

Keenville User Guide

Part 5: District and School Leader Dashboards



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. District and school leaders can access this performance data by clicking the dashboard button upon logging into Keenville. Note: The School Leader Dashboard is populated in real-time, but there is a one-day delay in data population to the District Leader Dashboard.



Dashboard Options

The District and School Leader Dashboards have primarily the same functionality, with two exceptions. School leaders may assign games to students and export student progress reports, while district leaders do not have these options.

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

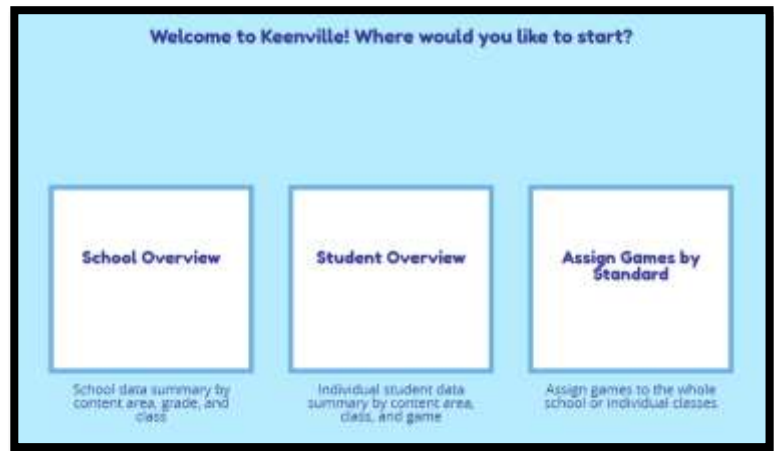
District Leader Dashboard:

- District and School Overviews – This view provides district and school-level data summaries by content area, grade, and class
- Student Overview – This view provides individual student data summaries by content area, class, and game
- View Games by Standard – This view provides information related to standard alignment for each game.



School Leader Dashboard:

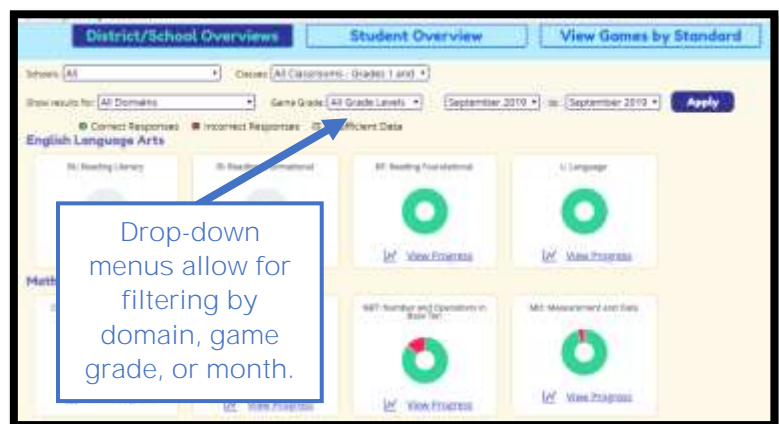
- School Overview – This view provides a school-level data summary by content area, grade, and class. School leaders can also assign games to a whole school or whole class based on data results within this view.
- Student Overview – This view provides individual student data summaries by content area, class, and game. School leaders can also assign games to individual students based on data results within this view.
- Assign Games by Standard – This view allows school leaders to assign games to a whole school, whole class, or individual students by standard.



Filtering Performance Results

Within the District/School Overviews and Student Overview, leaders may customize the presentation of results using several drop-down menus.

- Domain: Leaders may select specific ELA or math domains or view performance for all content areas.
- Game Grade: Leaders 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: Leaders may select the date range (by month) to view class performance.



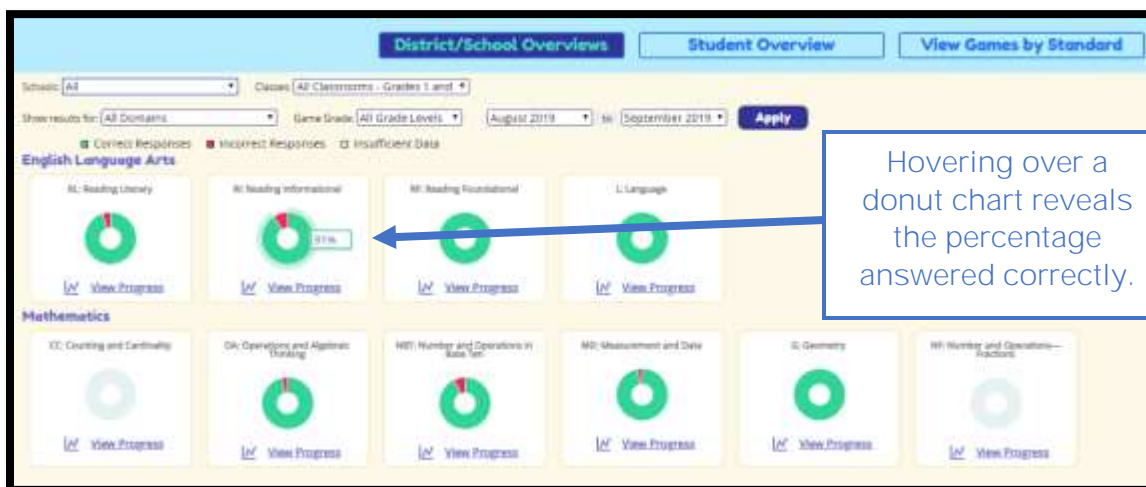
District/School Overview

In the District/School Overview, performance results are 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.

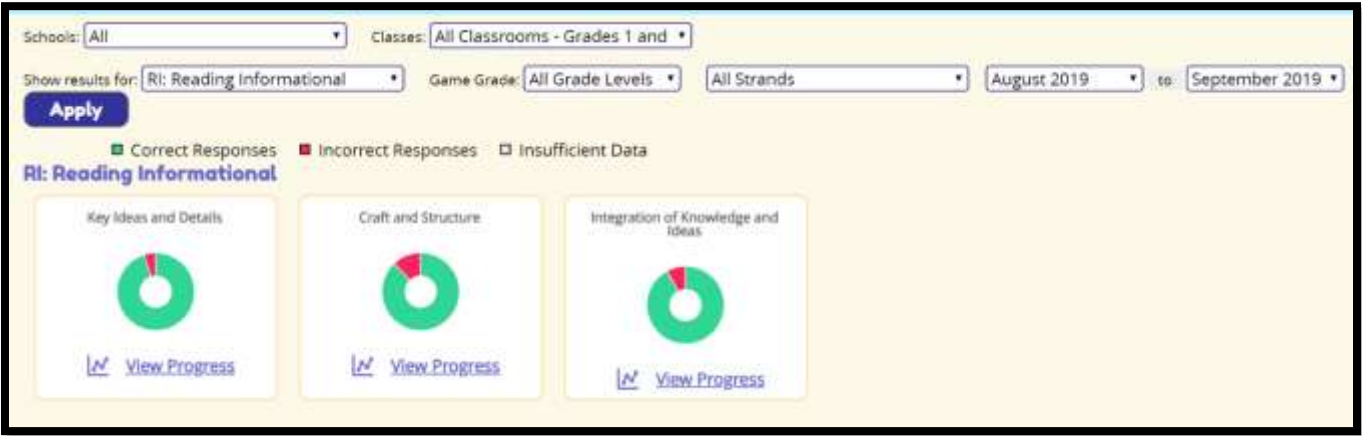
In addition, hovering over a donut chart will reveal the percentage and number of items answered correctly, as well as the number of items attempted.



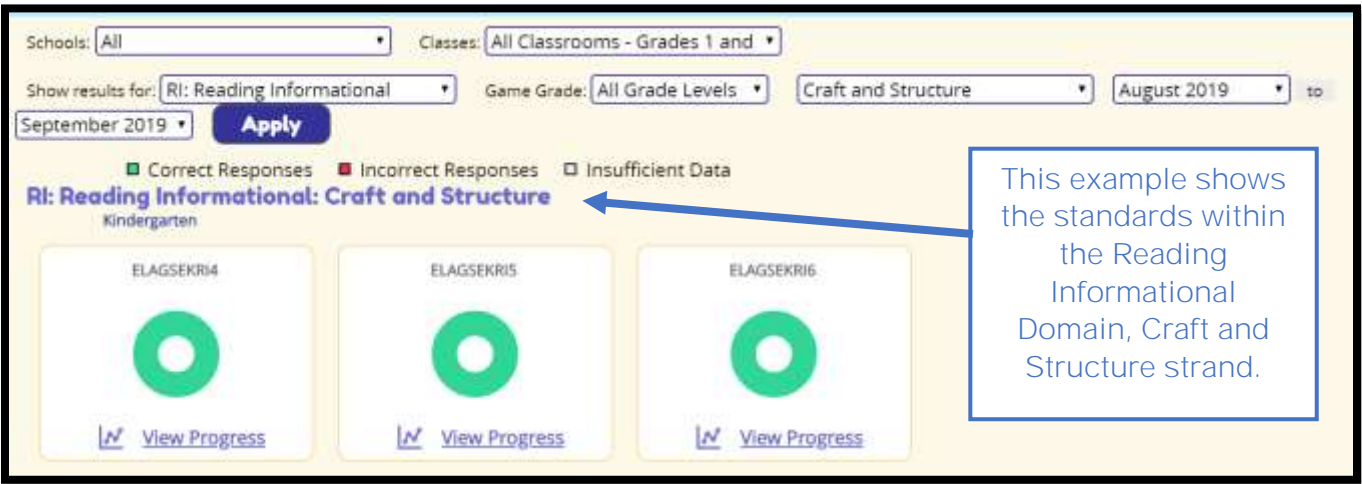
Within the District/School Overview, district leaders can filter performance results at the highest level of aggregated data, such as whole district or whole school by all content areas, or filter by ELA and math domains. Data can be filtered by using the drop-down menus or by clicking directly on the donut charts.



Clicking on the donut chart for a specific domain will reveal the aggregated data for all schools that have student data for the strands or clusters within the domain, as shown below.

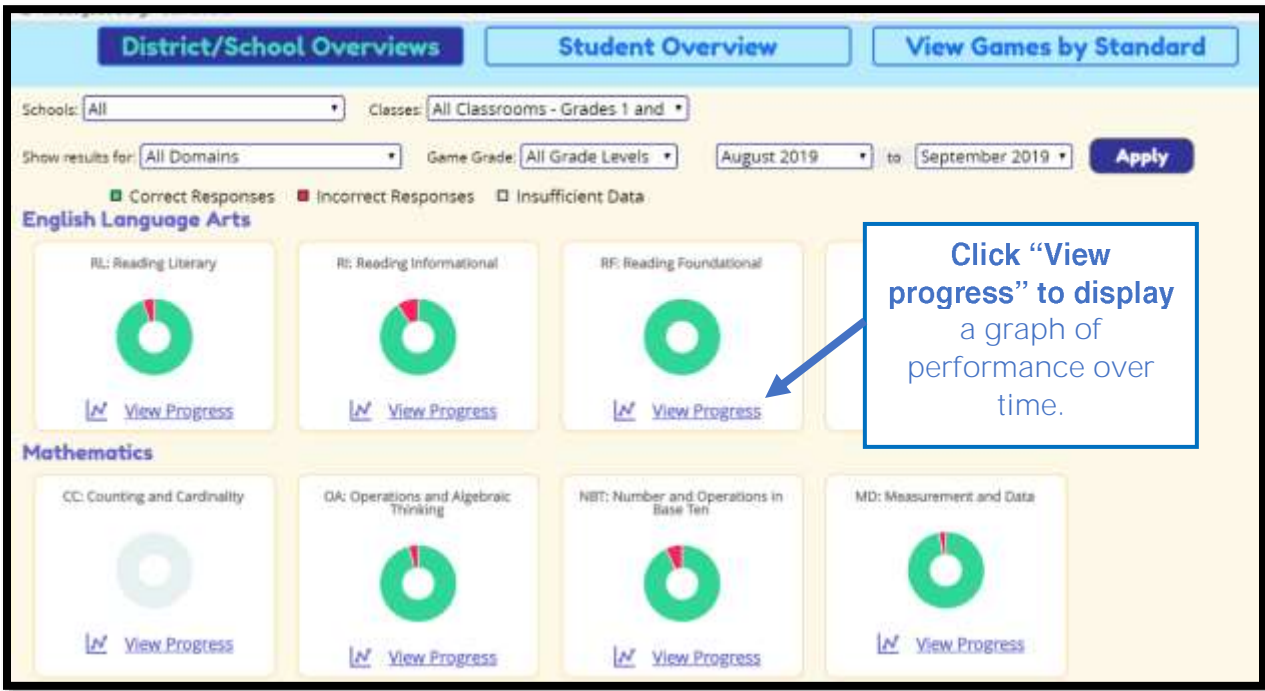


Similarly, clicking on the donut chart for a specific strand will reveal the results for each standard within that strand. This example shows the standards within the Reading Informational Domain, Craft and Structure strand:



View Progress by District or School

Leaders may view performance over time for the whole district or school by clicking the View Progress link located below each donut chart.

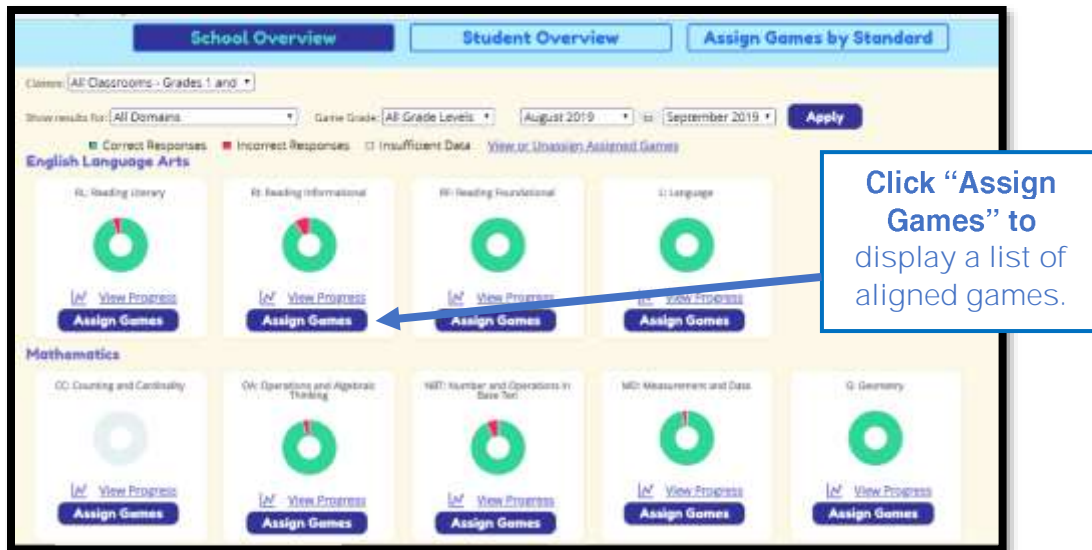


Progress is displayed as a bar graph in which each data point represents the percentage of items answered correctly in that month (number of items answered correctly on first attempt divided by number of items attempted). In the example below, students in the district correctly responded to 48% of the 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.

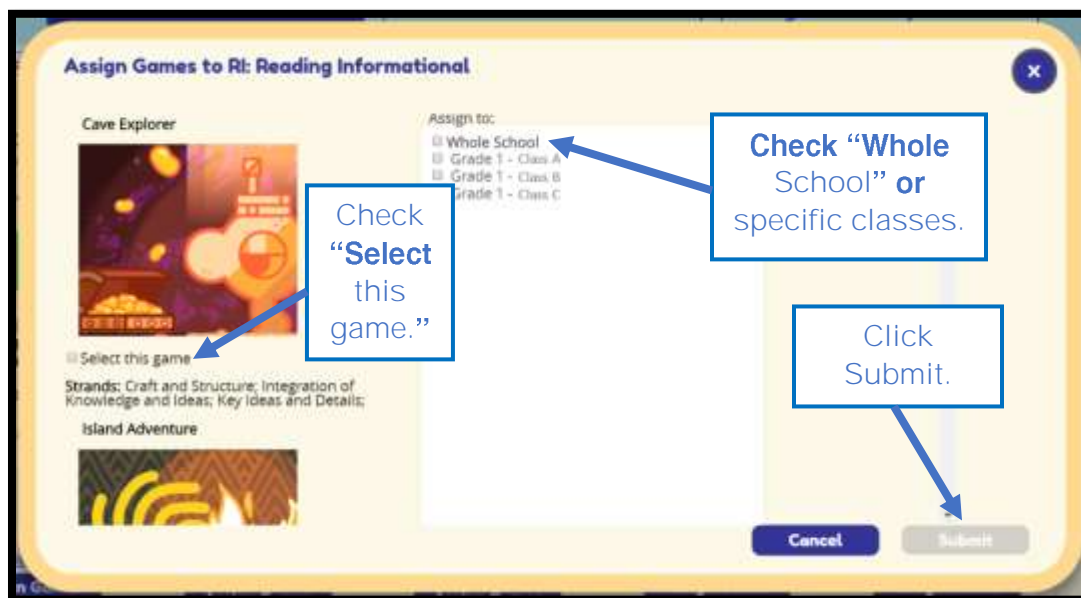


Assigning Games from School Overview (School Leaders Only)

In the School Overview, school leaders can assign games to an entire school or class based on performance within a specified domain, strand, or standard.



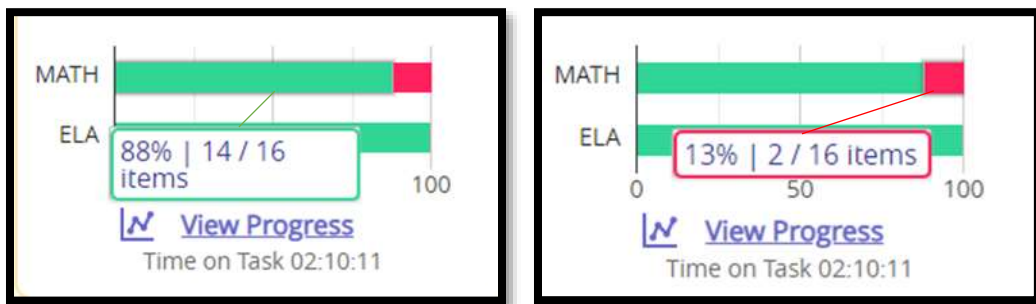
Clicking on the Assign Games button below a donut chart will display a list of all games aligned to the specified domain, strand, or standard. To assign a game, school leaders will check the box next to “Select this game”, check either Whole School or specific classes, and then click the Submit button.



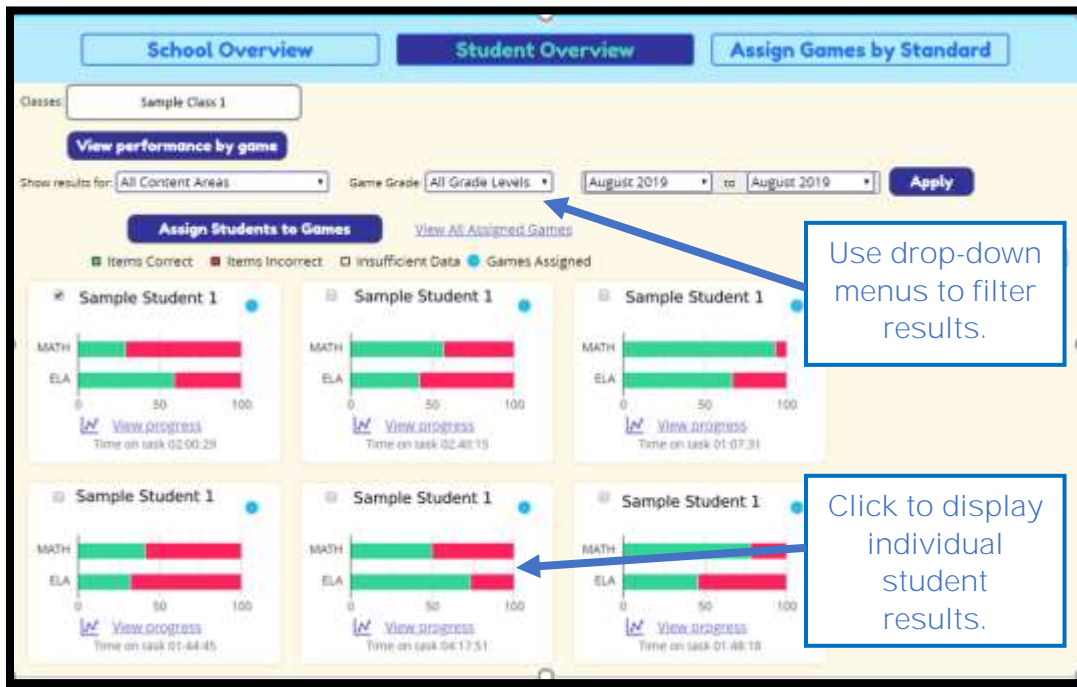
Student Overview

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. In addition, 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 a class relative to a specific domain or strand/cluster of the standards, district and school leaders 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, district and school leaders 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

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

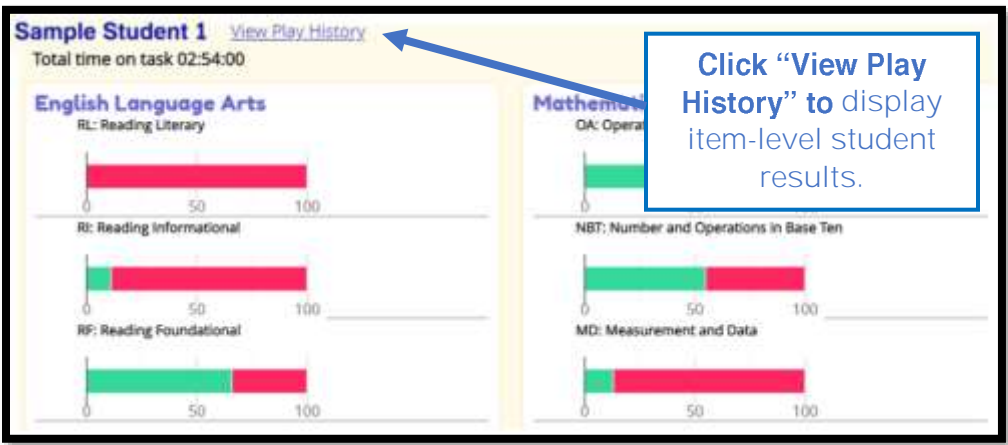


In the example below, Sample Student 1 correctly answered 50 percent of the math items attempted in April, but then did not access the math games in May, as indicated by the drop to 0 / 0 items. If the student had attempted items but did not answer any correctly, the indicator would read 0 / number of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

Leaders 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**.



Cave Explorer: Kindergarten - Level 2

1	2	3	4	5	6	

Farmer's Market: Grade 1 - Level 1

1	2

Peaching Playground: Grade 1 - Level 1

1	2	3	4	5	6	7	8	

Carnival Time: Grade 1 - Level 1

1	2	3	4	5	6	7	8	9	10	11	12

Carnival Time: Grade 1 - Level 2

1	2	3	4	5	6	

Carnival Time: Grade 1 - Level 2

Standard:

MGSE1.MD.3 Tell and write time in hours and half-hours using analog and digital clocks.

Keens!

Will you help the Keens learn how to ride the Ferris wheel clock? Read the question to find out what time the Keens want to go to on the clock.

• 1:30

• Other

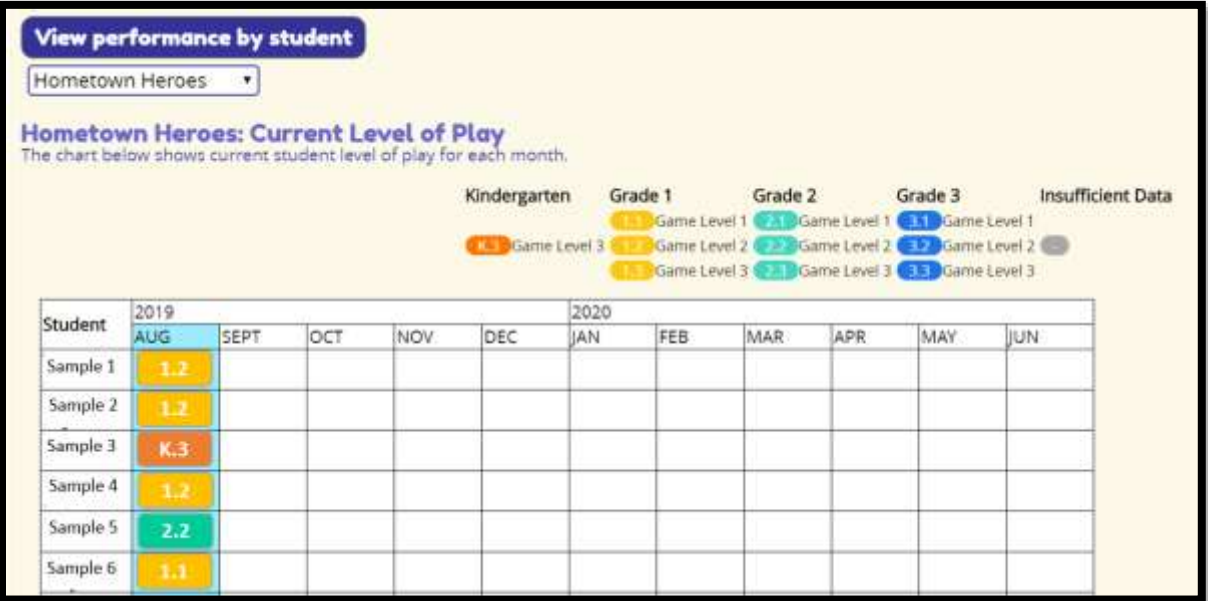
Attempt(s):
X Wrong
X Wrong
X Wrong
X Wrong

Cancel

Leaders 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.

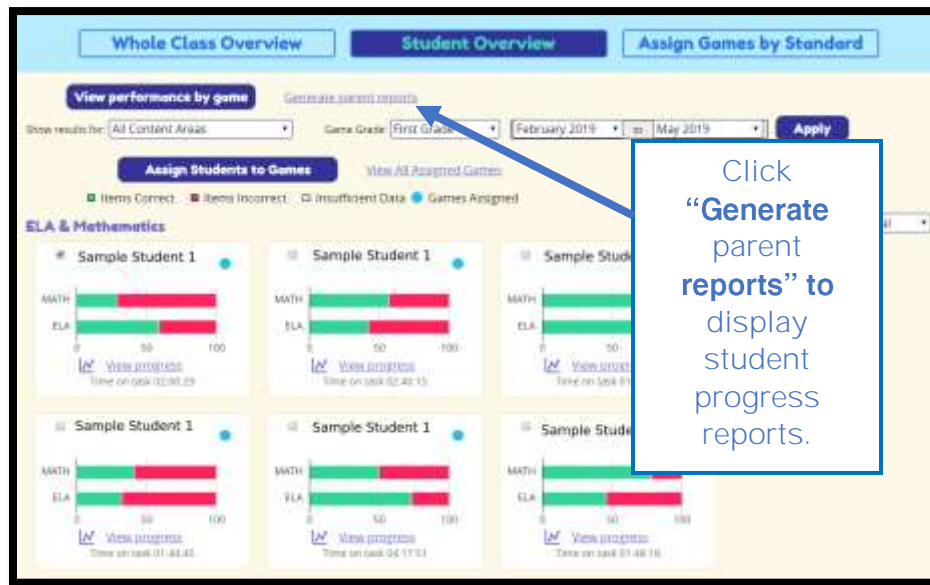
The screenshot displays the 'View performance by game' section of the Edmentum system. At the top, there are three tabs: 'School Overview', 'Student Overview', and 'Assign Games by Standard'. Below these, the 'Classes' dropdown is set to 'Sample Class 1'. The 'View performance by game' button is highlighted with a blue arrow. Below this, there are filters for 'Show results for' (set to 'All Content Areas'), 'Game Group' (set to 'All Games'), and 'Date' (set to 'August 2019'). The 'Assign Students to Games' button is also visible. The main area shows a grid of student performance charts for 'Sample Student 1'. Each chart displays a bar graph for 'MATH' and 'ELA' games, with a legend indicating 'Items Correct' (green), 'Items Incorrect' (red), and 'Insufficient Data' (grey). A callout box on the right states: 'Click "View performance by game" to display student results for specific games.'

This report allows the district or school leader to view performance results by assigned game. In the example below, 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 in the game. during that month of play. 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 teachers group and regroup their students for needs-based instruction aligned to specific skills and standards.

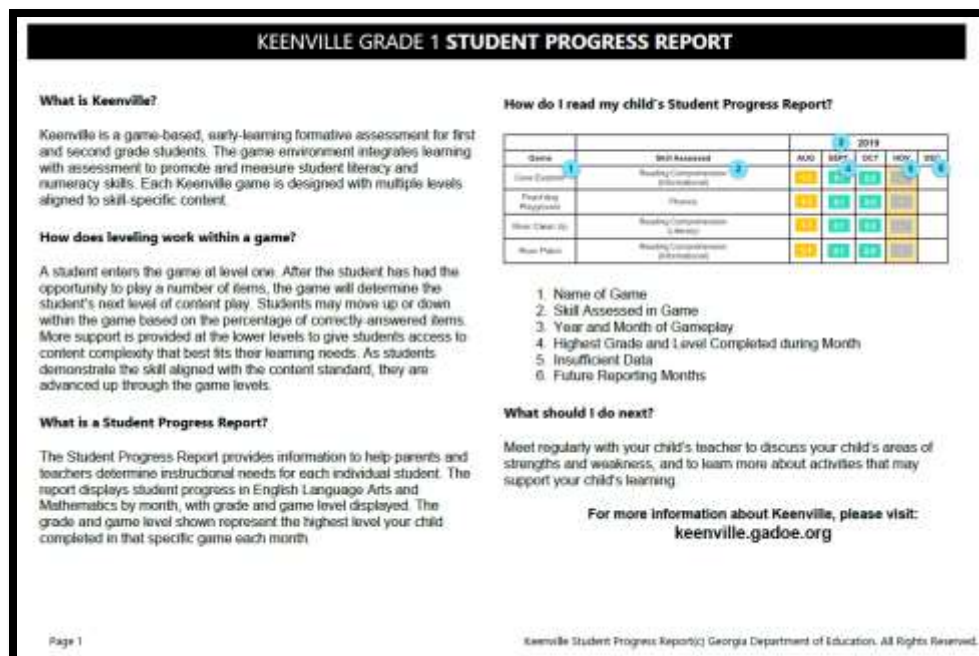


Student Progress Report (School Leaders Only)

School Leaders 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.



The Student Progress Report provides both English Language Arts and Mathematics results by game, by 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		

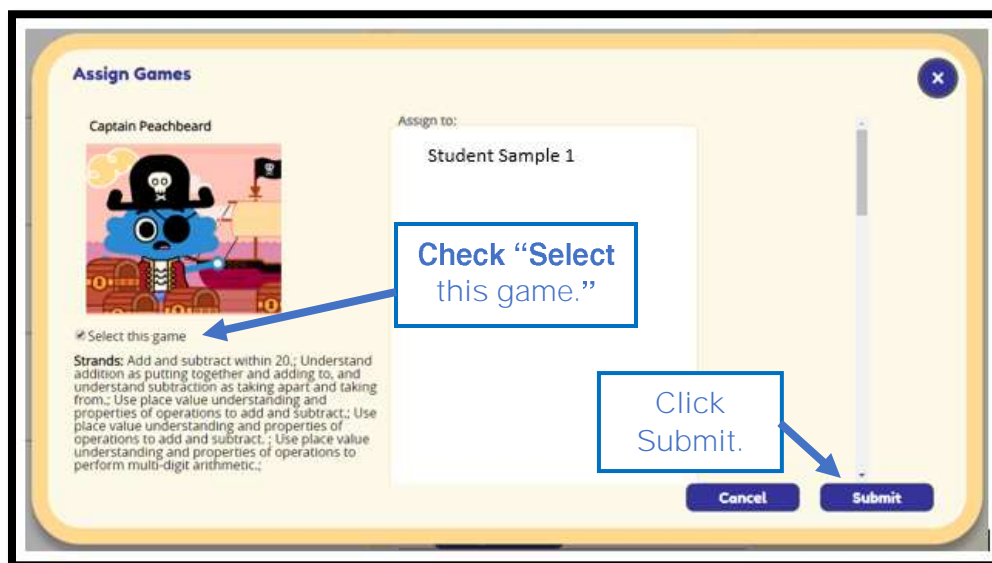
Kindergarten	Grade 1	Grade 2	Grade 3	Insufficient Data
K.3	1.1 Game Level 3	2.1 Game Level 1	3.1 Game Level 1	
	1.2 Game Level 2	2.2 Game Level 2	3.2 Game Level 2	
	1.3 Game Level 3	2.3 Game Level 3	3.3 Game Level 3	

Assign Games using Data Results (School Leaders Only)

Within the Student Overview, school leaders 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.

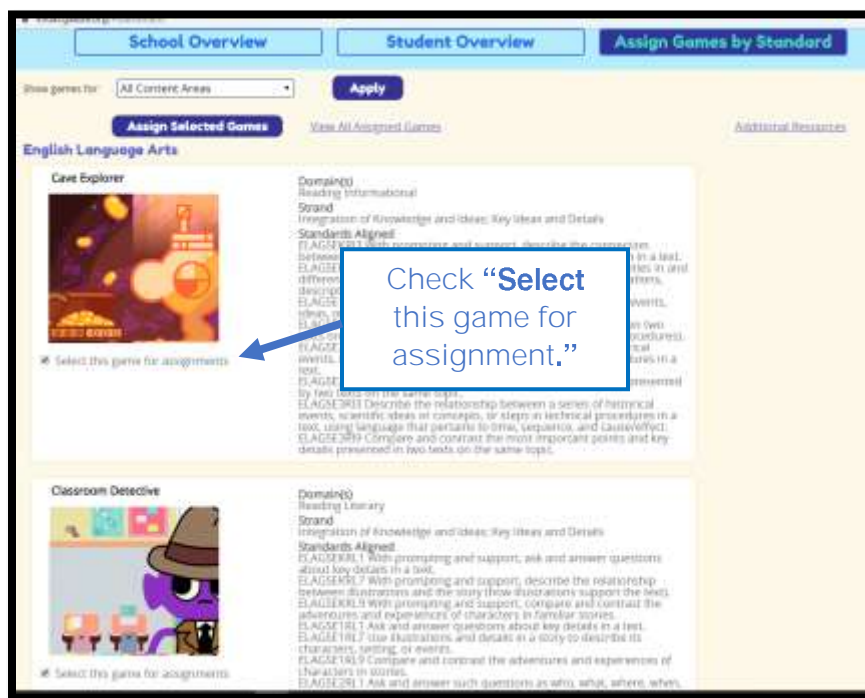


A list of games aligned to the selected domain will be displayed. Check “Select this game” located below the game icon to assign a game and click the Submit button.

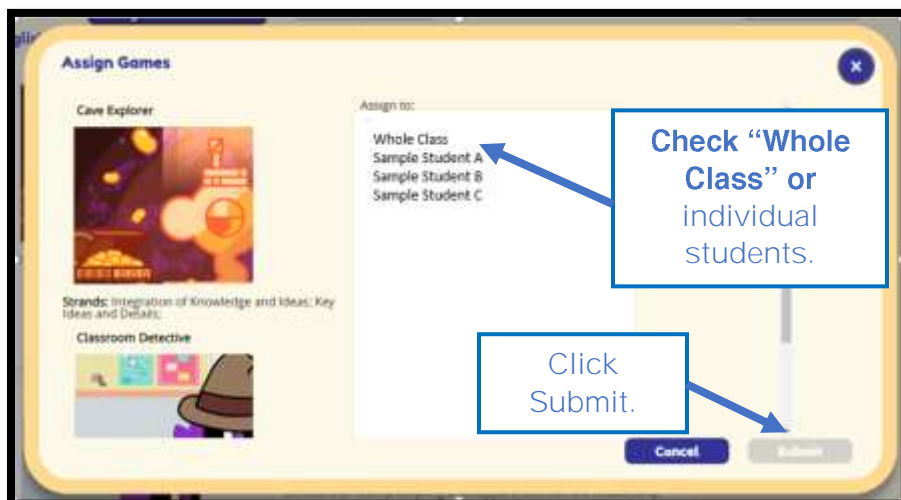


Assign Games by Standard

School leaders 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 “Assign Selected Games” button to assign the game. More than one game may be assigned, as appropriate. Note: District leaders can view standards by game within the same tab, but not assign games.



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



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