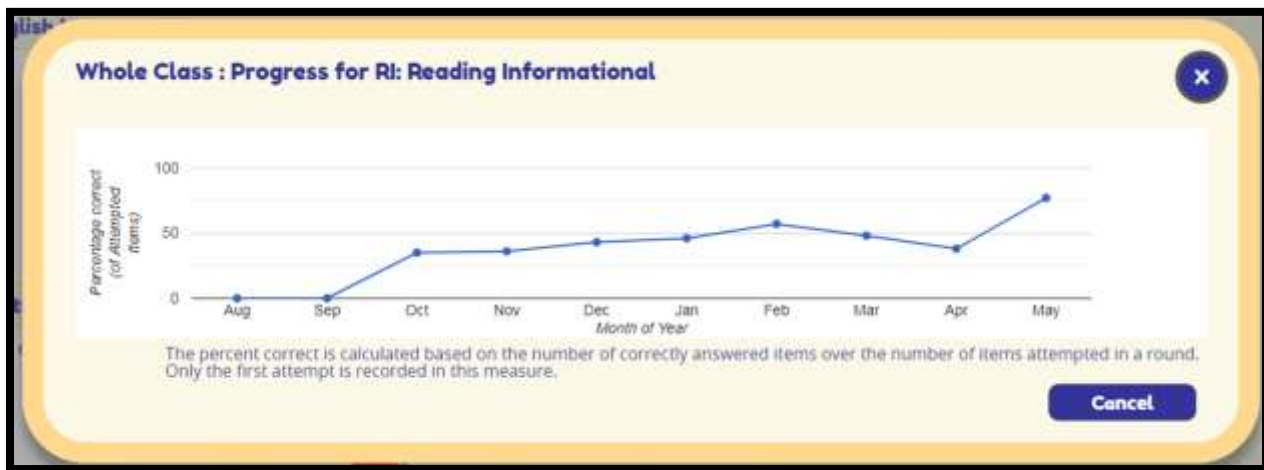
Similarly, clicking on the donut chart for a specific strand will reveal the results for each standard with that strand.

View Progress by Whole Class

Teachers may view performance over time for the whole class by clicking the View Progress link located below each donut chart.



Progress is displayed as a bar 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.



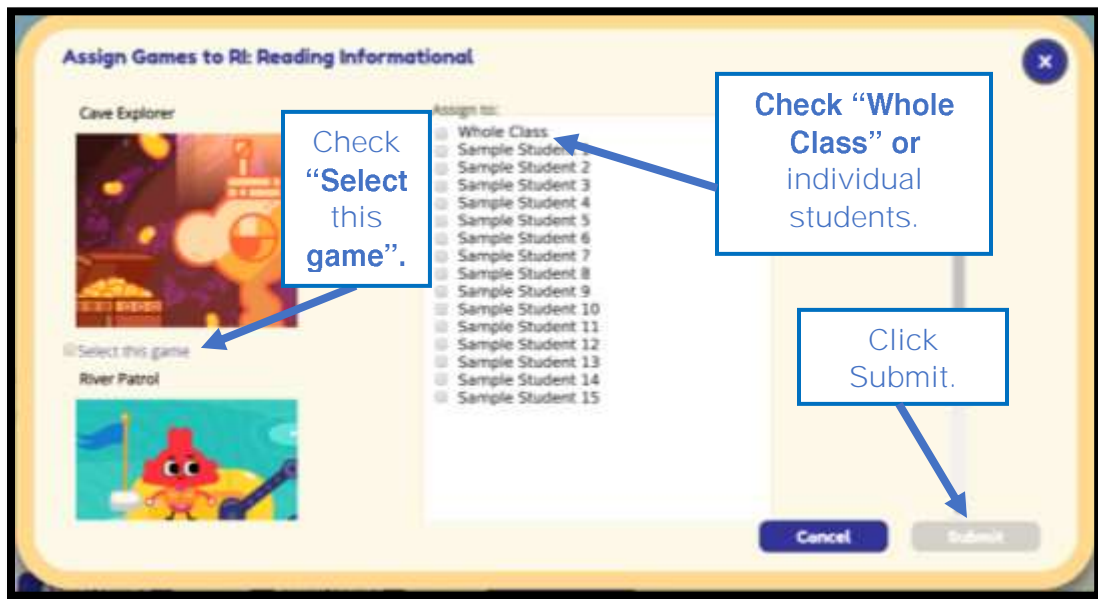
Assigning Games from Whole Class Overview

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

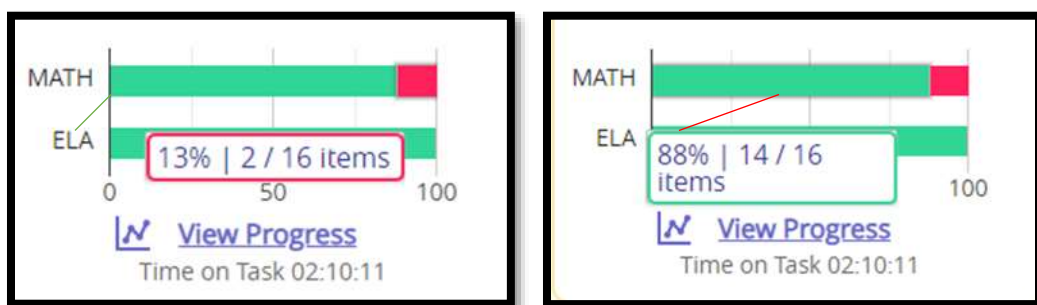
the Submit button. A popup box will display at the top of the page to indicate “Success saving your changes!”



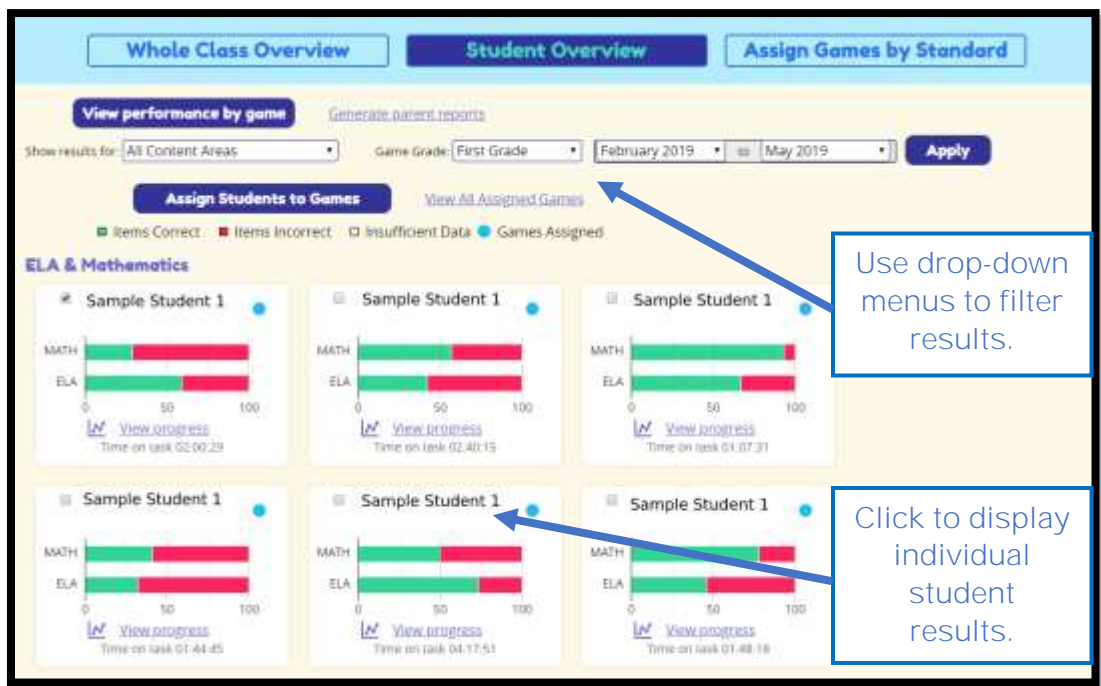
Student Overview

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.

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 performance for each student in 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.



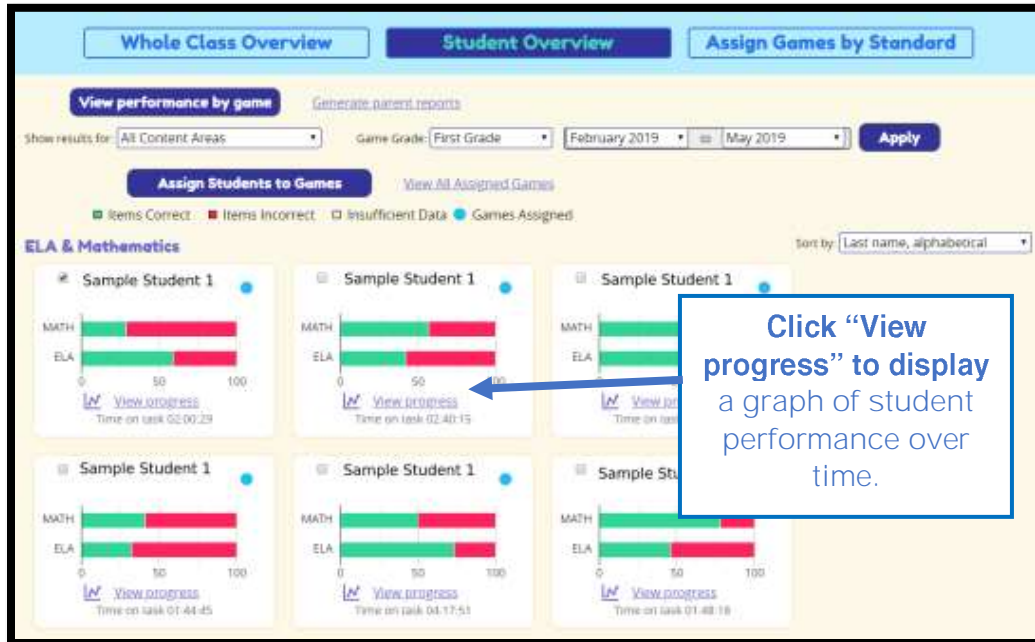
To view individual student data, teachers can click directly on the bar charts or click on the student's name.

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

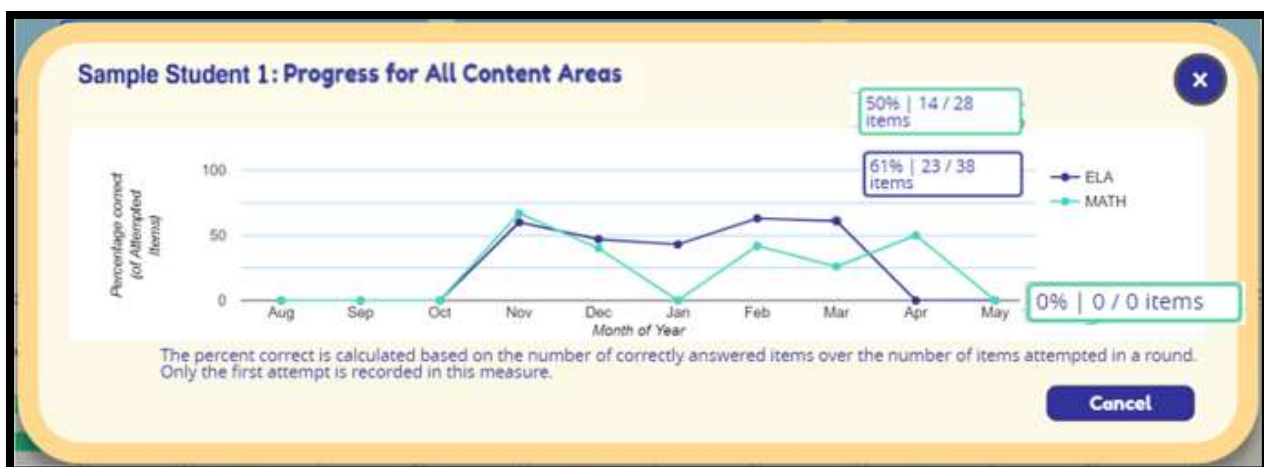


View Progress by Student

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

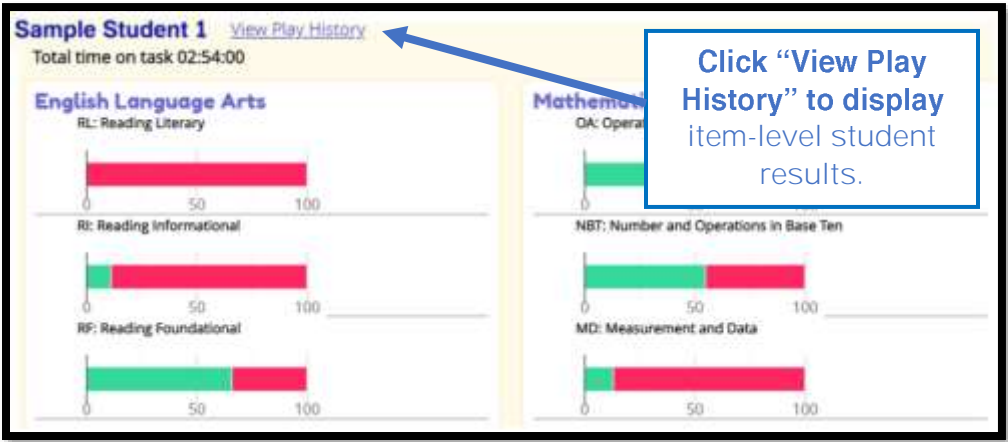


In the example below, Sample Student 1 correctly answered 50 percent of the math items attempted in April, but then did not access the math games in May, as indicated by the drop to 0 / 0 items. If the student had attempted items but did not answer any correctly, the indicator would read 0 / number of 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 Report

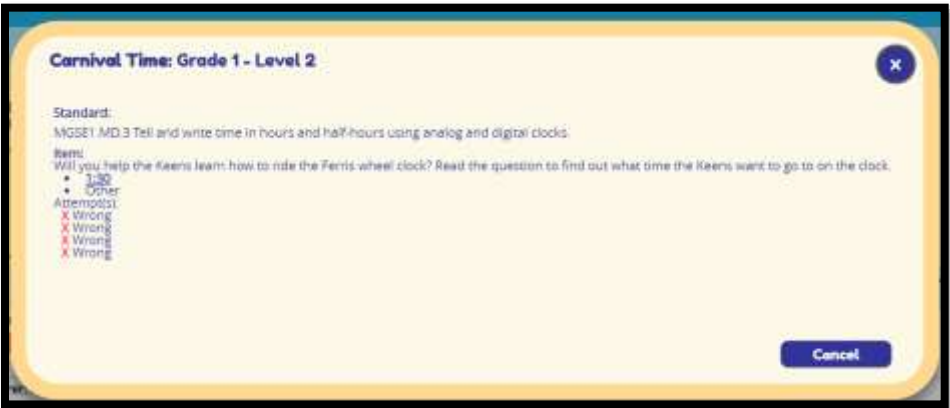
Teachers may review student activity within each game by viewing the Play History Report. After clicking on an individual student within the Student Overview, click on the View Play History link next to the **student's name**.



The Play History Report contains item-level results for each individual student. In the example shown here, the student answered the first Cave Explorer question correctly, as indicated by the green box with a check mark, but answered the next five questions incorrectly, as indicated by the red box with an X.

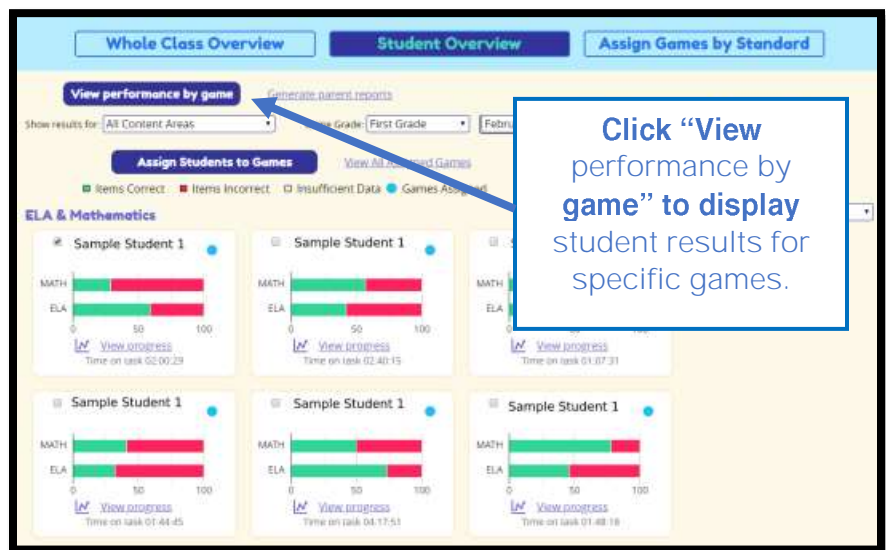


To view additional details, teachers can click on each item to display the standard alignment for the question, the item/question stem, and the number of attempts to correctly answer the item.

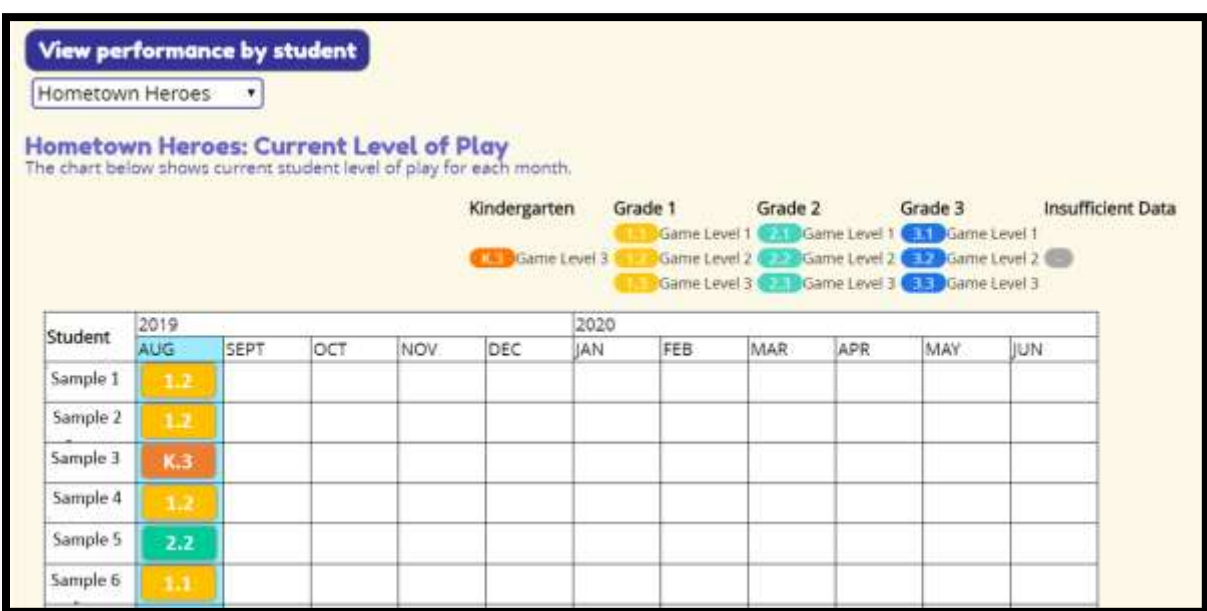


View Performance by Game

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

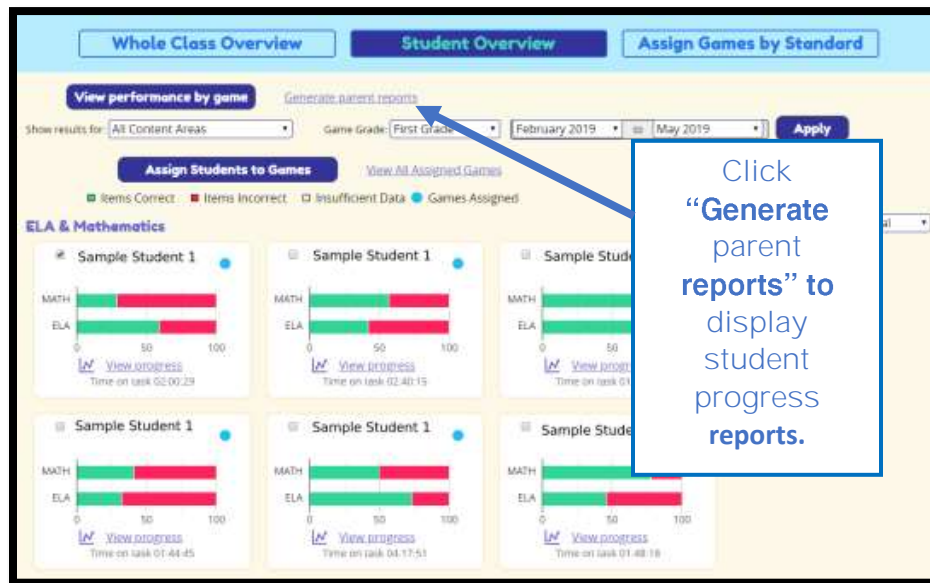


This report allows the teacher to view performance results by assigned game. In the example below, the Grade 1 students were assigned Hometown Heroes in August. Students began playing the game at Grade 1 Level 1 and proceeded to move up or down the levels based on their performance. The results indicate 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.



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 Parent Reports link located at the top of the page.



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.

KEENVILLE GRADE 1 STUDENT PROGRESS REPORT

What is Keenville?

Keenville is a game-based, early-learning formative assessment for first and second grade students. The game environment integrates learning with assessment to promote and measure student literacy and numeracy skills. Each Keenville game is designed with multiple levels aligned to skill-specific content.

How does leveling work within a game?

A student enters the game at level one. After the student has had the opportunity to play a number of items, the game will determine the student's next level of content play. Students may move up or down within the game based on the percentage of correctly answered items. More support is provided at the lower levels to give students access to content complexity that best fits their learning needs. As students demonstrate the skill aligned with the content standard, they are advanced up through the game levels.

What is a Student Progress Report?

The Student Progress Report provides information to help parents and teachers determine instructional needs for each individual student. The report displays student progress in English Language Arts and Mathematics by month, with grade and game level displayed. The grade and game level shown represent the highest level your child completed in that specific game each month.

How do I read my child's Student Progress Report?

Game	Skill Assessed	2019				
		AUG	SEPT	OCT	NOV	DEC
Game Explorer	Reading Comprehension (Informational)	100%	100%	100%	100%	100%
Friendship Playhouse	Reading Comprehension (Fiction)	100%	100%	100%	100%	100%
Word Quest (A)	Reading Comprehension (Literary)	100%	100%	100%	100%	100%
Word Quest (B)	Reading Comprehension (Informational)	100%	100%	100%	100%	100%

1. Name of Game
2. Skill Assessed in Game
3. Year and Month of Gameplay
4. Highest Grade and Level Completed during Month
5. Insufficient Data
6. Future Reporting Months

What should I do next?

Meet regularly with your child's teacher to discuss your child's areas of strengths and weakness, and to learn more about activities that may support your child's learning.

For more information about Keenville, please visit:
keenville.gadoe.org

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. If a student is inactive in a game during a month, the report will show a gray box to indicate insufficient data.

KEENVILLE GRADE 1 STUDENT PROGRESS REPORT												
ENGLISH LANGUAGE ARTS												
Game	Skill Assessed	2018					2019					
		AUG	SEPT	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN
Cave Explorer	Reading Comprehension (Informational)						1.1	K.3			K.3	
Peaching Playground	Phonics and Word Recognition				1.1		1.1		1.1			
River Clean Up	Reading Comprehension (Literary)									1.1		
River Patrol	Reading Comprehension (Informational)								1.1			

Kindergarten	Grade 1	Grade 2	Grade 3	Insufficient Data
K.3	1.1 Game Level 3	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	

KEENVILLE GRADE 1 STUDENT PROGRESS REPORT												
MATHEMATICS												
Game	Skill Assessed	2018					2019					
		AUG	SEPT	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN
Carnival Time	Telling Time							1.1	1.1	1.2	1.1	
Farmer's Market	Money									1.2		
Peaching Cafe	Place Value											
Peaching Gym	Comparing Numbers								1.1			
River Tubing	Adding and Subtracting (Equations)									1.2		
Treat Factory	Graphing/Data					1.1				K.3		

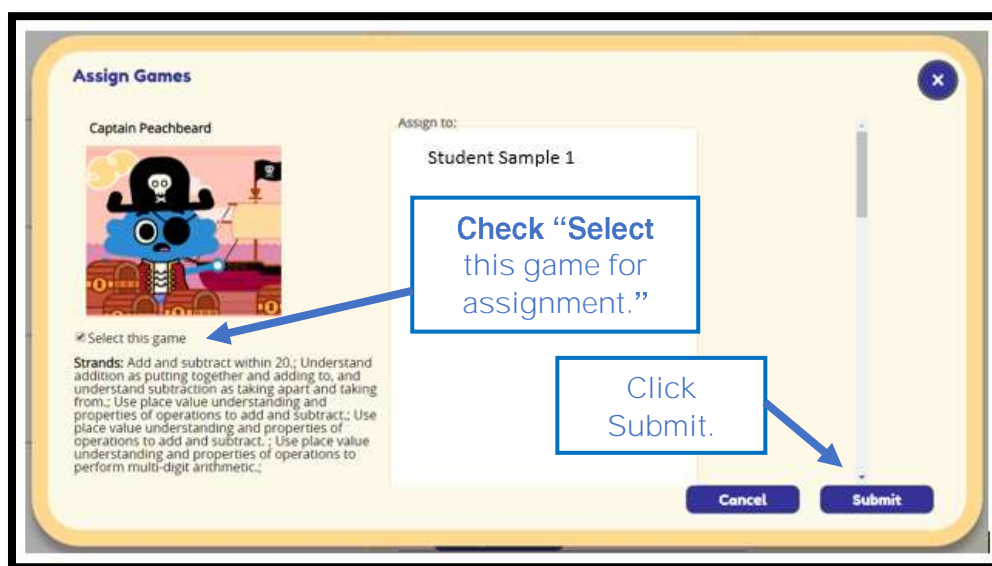
Kindergarten	Grade 1	Grade 2	Grade 3	Insufficient Data
K.3	1.1 Game Level 3	2.1 Game Level 1	3.1 Game Level 1	
	1.2 Game Level 2	2.2 Game Level 2	3.2 Game Level 2	
	1.3 Game Level 3	2.3 Game Level 3	3.3 Game Level 3	

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.

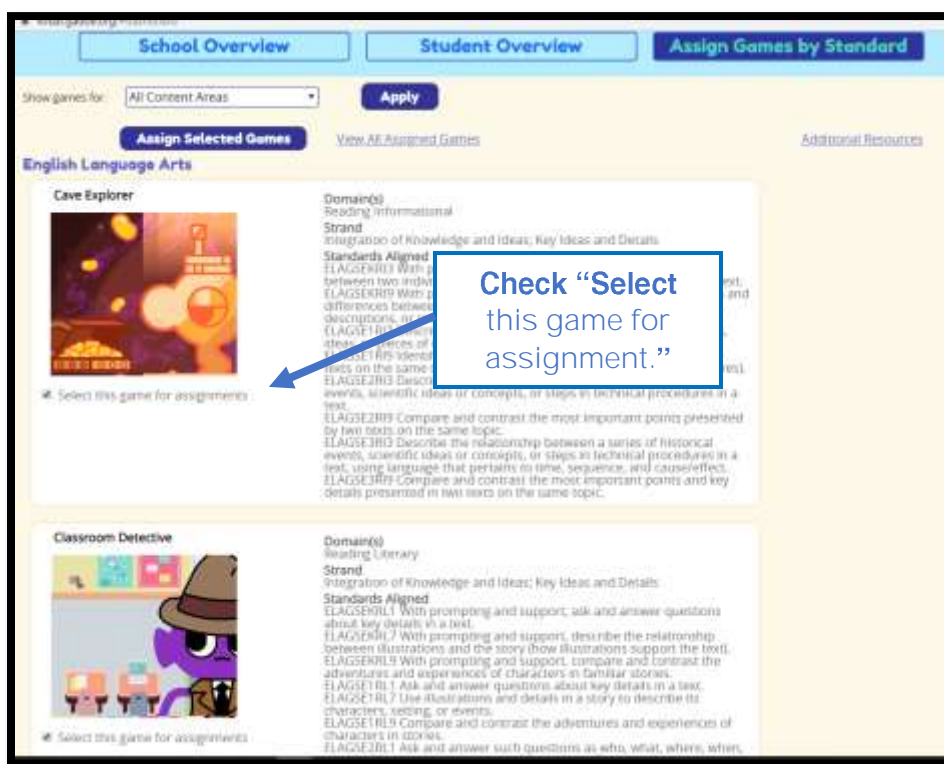


A list of games aligned to the selected domain will be displayed. Check “Select this game” located below the game icon to assign a game and click the Submit button.

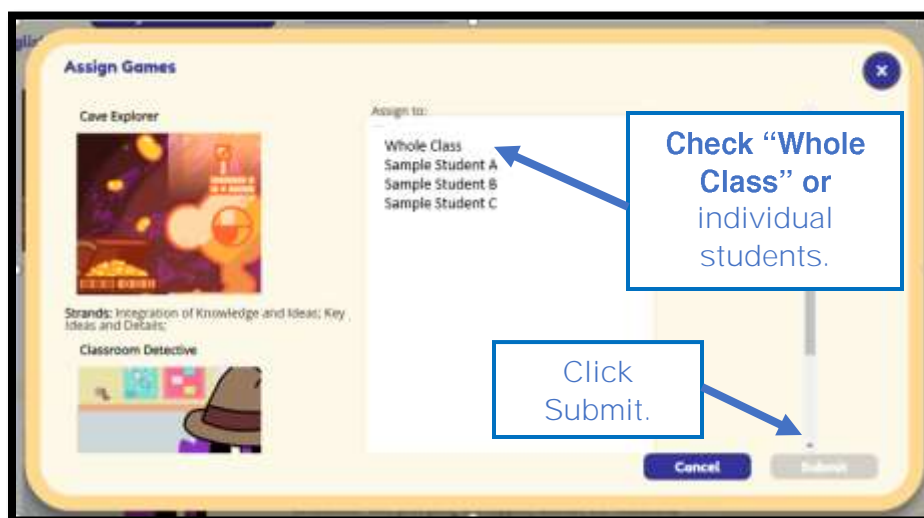


Assign Games by Standard

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 may be assigned, as appropriate.



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



Keenville Contact Information

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