

Keenville User Guide

User Guide for 2023-2024
Part 2: English Language Arts Games



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Introduction

Keenville includes 18 games aligned to the English language arts standards (16 games are assigned by the teacher and 2 games are free play [mini-game]). These games assess students' skills related to phonological awareness, phonics and word recognition, vocabulary acquisition and use, and reading comprehension of both literary and informational texts.

English Language Arts Games

Game	Grade(s)	Skills Assessed
Harbor Phonics	1 and 2	Phonics and Word Recognition
Museum of Mysteries	1 and 2	Phonological Awareness and Phonics and Word Recognition
Peachling Playground	1 and 2	Phonics and Word Recognition
Get those Beans!	1 and 2	Phonics and Word Recognition (mini-game)
Space Train	1 and 2	Phonics and Word Recognition (mini-game)
Downhill Skiing	1 and 2	Vocabulary Acquisition and Use
Junkbot	1 and 2	Vocabulary Acquisition and Use
Classroom Detective	1 and 2	Reading Literary
Hometown Heroes	1 and 2	Reading Literary
Peachy Acres Farm	1 and 2	Reading Literary
River Clean-Up	1 and 2	Reading Literary
Up the Beanstalk	2	Reading Literary
Cave Explorer	1 and 2	Reading Informational
Keenbot	1 and 2	Reading Informational
Island Adventure	1 and 2	Reading Informational
River Patrol	1 and 2	Reading Informational
Swamp Explorer	1 and 2	Reading Informational
Keenville Action News	2	Reading Informational

Text Complexity by Game Level

For the reading comprehension games in Keenville, texts provided in each game level represent a range of text complexity, based on the Lexile Text Measure. The Lexile Framework for Reading is a research-based scale for measuring both the complexity of text and the ability of individual readers. The Lexile Text Measure focuses on the complexity of reading material. The Lexile Text Measure for most kindergarten through second grade texts is determined based on four indicators, as described below.

- The Structure Indicator evaluates the degree of repetition and patterning in the text.
- The Sentences Indicator evaluates the complexity within sentences and across sentences.
- The Vocabulary Indicator evaluates the challenge of word meanings in a text.
- The Decoding Indicator evaluates the patterns of letters in the words within a text.

The table below provides further detail regarding the Lexile Text Measure and word count ranges for texts within each game level.

Lexile Text Measure ranges for each grade level were determined by referencing the College & Career Ready “Stretch” Lexile Bands and aligning the lower end of the range for each grade level to the lower end of the stretch band. However, the upper limit of the range for each grade level is lower than the upper limit of the corresponding stretch band. This difference helps to ensure a smooth transition when students are moving up or down the game levels. The difference also prevents a student, who may need to move down a level, from interacting with a text with a Lexile Text Measure higher than he/she had received in the previous level of play.

Grade Level	Game Level	Lexile Target	Word Count Target
K	3	<190L	<100
1	1	190L-300L	100-133
	2	300L-360L	134-166
	3	360L-420L	167-199
2	1	420L-480L	200-233
	2	480L-560L	234-266
	3	560L-620L	267-299
3	1	620L-710L	300-350
	2	710L+	351+

Phonological Awareness, Phonics, and Vocabulary Acquisition Games

Harbor Phonics



Introduction

In **Harbor Phonics**, all the Keens are hard at work loading ships with words and letters to be sent to Peachlings around the world who are learning to read. But Sailor Keen isn't sure which words and letters go in each container. What a mess! Sailor Keen needs the students to use their phonics skills to load up the containers and send the containers on their way. Throughout the game, Sailor Keen will present various forms of words that need sorting based on short or long vowel sounds or organized by digraph sounds. Students will listen to the prompt and load the words based on the phonics rule. This game focuses on phonics and word analysis skills in decoding words.

Harbor Phonics Standards Alignment

Kindergarten	<p>ELAGSEKRF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>a. Demonstrate basic knowledge of one to one letter-sound correspondences for each consonant.</p> <p>b. Demonstrate basic knowledge of long and short sounds for the given major vowels.</p>
Grade 1	<p>ELAGSE1RF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>a. Know the spelling-sound correspondences for common consonant digraphs.</p> <p>c. Know final -e and common vowel team conventions for representing long vowel sounds.</p>
Grade 2	<p>ELAGSE2RF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>a. Distinguish long and short vowels when reading regularly spelled one-syllable words.</p>

Harbor Phonics Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Identify letter-sound correspondences for each consonant that matches a beginning or ending consonant sound; identify long and short sounds for the major vowels. Words in this level are presented with picture support.
Grade 1	Identify spelling-sound correspondences for common consonant digraphs and common vowel team conventions for representing long vowel sounds. Words in this level are presented with picture support.	Identify spelling-sound correspondences for common consonant digraphs, as well as final -e and common vowel team conventions for representing long vowel sounds.	Identify spelling-sound correspondences for common consonant digraphs, as well as final -e and common vowel team conventions for representing long vowel sounds.
Grade 2	Identify short vowel sounds when identifying regularly spelled one-syllable words.	Identify long vowel sounds when identifying regularly spelled one-syllable words.	Identify long and short vowel sounds when identifying regularly spelled one-syllable words.

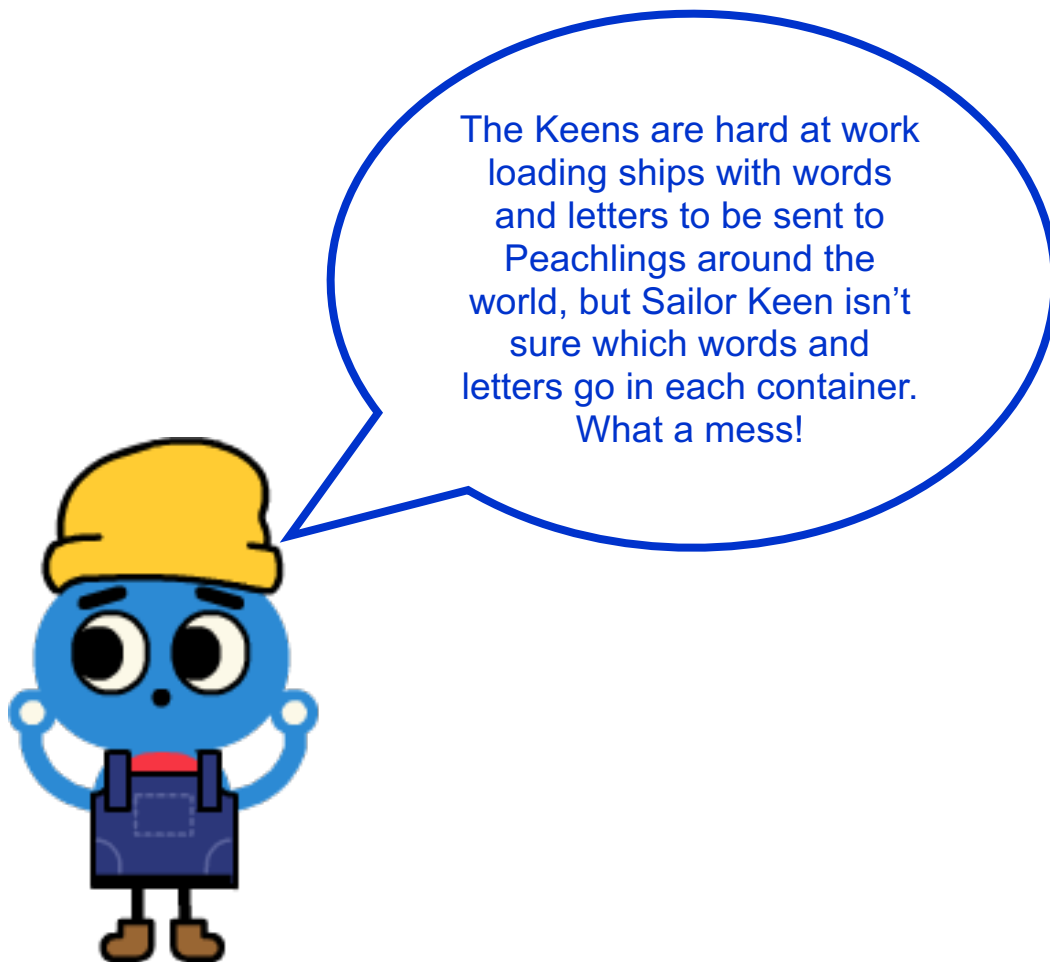
Student Leveling Information

Leveling Rule for Harbor Phonics: Students will begin a round of play by determining the phonics rule needed to correct the displayed words and placing the words in the shipping container. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	10 unique items	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Museum of Mysteries



Introduction

In **Museum of Mysteries**, students hear all about Magical Keen's new discoveries from planets far away. Magical Keen challenges the students to identify all the mysterious objects he found and displayed in the museum. During game play, students will use their knowledge of phonics rules to identify the objects based on short and long vowel sounds and common digraphs in single-syllable words as well as identify specific vowel sounds found in words having various letter patterns and containing common digraphs. This game focuses on phonological awareness and phonics and word recognition skills in decoding words.

Museum of Mysteries Standards Alignment

Kindergarten	<p>ELAGSEKRF2 Demonstrate understanding of <u>spoken</u> words, syllables, and sounds (phonemes).</p> <p>a. Recognize and produce rhyming words.</p> <p>ELAGSEKRF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>b. Demonstrate basic knowledge of long and short sounds for the given major vowels.</p>
Grade 1	<p>ELAGSE1RF2 Demonstrate understanding of <u>spoken</u> words, syllables, and sounds (phonemes).</p> <p>a. Distinguish long from short vowel sounds in spoken single-syllable words.</p> <p>ELAGSE1RF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>a. Know the spelling-sound correspondences for common consonant digraphs.</p> <p>c. Know final -e and common vowel team conventions for representing long vowel sounds.</p>
Grade 2	<p>ELAGSE2RF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>a. Distinguish long and short vowels when reading regularly spelled one-syllable words.</p> <p>b. Know spelling-sound correspondences for additional common vowel teams.</p>

Museum of Mysteries Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Recognize and select objects/words that rhyme with the given spoken word and demonstrate basic knowledge of long and short sounds for the given major vowels in written words (includes single-syllable words).
Grade 1	Select objects/words that contain the given long or short vowel sound in spoken words (includes single-syllable words).	Select objects/words that contain the given common consonant digraph sound in written words (includes single-syllable words).	Select objects/words that contain the given final -e and common vowel teams in written words (includes single-syllable words).
Grade 2	Select objects/words that contain the given long and short vowels in written words (includes single syllable words with only one target vowel at a time).	Select objects/words that contain the given long and short vowels in written words (includes single syllable words and incorporates all vowel sounds).	Select objects/words that contain the given spelling-sound correspondences for additional common vowel teams in written words.

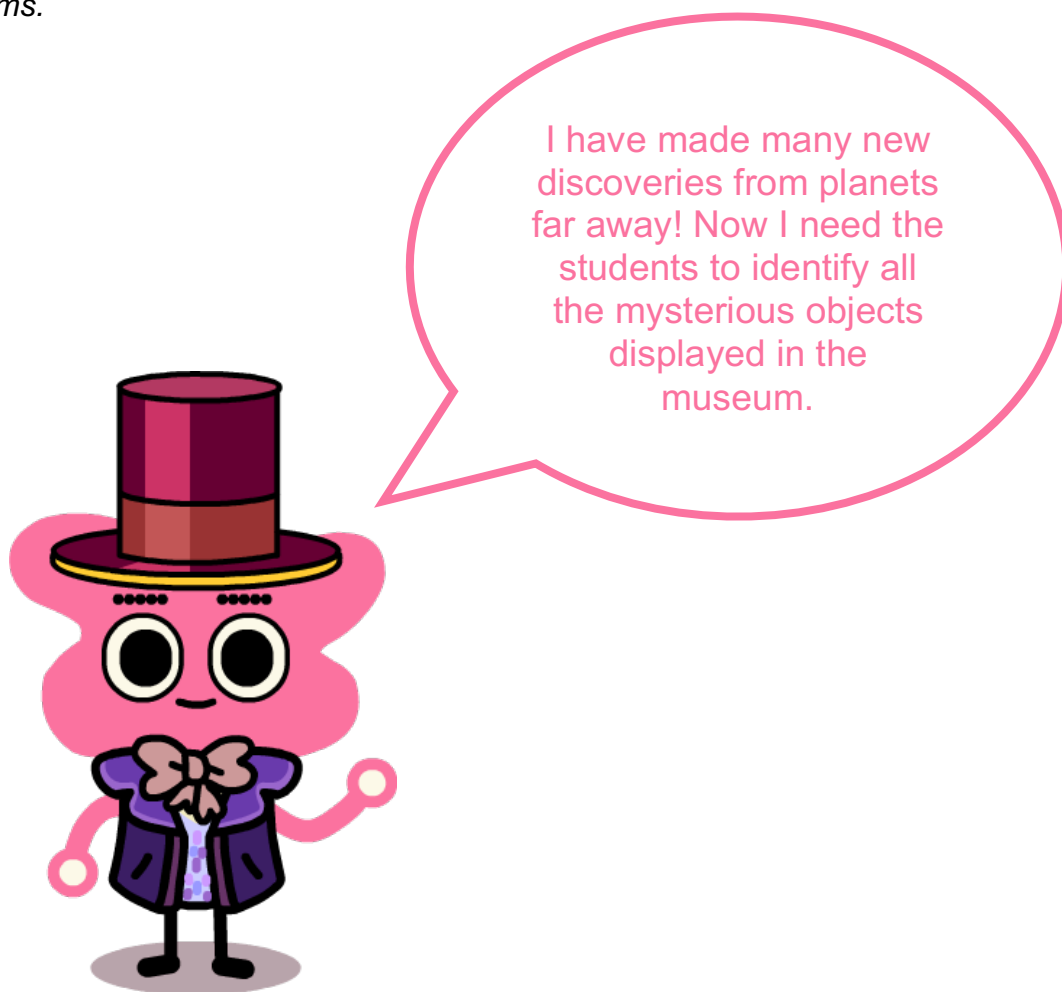
Student Leveling Information

Leveling Rule for Museum of Mysteries: Students will begin a round of play by identifying the displayed objects that align to the given phonics rule. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	10 unique items	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Peachling Playground



Introduction

In **Peachling Playground**, the Peachlings are playing a card game at recess and the Keens have spotted them having a lot of fun. Big Kid Keen needs students to help him learn the rules of the game the Peachlings are playing. During game play, students will help Big Kid Keen sort word cards based on unknown rules. The challenge is figuring out the rule so Big Kid Keen can join the Peachlings game. This game focuses on long and short vowel sounds, common consonant digraphs, and syllable identification.

Peachling Playground Standards Alignment

Kindergarten	<p>ELAGSEKRF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>b. Demonstrate basic knowledge of long and short sounds for the given major vowels.</p>
Grade 1	<p>ELAGSE1RF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>a. Know the spelling-sound correspondences for common consonant digraphs.</p> <p>c. Know final -e and common vowel team conventions for representing long vowel sounds.</p> <p>d. Use knowledge that every syllable must have a vowel sound to determine the number of syllables in a printed word.</p>
Grade 2	<p>ELAGSE2RF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>a. Distinguish long and short vowels when reading regularly spelled one-syllable words.</p>

Peachling Playground Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Distinguish between the long/short sounds of three different vowels in CVC and CVCe words.
Grade 1	Distinguish between the long/short sounds of three different vowels, including words with final-e and common vowel teams.	Identify the spelling-sound correspondences for more consonant digraphs (wr, kn, ph,).	Determine the number of syllables in printed words (between two, three, and four syllables).
Grade 2	Distinguish long and short vowels when reading regularly spelled one-syllable words presented with the sounds of one vowel and has common consonant digraphs (ch, sh, th, wh).	NA	NA

Student Leveling Information

Leveling Rule for Peachling Playground: Students will begin a round of play by determining the phonics rule each Peachling likes. Then students will sort the cards based on the rule for each Peachling. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	Sorting 10 cards per skill totally 30 cards per round of play.	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Get Those Beans



Introduction

Get Those Beans! is a mini-game that students can play at-will. The mini-game is designed to promote practice with phonics and word recognitions skills and build students' confidence in understanding the relationships between written letters/words and sounds. Students start play with the least complex content/skills and progress to the most complex content/skills. Students will enter the game from their Keen's home via the Smart TV and select the channel for Get Those Beans! Upon entering the mini-game, students may choose the reading or math edition. When reading is selected, students will begin a series of questions based on phonics.

Get Those Beans Standards Alignment

<p>Kindergarten</p>	<p>ELAGSEKRF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>a. Demonstrate basic knowledge of one-to-one letter-sound correspondences for each consonant.</p> <p>b. Demonstrate basic knowledge of long and short sounds for the given major vowels.</p>
<p>Grade 1</p>	<p>ELAGSE1RF2 Demonstrate understanding of spoken words, syllables, and sounds (phonemes).</p> <p>a. Distinguish long from short vowel sounds in spoken single-syllable words.</p> <p>ELAGSE1RF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>a. Know the spelling-sound correspondences for common consonant digraphs.</p> <p>c. Know final -e and common vowel team conventions for representing long vowel sounds.</p>
<p>Grade 2</p>	<p>ELAGSE2RF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>a. Distinguish long and short vowels when reading regularly spelled one-syllable words.</p> <p>b. Know spelling-sound correspondences for additional common vowel teams.</p>

Get Those Beans! Game Level Content Descriptions

Grade	Game Level	Skill Assessed
Kindergarten	1	Demonstrate basic knowledge of one-to-one letter-sound correspondences for each consonant
	2	Demonstrate basic knowledge of short sounds for the given major vowels
Grade 1	3	Know the spelling-sound correspondences for common consonant digraphs with short vowel sounds
	4	Know final -e conventions for representing long vowel sounds
	5	Know common vowel team conventions for representing long vowel sounds
Grade 2	6	Know the spelling-sound correspondences for common consonant digraphs and blends
	7	Know and apply grade-level phonics and word analysis skills in decoding compound words
	8	Know and apply grade-level phonics and word analysis skills in decoding 2 syllable words with blends and digraphs
	9	Know and apply grade-level phonics and word analysis skills in decoding vc-e 2 syllable words
	10	Know and apply grade-level phonics and word analysis skills in decoding 2 syllable words with vowel teams

Student Leveling Information

Leveling Rule for Get Those Beans: Students will begin a round of play by choosing the correct letter to complete a word, based on a given image.

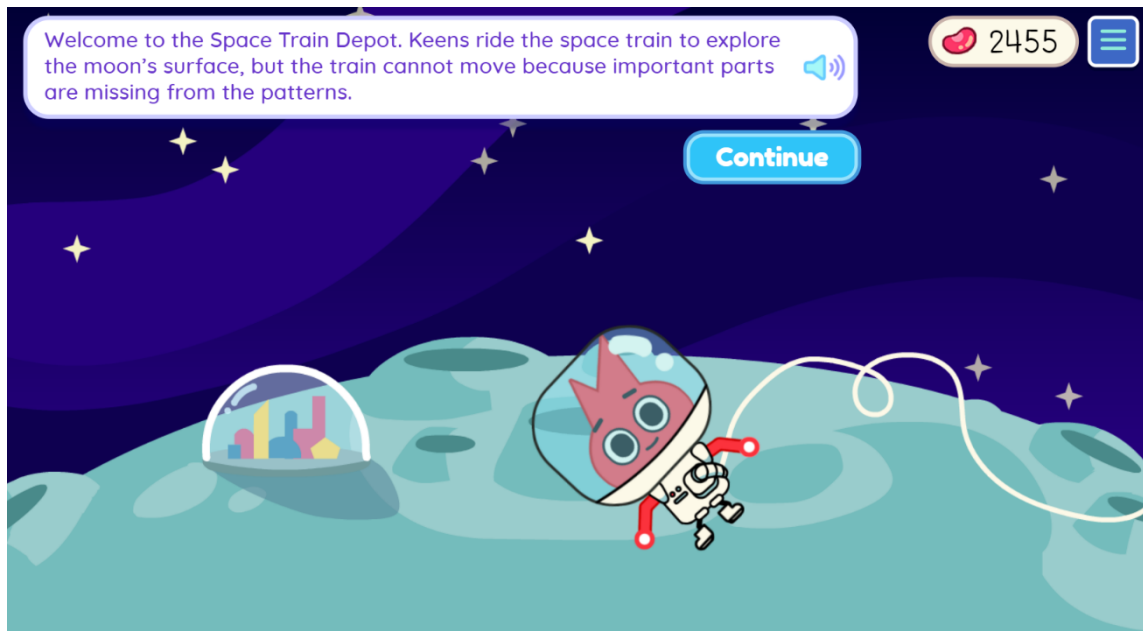
After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...	
		move up a level?	re-start the game?
10 unique rounds of play	10 unique items	If the student gets 8/10 items correct within a round of play, he or she will level up. Note: if a student successfully completes level 5 with 8/10 correct and then leaves the game, he or she will restart the game at level 6 until the game is completed.	If the student gets less than 8/10 items correct in a round of play, he or she will start over at level 1 when re-entering the game.

Note: When students level down and then level back up, they may encounter previously assessed items.



Space Train



Introduction

Space Train is a mini-game that students can play at-will. The mini-game is designed to promote practice with phonics and word recognitions skills and build students' confidence in understanding the relationships between written letters/words and sounds. Students start play with the least complex content/skills and progress to the most complex content/skills. Students will enter the game from their Keen's home via the Smart TV and select the channel for Space Train.

Space Train Standards Alignment

Kindergarten	<p>ELAGSEKRF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>b. Demonstrate basic knowledge of long and short sounds for the given major vowels.</p> <p>c. Know final -e and common vowel team conventions for representing long vowel sounds.</p>
Grade 1	<p>ELAGSE1RF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>c. Know final -e and common vowel team conventions for representing long vowel sounds.</p> <p>d. Use knowledge that every syllable must have a vowel sound to determine the number of syllables in a printed word.</p> <p>e. Decode two-syllable words following basic patterns by breaking the words into syllables.</p>
Grade 2	<p>ELAGSE2RF3 Know and apply grade-level phonics and word analysis skills in decoding words.</p> <p>c. Decode regularly spelled two-syllable words with long vowels.</p> <p>d. Decode words with common prefixes and suffixes</p>

Space Train Game Level Content Descriptions

Grade	Game Level	Skill Assessed
Kindergarten	1	Blend and segment onsets and rimes of CVC words
	2	Demonstrate basic knowledge of long sounds for the given major vowels in CVCe words
Grade 1	3	Know common vowel team conventions for representing long vowel sounds in one-syllable words
	4	Know common vowel team conventions for representing long vowel sounds in one-syllable words that include blends
	5	Decode two-syllable words following basic patterns by breaking the words into syllables
Grade 2	6	Decode regularly spelled two-syllable words with long vowels (vowel patterns)
	7	Decode regularly spelled two-syllable words with long vowels (common vowel teams)
	8	Decode regularly spelled two-syllable words with long vowels (additional common vowel teams)
	9	Decode words with common suffixes
	10	Know and apply grade-level phonics and word analysis skills in decoding words

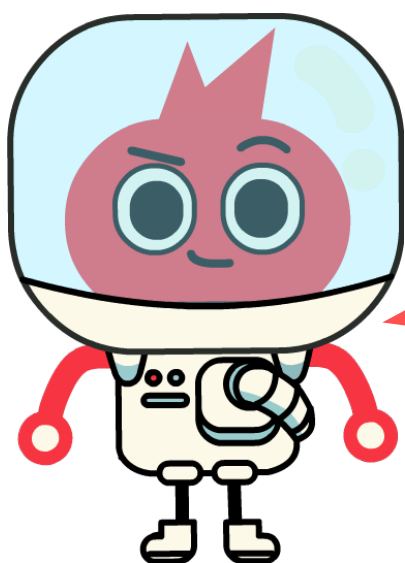
Student Leveling Information

Leveling Rule for Space Train: Students will begin a round of play by choosing the correct letter to complete a word, based on a given image.

After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...	
		move up a level?	re-start the game?
10 unique rounds of play	10 unique items	If the student gets 8/10 items correct within a round of play, he or she will level up. Note: if a student successfully completes level 5 with 8/10 correct and then leaves the game, he or she will restart the game at level 6 until the game is completed.	If the student gets less than 8/10 items correct in a round of play, he or she will start over at level 1 when re-entering the game.

Note: When students level down and then level back up, they may encounter previously assessed items.



Welcome to Space Train in Keenville that encourages practice with phonics and word recognition skills! To gain phonics skills, click on reading!

Downhill Skiing



Introduction

In **Downhill Skiing**, players ski under flags that correctly match specific prompts. The flags have objects, words, or descriptions (determined by level). The player selects all flags that match the prompt. Keenville Action News reporter is excited to report live from the top of the slalom and welcomes students to Mount Keenville Ski Competition! Keens and Peachlings all over Keenville watch the big event on Keenville Action News, and now it's the students' turn to ski! Are the students ready to show their knowledge of sorting pictures and words into known categories? This game focuses on vocabulary acquisition and use.

Downhill Skiing Standards Alignment

Kindergarten	<p>ELAGSEKL5a With guidance and support from adults, explore word relationships and nuances in word meanings.</p> <p>a. Sort common objects into categories (e.g., shapes, foods) to gain a sense of the concepts the categories represent.</p>
Grade 1	<p>ELAGSE1L5abc With guidance and support from adults, demonstrate understanding of word relationships and nuances in word meanings.</p> <p>a. Sort words into categories (e.g., colors, clothing) to gain a sense of the concepts the categories represent.</p> <p>b. Define words by category and by one or more key attributes (e.g., a duck is a bird that swims; a tiger is a large cat with stripes).</p> <p>c. Identify real-life connections between words and their use (e.g., note places at home that are cozy).</p>
Grade 2	<p>ELAGSE2I5 Demonstrate understanding of word relationships and nuances in word meanings.</p> <p>a. Identify real-life connections between words and their use (e.g., describe foods that are spicy or juicy).</p>

Downhill Skiing Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
All	Students sort common objects into specific categories to demonstrate understanding of word relationships and nuances in word meaning		
Kindergarten	NA	NA	Sort common objects (using words and pictures) into categories to gain a sense of the concepts the categories represent.
Grade 1	Sort words into categories to gain a sense of the concepts the categories represent.	Sort words into categories that define words by category and having one or more key attributes (e.g., a duck is a bird that swims; a tiger is a large cat with stripes).	Sort common objects (using words and pictures) when identifying real-life connections between words and their use.
Grade 2	Sort words into categories when identifying real-life connections between words and their use.	NA	NA

Student Leveling Information

Leveling Rule for Downhill Skiing: Students will begin a round of play by listening to the given category and skiing through the word flags, capturing all the words or pictures that relate to the spoken category. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play available in each level.	10 unique items	80% or more correct	51-79% correct	Less than 50% correct

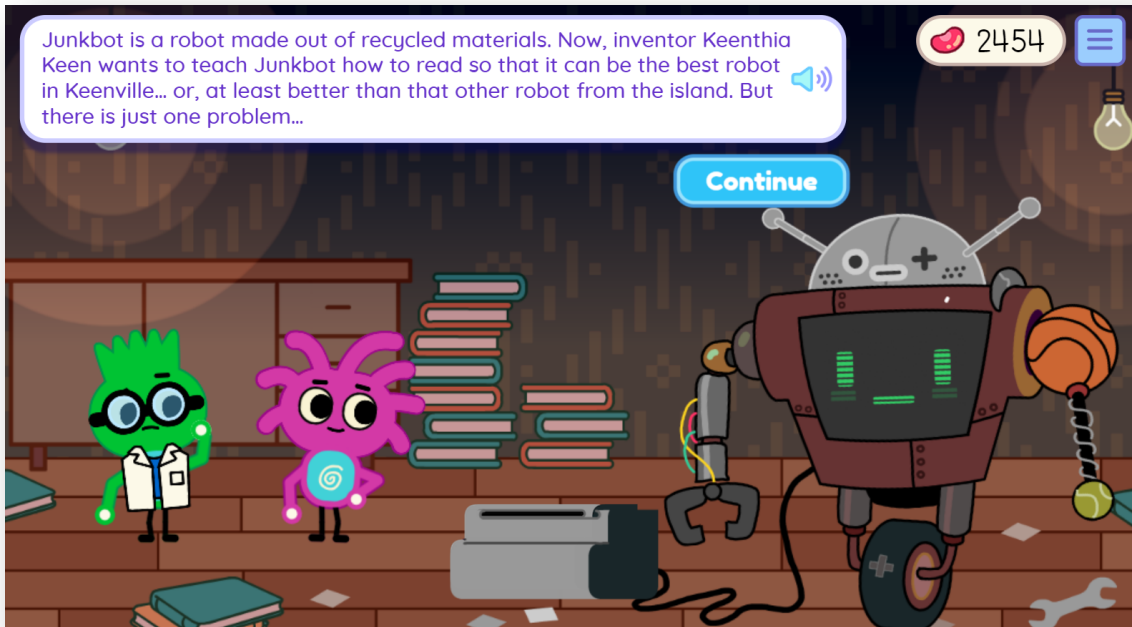
If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



I am excited to report live from the top of the slalom at the Mount Keenville Ski Competition! Keens and Peachlings all over Keenville watch the big event on Keenville Action News. Now it is time to ski!

Junkbot



Introduction

Junkbot is set in a junkyard context in which students help teach Junkbot how to learn new words. They discover how words change based on suffixes or prefixes and determine the best meaning from the context of a sentence. Junkbot is a robot made out of recycled materials. Now, inventor Keenthia Keen wants to teach Junkbot how to read new words so it can be the best robot in all of Keenville...or, at least better than that other robot from the island. But there is just one problem...Junkbot is having a hard time determining the meaning of new words and is getting is frustrated. Keenthia needs students to use their knowledge of prefixes and suffixes to help Junkbot understand new words, so it can become the best robot in all Keenville. This game focuses on vocabulary acquisition and use.

Junkbot Standards Alignment

<p>Kindergarten</p>	<p>ELAGSEKL4 With guidance and support, determine or clarify the meaning of unknown and multiple-meaning words and phrases based on kindergarten reading and content.</p> <p>b. Use the most frequently occurring inflections and affixes (e.g., <i>-ed</i>, <i>-s</i>, <i>re-</i>, <i>un-</i>, <i>pre-</i>, <i>-ful</i>, <i>-less</i>) as a clue to the meaning of an unknown word.</p>
<p>Grade 1</p>	<p>ELAGSE1L4 Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on <i>grade 1 reading and content</i>, choosing flexibly from an array of strategies.</p> <p>a. Use sentence-level context as a clue to the meaning of a word or phrase.</p> <p>b. Use frequently occurring affixes as a clue to the meaning of a word.</p> <p>c. Identify frequently occurring root words (e.g., <i>look</i>) and their inflectional forms (e.g., <i>looks</i>, <i>looked</i>, <i>looking</i>).</p>
<p>Grade 2</p>	<p>ELAGSE2L4 Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on <i>grade 2 reading and content</i>, choosing flexibly from an array of strategies.</p> <p>a. Use sentence-level context as a clue to the meaning of a word or phrase.</p> <p>b. Determine the meaning of the new word formed when a known prefix is added to a known word (e.g., <i>happy/unhappy</i>, <i>tell/retell</i>).</p> <p>c. Use a known root word as a clue to the meaning of an unknown word with the same root (e.g., <i>addition</i>, <i>additional</i>).</p>
<p>Grade 3</p>	<p>ELAGSE3L4 Determine or clarify the meaning of unknown and multiple-meaning word and phrases based on <i>grade 3 reading and content</i>, choosing flexibly from a range of strategies.</p> <p>a. Use sentence-level context as a clue to the meaning of a word or phrase.</p> <p>b. Determine the meaning of the new word formed when a known affix is added to a known word (e.g., <i>agreeable/disagreeable</i>, <i>comfortable/uncomfortable</i>, <i>care/careless</i>, <i>heat/preheat</i>).</p> <p>c. Use a known root word as a clue to the meaning of an unknown word with the same root (e.g., <i>company</i>, <i>companion</i>).</p>

Junkbot Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on kindergarten reading and content (i.e., -ed, -s, re-, un-, pre-, -ful, -less).
Grade 1	Determine or clarify the meaning of unknown and multiple-meaning words and phrases:		
	using frequently occurring affixes as a clue to the meaning of a word. (i.e., -er, -able, -est, dis-, mis-, im-, in-, -ed, -s, re-, un-, pre-, -ful, -less.)	using frequently occurring affixes as a clue to the meaning of a word (i.e., -er, -able, -est, dis-, mis-, im-, in-, -ed).	using sentence-level context as a clue to the meaning of a word or phrase.
Grade 2	Determine or clarify the meaning of unknown and multiple-meaning words and phrases:		
	when a known prefix is added to a known word (i.e., re-, un-, pre-, dis-, mis-, im-, in-).	by using the root word as a clue to provide meaning of an unknown word with the same root.	by using sentence-level context as a clue to the meaning of a word or phrase.
Grade 3	Determine or clarify the meaning of unknown and multiple-meaning word and phrases:		
	formed when a known affix is added to a known word. (i.e., -ed, -s, re-, un-, pre-, -ful, -less, -er, -able, -est, dis-, mis-, im-, in-).	by using the root word as a clue to provide meaning of an unknown word with the same root.	by using sentence-level context as a clue to the meaning of a word or phrase.

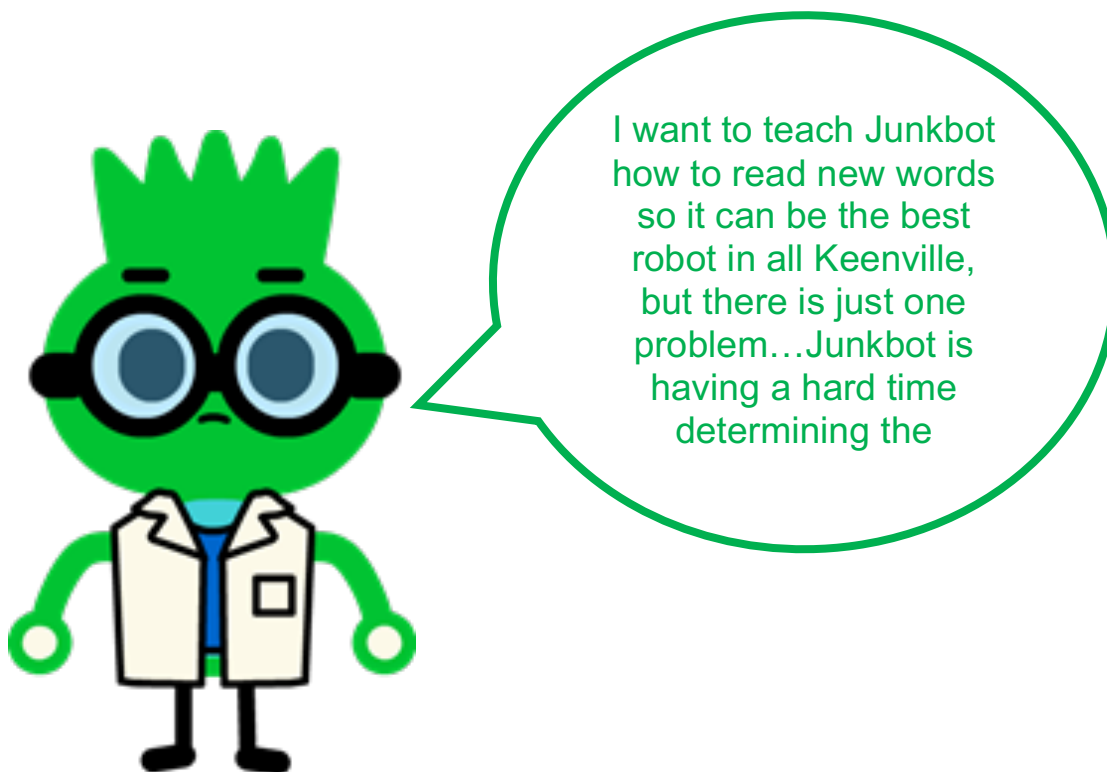
Student Leveling Information

Leveling Rule for Junkbot: Students will begin a round of play by reading a sentence and determining the meaning of the word based on given context clues. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	10 unique items	80% or more correct	51-79% correct	Less than 50% correct

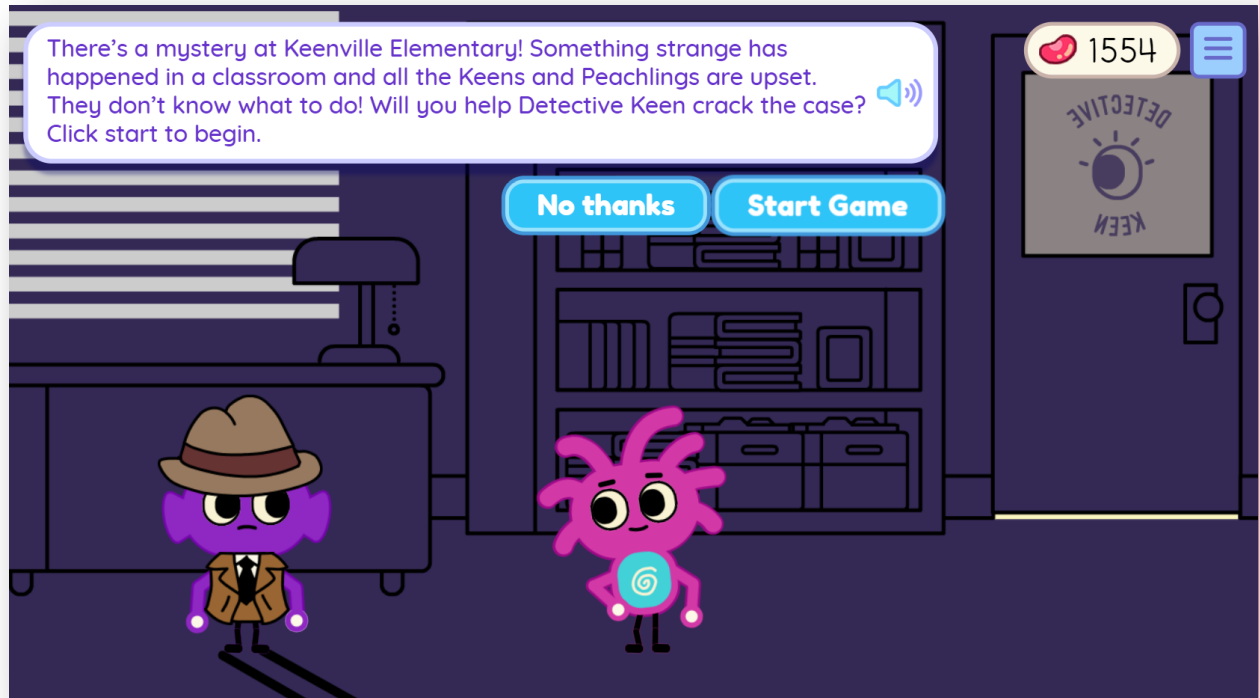
If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Reading Comprehension Games – Literary

Classroom Detective



Introduction

In **Classroom Detective**, students are introduced to Detective Keen and he declares there's a mystery at Keenville Elementary! Something strange has happened in a classroom and all the Keens and Peachlings are upset and don't know what to do! Detective Keen needs students' help to crack the case and make the elementary Keens happy again. Throughout the game, Detective Keen presents a series of mysteries that the students are tasked to solve. Students navigate the classroom to interview Keens, collect clues, and then read a report about the mystery. This game focuses on reading comprehension with literary texts.

Classroom Detective Standards Alignment

<p>Kindergarten</p>	<p>ELAGSEKRL.1 With prompting and support, ask and answer questions about key details in a text.</p> <p>ELAGSEKRL.7 With prompting and support, describe the relationship between illustrations and the story (how illustrations support the text).</p> <p>ELAGSEKRL.9 With prompting and support, compare and contrast the adventures and experiences of characters in familiar stories.</p>
<p>Grade 1</p>	<p>ELAGSE1RL.1 Ask and answer questions about key details in a text.</p> <p>ELAGSE1RL.7 Use illustrations and details in a story to describe its characters, setting, or events.</p> <p>ELAGSE1RL.9 Compare and contrast the adventures and experiences of characters in stories.</p>
<p>Grade 2</p>	<p>ELAGSE2RL.1 Ask and answer such questions as who, what, where, when, why, and how to demonstrate understanding of key details in a text.</p> <p>ELAGSE2RL.7 Use information gained from the illustrations and words in a print or digital text to demonstrate understanding of its characters, setting, or plot.</p> <p>ELAGSE2RL.9 Compare and contrast two or more versions of the same story (e.g., Cinderella stories) by different authors or from different cultures.</p>
<p>Grade 3</p>	<p>ELAGSE3RL. Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers.</p> <p>ELAGSE3RL.7 Explain how specific aspects of a text’s illustrations contribute to what is conveyed by the words in a story (e.g., create mood, emphasize aspects of a character or setting).</p> <p>ELAGSE3RL.9 Compare and contrast the themes, settings, and plots of stories written by the same author about the same or similar characters (e.g., in books from a series).</p>

Classroom Detective Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about key details, describe the relationship between illustrations and the story, and use details from the stories to compare and contrast the characters and adventures described within the two stories.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about key details, use illustrations and details in a story to describe its characters, settings, and events, and use details from the stories to compare and contrast the characters and adventures described within the two stories.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and ask and answer such questions as who, what, where, when, why, and how to; use information gained from the illustrations and words in a print or digital text to demonstrate understanding of its characters; and compare two or more versions of the same story by different authors or from different cultures.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer questions to demonstrate understanding of a text, referring explicitly to the text; explain how specific aspects of a text’s illustrations contribute to what is conveyed by the words in the story; and use details from the stories to compare and contrast the characters and adventures described within the two stories.		

Classroom Detective Texts

Grade	Game Level	Passage Topics
K	3	Mystery of the White Rain: Tom learns about snow.
		Mystery of the Sound: May wonders what the noise outside the window is.
1	1	Mystery of the Math Test: Dan solves the no name mystery.
		Mystery of the Missing Candy: Cam wonders who stole the candy from his lunch box.
	2	Mystery of the Growling Stomach: Ray learns breakfast is important.
		Mystery of the Missing Classroom: Ava wonders where her classroom is on the first day of school.
	3	Mystery of the Keyboard: Liam wonders why his laptop stopped working.
		Mystery of the Missing Crayons: Mia wonders why all the green crayons are missing.
2	1	Mystery of the Plant: Oliver wonders who secretly helped him.
		Mystery of the Silent Helper: Classmates discuss the possible solutions.
	2	Mystery of the Missing Pencil: Evie wonders who took her pencil.
		Search for the Missing Pencil: Classmates discuss the possible solutions.
		Mystery of Jose’s Disappearing Book: Jose wonders where his book went.
		Solving Jose’s Mystery: Abbey knows where the book may be.
3	Mystery of the Missing Flower: Jamal happily creates a card, when... Finding Buttercup: In a panic, Jamal searches everywhere.	
	Mystery of the Missing Turtle: Aiden wonders where the class pet may be.	
3	1	Finding Speedy: Classmates discuss the possible solutions.
		Mystery of the Missing Sneaker: Rosalie has only one sneaker... Moments Later, Mystery Solved: Rosalie’s Mom saves the day.
		Mystery of the Missing Chair: Wyatt wonders who took the teacher’s chair.
	2	Mystery of the Missing Teacher: Wyatt discovers his teacher is moving to another classroom.
		Mystery of the Game Ball: Chloe is surprised to find her softball gear has been stolen.
		Mystery of the Missing Gear Bag: Chloe discovers her teacher has relocated the equipment to the gym.
3	1	The Presentation of the Game Ball: Chloe’s hard work is rewarded.
		Mystery of the Missing Gear Bag: Chloe wonders where her bag is.
	2	Mystery of the Treasure Map: Jade discovers a map at school. Is the Treasure Map Real?: School friends solve the map mystery.

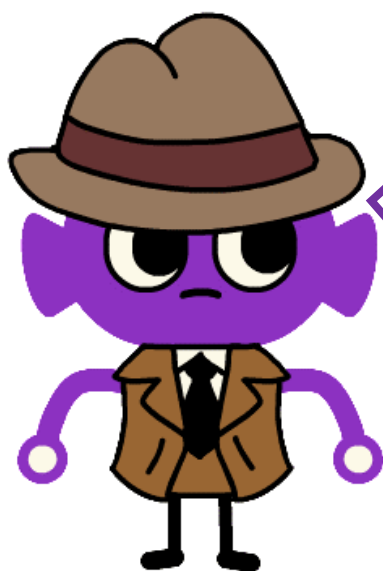
Student Leveling Information

Leveling Rule for Classroom Detective: Students will begin a round of play by interviewing Keens, searching for clues, and then reading texts to help Detective Keen crack the case. In the kindergarten and first grade levels of the game, students will read one text, while in the second and third grade levels students will read two texts to compare and contrast. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What’s in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	1 or 2 texts (depending on grade level) and 8 unique items	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



There’s a mystery at Keenville Elementary! Something strange has happened in a classroom and all the Keens and Peachlings are upset. They don’t know what to do!

Hometown Heroes



Introduction

In **Hometown Heroes**, students help Mayor Bean choose the next hometown hero. Every day in Keenville, Keens are helping other Keens in ways big and small. Mayor Bean wants to honor some local Keens for doing great things in Keenville. Mayor Bean needs the students' help to decide who should receive the next Local Heroes Cape for being a very helpful Keen. Throughout game play, students will interview local Keens, search for clues of great character, and read the stories of Keens who are doing great things every day. Students will use their reading comprehension skills to determine which Keen should receive the next local hero's cape award. This game focuses on reading comprehension with literary texts.

Hometown Heroes Standards Alignment

Kindergarten	<p>ELAGSEKRL.3 With prompting and support, identify characters, settings, and major events in a story.</p> <p>ELAGSEKRL.6 With prompting and support, name the author and illustrator of a story and define the role of each in telling the story.</p> <p>ELAGSEKRL.9 With prompting and support, compare and contrast the adventures and experiences of characters in familiar stories.</p>
Grade 1	<p>ELAGSE1RL.3 Describe characters, settings, and major events in a story, using key details.</p> <p>ELAGSE1RL.6 Identify who is telling the story at various points in a text.</p> <p>ELAGSE1RL.9 Compare and contrast the adventures and experiences of characters in stories.</p>
Grade 2	<p>ELAGSE2RL.3 Describe how characters in a story respond to major events and challenges.</p> <p>ELAGSE2RL.6 Acknowledge differences in the points of view of characters, including by speaking in a different voice for each character when reading dialogue aloud.</p> <p>ELAGSE2RL.9 Compare and contrast two or more versions of the same story (e.g., Cinderella stories) by different authors or from different cultures.</p>
Grade 3	<p>ELAGSE3RL.3 Describe characters in a story (e.g., their traits, motivations, or feelings) and explain how their actions contribute to the sequence of events.</p> <p>ELAGSE3RL.6 Distinguish their own point of view from that of the narrator or those of the characters.</p> <p>ELAGSE3RL.9 Compare and contrast the themes, settings, and plots of stories written by the same author about the same or similar characters (e.g., in books from a series).</p>

Hometown Heroes Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about narrative elements, name the author and illustrator of a story and define their roles, and use details from the stories to compare and contrast the characters and adventures described within the two stories.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about narrative elements, define who is telling the story, and use details from the stories to compare and contrast the characters and adventures described within the two stories.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions describing how characters respond to major events and challenges, acknowledge differences in point of view of characters, and use details from the stories to compare and contrast the characters and adventures described within the two stories.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer comprehension questions describing characters and explain how their actions contribute to events, acknowledge differences in point of view of characters, and use details from the stories to compare and contrast themes, settings, and plots of the two stories.		

Hometown Heroes Texts

Grade	Game Level	Passage Topics	
K	3	Learning to Ride: Kay learns to ride a bicycle.	
		Firefighters are Heroes: Rob brings his local firefighters a plate of cookies.	
1	1	Joy and Tim Help Out: Mom is sick, so the kids help.	
		Mr. Welch’s Neighbors: Neighbors can be helpful to those in need.	
	2	Mr. Carmen’s Birthday: Mr. Carmen’s first grade students surprise him on his birthday.	
		The Park Adventure: Finding a lost dog.	
	3	One Step at a Time: Tiana sprains her ankle.	
		Heroes at the Park: Darnell and Lydia pick up trash at the park.	
2	1	No Running: A lifeguard, Shakira, prevents Timmy from tripping. Luis Saves the Day!: Luis prevents his baby sister, Alex, from tripping on her toys.	
		Officer Tony Helps Out: Tony, a police officer, helps students cross the street.	
		Hope Saves the Day: Hope, a girl scout, helps Ms. Donna cross the street.	
	2	Ryan Saves the Day: Ryan dreams of being a superhero. An Everyday Superhero: Dr. Jess Porter, a pediatrician, is an everyday superhero.	
		Coach Ted, The Leader: Coach Ted leads by example. Cheering for Paula: Jasmine is a great teammate.	
	3	Molly Goes Missing: Mr. Jacobs helps Jonathon find his lost dog, Molly. Cat Rescue: A park visitor has lost her cat.	
		Chatting with Debbie: Debbie loves her community friends. Raoul’s Race: Raoul cheers from the sideline.	
		1	New Friends on the Playground: Tadd helps Jonathan, a new student in school. Math Help from a New Friend: Jonathan helps Tadd study for a big test.
			Joey Lends a Helping Hand: A surprise for Ms. June. Charlotte Builds a Birdfeeder: Charlotte is thoughtful.
2	The Move: Arielle’s family moves to Bayside. Like a Garden Glove: Mrs. Lopez runs for president of the local tree-planting club.		
	A Puppet Show: Ms. Patti loves to read. A Different Kind of Concert: Daniel and his dad serve others.		

Student Leveling Information

Leveling Rule for Hometown Heroes: Students will begin a round of play by interviewing Keens, searching for clues, and then reading texts to help Mayor Keen choose the next hometown hero. In the kindergarten and first grade levels of the game, students will read one text, while in the second and third grade levels students will read two texts to compare and contrast. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	1 or 2 texts (depending on level) and 8 unique items	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Peachy Acres Farm



Introduction

In **Peachy Acres Farm**, students help Farmer Keen clear debris from his fields and search for hidden time capsules with important information that may help solve the Keens problems. The soil on the farm is full of rocks and pests, so the crops can't grow! And if there are no crops, there is no food for the Keens or the Peachlings! The Keens on the farm are too busy arguing to help Farmer Keen. He needs the students' help to solve the Keens' problems and get the soil ready for planting. Throughout the game, the Keens present a series of problems that the students are tasked to solve. Students read sections of literary text and use what is learned in the text to help solve the Keens' problems. This game focuses on reading comprehension with literary texts.

Peachy Acres Farm Standards Alignment

<p>Kindergarten</p>	<p>ELAGSEKRL.1 With prompting and support, ask and answer questions about key details in a text.</p> <p>ELAGSEKRL.3 With prompting and support, identify characters, settings, and major events in a story.</p> <p>ELAGSEKRL.4 With prompting and support, ask and answer questions about unknown words in a text.</p>
<p>Grade 1</p>	<p>ELAGSE1RL.1 Ask and answer questions about key details in a text.</p> <p>ELAGSE1RL.3 Describe characters, settings, and major events in a story, using key details.</p> <p>ELAGSE1RL.4 Identify words and phrases in stories or poems that suggest feelings or appeal to the senses.</p>
<p>Grade 2</p>	<p>ELAGSE2RL.1 Ask and answer such questions as who, what, where, when, why, and how to demonstrate understanding of key details in a text.</p> <p>ELAGSE2RL.3 Describe how characters in a story respond to major events and challenges.</p> <p>ELAGSE2RL.4 Describe how words and phrases (e.g., regular beats, alliteration, rhymes, repeated lines) supply rhythm and meaning in a story, poem, or song.</p>
<p>Grade 3</p>	<p>ELAGSE3RL.1 Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers.</p> <p>ELAGSE3RL.3 Describe characters in a story (e.g., their traits, motivations, or feelings) and explain how their actions contribute to the sequence of events.</p> <p>ELAGSE3RL.4 Determine the meaning of words and phrases both literal and nonliteral language as they are used in the text.</p>

Peachy Acres Farm Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about key details; identify characters, setting, and major events in a story; and answer questions about unknown words in the texts.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about key details; describe characters, setting, and major events in a story using key details; and identify words that suggest feelings or appeal to the senses.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to demonstrate understanding of key details in a text; describe how characters respond to major events or challenges in a story; and describe how words supply rhythm and meaning in a story.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and ask questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers; describing character traits and explain how character actions contribute to the sequence of events; and determine the meaning of words both literal and nonliteral language as they are used in the text.		

Peachy Acres Farm Texts

Grade	Game Level	Passage Topics
K	3	Best Friends: Two boys love their horses.
		Life on a Farm: Ben wakes up early to help his father feed the farm animals.
1	1	Tori Plants a Garden: Tori learns how to grow beans and tomatoes.
		A Trip to the Store: Wanda goes shopping with her mother to prepare their dinner.
	2	Cooking Up Fun: Chris loves to cook with his grandmother.
		Sharing Her Food: Jan brings home-grown peaches from her farm to share with her class.
	3	Shake It Up: Tony tries to assemble the perfect cobb salad for the "Shake It Up" competition.
		Carrot Week: Mrs. Rose, the lunchroom lady, encourages the students to eat healthy.
2	1	Pecan Festival: Logan looks forward to his town's Pecan Festival every year.
		Strawberry Picking: Sarah enjoys picking strawberries on the farm.
	2	Setting the Table: Roma enjoys setting the table for dinner.
		Crunch for Lunch: Johnny enjoys eating apples for lunch.
	3	The Farmer's Market: Bernice is astonished at the variety of foods she sees at the local farmer's market.
3	1	Life on a Farm: Charlotte visits her cousin, who lives on a farm, and learns about farming.
	2	Farm to School: Lisa and her friends try to convince the school board to adopt the "farm to school" concept.

Student Leveling Information

Leveling Rule for Peachy Acres Farm: Students will begin a round of play by digging for secret messages contained in time capsules to help them answer comprehension questions based on farming, nutrition, and agriculture. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

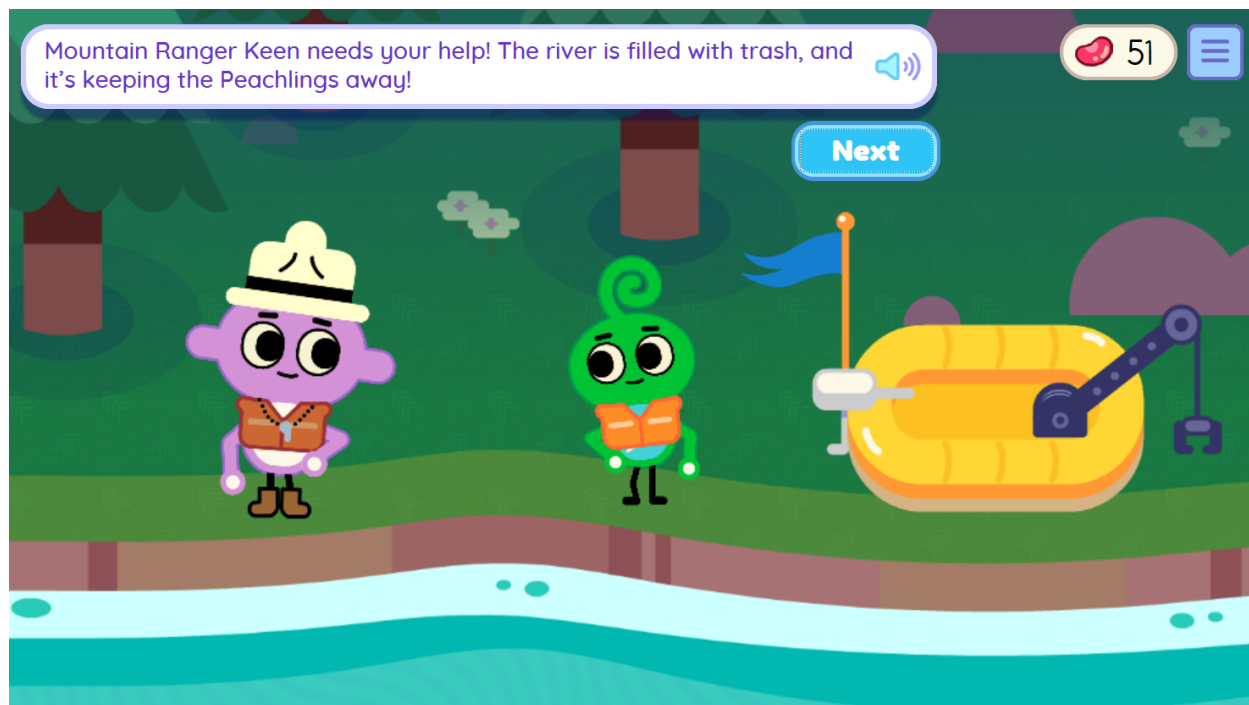
How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	1 text and 8 unique items	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



River Clean-Up



Introduction

In **River Clean-Up**, the Keens on the river are too busy arguing to help clean up the river. Mountain Ranger Keen needs students to help because the river is filled with trash, and it's keeping the Peachlings away from Keenville! During play, students will help Mountain Ranger Keen solve the Keens' problems by fishing for messages in the river and navigating the patrol boat to communicate with the Keens. Throughout the game, the Keens present a series of problems that the students are tasked to solve. Students read sections of literary text and use what is learned in the text to help solve the Keens' problems. This game focuses on reading comprehension with literary texts.

River Clean-Up Standards Alignment

<p>Kindergarten</p>	<p>ELAGSEKRL1 With prompting and support, ask and answer questions about key details in a text.</p> <p>ELAGSEKRL2 With prompting and support, retell familiar stories, including key details.</p> <p>ELAGSEKRL.4 With prompting and support, ask and answer questions about unknown words in a text.</p>
<p>Grade 1</p>	<p>ELAGSE1RL1 Ask and answer questions about key details in a text.</p> <p>ELAGSE1RL2 Retell stories, including key details, and demonstrate understanding of their central message or lesson.</p> <p>ELAGSE1RL.4 Identify words and phrases in stories or poems that suggest feelings or appeal to the senses.</p>
<p>Grade 2</p>	<p>ELAGSE2RL1 Ask and answer such questions as who, what, where, when, why, and how to demonstrate understanding of key details in a text.</p> <p>ELAGSE2RL2 Recount stories, including fables and folktales from diverse cultures, and determine their central message, lesson, or moral.</p> <p>ELAGSE2RL.4 Describe how words and phrases (e.g., regular beats, alliteration, rhymes, repeated lines) supply rhythm and meaning in a story, poem, or song.</p>
<p>Grade 3</p>	<p>ELAGSE3RL1 Ask and answer questions to demonstrate understanding of the text, referring explicitly to the text as the basis for the answers.</p> <p>ELAGSE3RL2 Recount stories, including fables and folktales from diverse cultures; determine their central message, lesson, or moral and explain how it is conveyed through key details in the text.</p> <p>ELAGSE3RL.4 Determine the meaning of words and phrases both literal and nonliteral language as they are used in the text.</p>

River Clean-Up Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about key details; retell familiar stories and key details; and answer questions about unknown words in the texts.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about key details; retell familiar stories including key details and central message; and identify words that suggest feelings or appeal to the senses.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers; recount stories, including fables, folktales, and myths from diverse cultures, to determine the message, lesson, or moral learned in the story; and describe how words and phrases supply rhythm and meaning in a story.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers; recount stories, including fables, folktales, and myths from diverse cultures, to determine the message, lesson, or moral learned in the story; and determine the meaning of words and phrases both literal and nonliteral language as they are used in the text.		

River Clean-Up Texts

Grade	Game Level	Passage Topics
K	3	At the Beach: Ann and Mom go to the beach.
		Going Fishing: Grandpa and Ben go to the river.
1	1	Packing for a Trip: Elsa packs her suitcase.
		Getting Ready: Elsa goes tubing for the first time.
	2	Birds and Squirrels: Elsa likes to watch the birds.
		Getting to the River: Annie and Elsa take a road trip.
	3	On the Riverbank: Elsa is scared.
		Tubing Down the River: Elsa goes tubing.
2	1	Ox and Monkey Play with Elephant by the River: Ox learns a lesson.
		Down by the River: Ox and Monkey take a trip to the island.
	2	Ox Tells Monkey a Story About the River: Ox shares a memory.
		The Goblin: Ox and Monkey meet Goblin.
	3	Monkey Tells Goblin a Story About Bravery: Goblin is brave.
		The Return Home: Monkey and Ox reassure Goblin about the river.
3	1	Mountain Hike: Kate and her family go on a hike.
		Real Life Homework: Ashley's class learns about thermometers.
	2	Helen the Library Cat: It is story hour and Helen is missing.
		The Litter Lesson: Tyler learns the effects of littering.

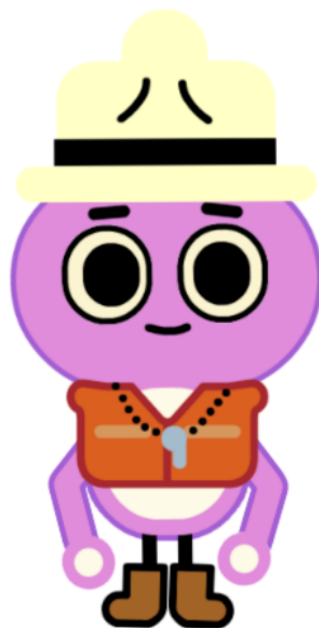
Student Leveling Information

Leveling Rule for River Clean-Up: Students will begin a round of play by fishing for secret messages hidden in the river to help them answer comprehension questions based on literary texts. Students read about fictional people and animals and their trips to the river. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	1 text and 8 unique items	80% or more correct	51-79% correct	50% or less correct

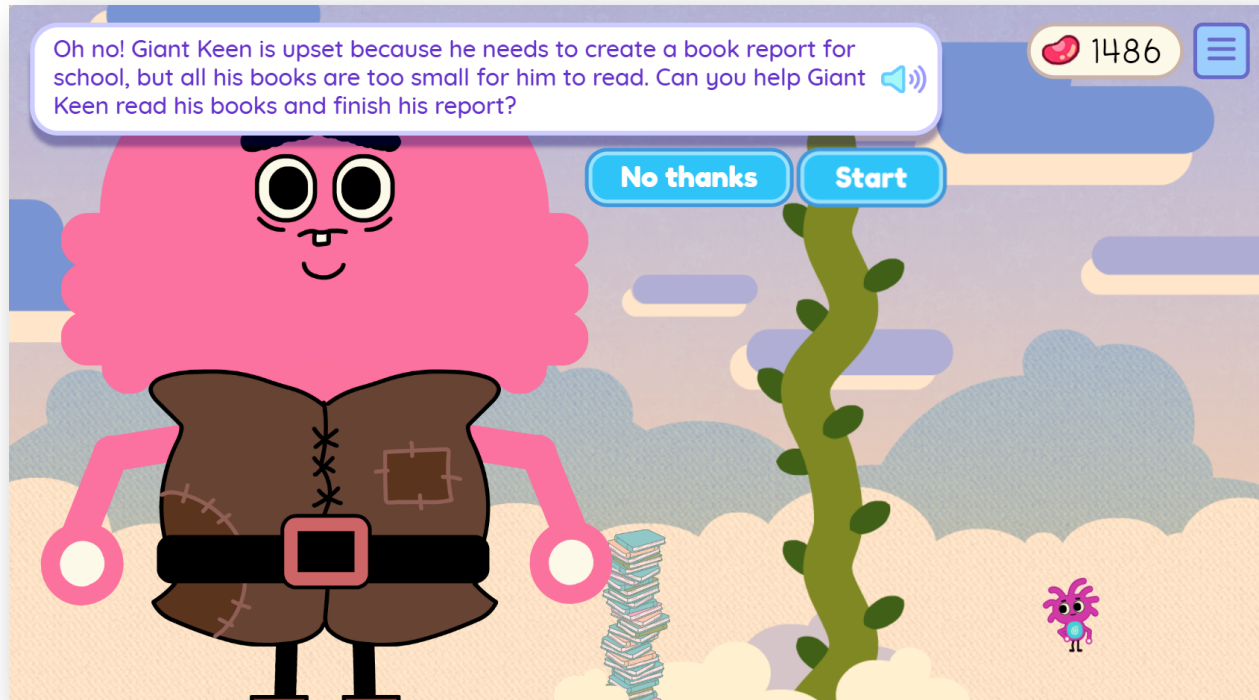
If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Oh no! The is river is filled with trash and it's keeping the Peachlings away from Keenville! I need the students' help to clean up the river and make the river a fun and safe place for the Peachlings.

Up the Beanstalk



Introduction

Up the Beanstalk is set in a fairy tale context in which students read sections of a text. Students then answer comprehension questions about the text sections, as well as questions about the entire text. Giant Keen is upset because he needs to create a book report for school, but all his books are too small for him to read. Giant Keen needs the student to help him read his books to create his report. Throughout gameplay, students read sections of literary text and use what is learned in the text to help solve Giant Keen's problem. This game focuses on reading comprehension with literary texts.

Up the Beanstalk Standards Alignment

<p>Grade 1</p>	<p>ELAGSE1RL.2 Retell stories, including key details, and demonstrate understanding of their central message or lesson.</p> <p>ELAGSE1RL.5 Explain major difference between texts that tell stories and texts that give information.</p> <p>ELAGSE1RL.7 Use illustrations and details in a story to describe its characters, setting, or events.</p>
<p>Grade 2</p>	<p>ELAGSE2RL.2 Recount stories, including fables and folktales from diverse cultures, and determine their central message, lesson, or moral.</p> <p>ELAGSE2RL.5 Describe the overall structure of a story including describing how the beginning introduces the story, the middle provides major events and challenges, and the ending concludes the action.</p> <p>ELAGSE2RL.7 Use information gained from the illustrations and words in a print or digital text to demonstrate understanding of its characters, setting, or plot.</p>
<p>Grade 3</p>	<p>ELAGSE3RL.2 Recount stories, including fables, folktales, and myths from diverse cultures; determine the central message, lesson, or moral; and explain how it is conveyed through key details in the text.</p> <p>ELAGSE3RL.5 Refer to parts of stories, dramas, and poems when writing or speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections.</p> <p>ELAGSE3RL.7 Explain how specific aspects of a text’s illustrations contribute to what is conveyed by the words in a story (e.g., create mood, emphasize aspects of a character or setting).</p>

Up the Beanstalk Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about retelling stories including key details; explain major difference between texts that tell stories and texts that give information; and use illustrations in stories to describe the characters, setting, and event.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to recount stories, including fables and folktales from diverse cultures, to determine their central message, lesson, or moral; describe the overall structure of a story including how the beginning introduces characters, middle provides major events and challenges, and the ending concludes the action; and use information gained from illustrations and words in a print or digital text to demonstrate understanding of its characters, setting, and events.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer comprehension questions to recount stories, including fables and folktales from diverse cultures, to determine their central message, lesson, or moral; refer to parts of stories, dramas, and poems when writing or speaking about a text, using terms such as chapter, scene, and stanza; and explain how specific aspects of a text’s illustrations contribute to what is conveyed by the words in a story.		

Up the Beanstalk Texts

Grade	Game Level	Text Topics	
		Fable/Folktale	Lesson
1	1	The Ugly Duckling	“Don’t listen when others tell you that you are ugly.”
		The Fox and the Crow	“Don’t believe everything you hear.”
	2	The Sky is Falling	“Mothers know a lot about life.”
		Bear and Mouse	“Learn how to work together to solve a problem.”
	3	Three Little Pigs	“Hard work pays off.”
		The Tortoise and the Hare	“Slow and steady wins the race.”
2	1	Aladdin and the Magic Lamp	“What matters is on the inside.”
		The Boy Who Cried Wolf	“People believe those who are honest.”
	2	The Fox and the Grapes	“Appreciate what you have.”
		The Ant and the Grasshopper	“Be prepared.”
	3	The Goose and the Golden Eggs	“Don’t be greedy.”
		The Little Red Hen	“Actions have consequences.”
3	1	The Lion and the Mouse	“Be kind.”
		Goldilocks	“Be considerate of others.”
	2	Cinderella	“Never give up.”
		Jack and the Beanstalk	“When bad things happen, stay hopeful for a better day.”

Student Leveling Information

Leveling Rule for Up the Beanstalk: Students will begin a round of play by choosing a text to read from two presented familiar titles. Once students choose the text, the text will appear in sections alongside 9 comprehension questions. Students will answer the questions and help Giant Keen create a slide-show book report. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What’s in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	1 text and 9 unique items	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Reading Comprehension Games – Informational

Cave Explorer



Introduction

In **Cave Explorer**, the Keens find a mysterious Peachling cave to explore. Legend has it that the Peachlings' treasure is hidden deep inside, just waiting for a brave explorer to find it. The only problem is the Keens cannot figure out how to get past the mysterious Peachling statue blocking the path to the treasure. The Keens need the students' help to get past the statues and locate the missing treasure. During play, students will help the Keens read text and use what they learn in the text to unblock the path. When students answer questions correctly, the Keens get excited because they move deeper into the cave and closer to finding the treasure. Throughout play, students are tasked to read informational texts, answer questions that require comparing and contrasting the texts, and then unlock the path to the cave in order to find the treasure. This game focuses on making connections within texts, as well as comparing and contrasting informational texts.

Cave Explorer Standards Alignment

<p>Kindergarten</p>	<p>ELAGSEKRI3 With prompting and support, describe the connection between two individuals, events, ideas, or pieces of information in a text.</p> <p>ELAGSEKRI6 Name the author and illustrator of a text and define the role of each in presenting the ideas or information in a text.</p> <p>ELAGSEKRI9 With prompting and support, identify basic similarities in and differences between two texts on the same topic (e.g., in illustrations, descriptions, or procedures).</p>
<p>Grade 1</p>	<p>ELAGSE1RI3 Describe the connection between two individuals, events, ideas, or pieces of information in a text.</p> <p>ELAGSE1RI6 Distinguish between information provided by pictures or other illustrations and information provided by the words in a text.</p> <p>ELAGSE1RI9 Identify basic similarities in and differences between two texts on the same topic (e.g., in illustrations, descriptions, or procedures).</p>
<p>Grade 2</p>	<p>ELAGSE2RI3 Describe the connection between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text.</p> <p>ELAGSE2RI6 Identify the main purpose of a text, including what the author wants to answer, explain, or describe.</p> <p>ELAGSE2RI9 Compare and contrast the most important points presented by two texts on the same topic.</p>
<p>Grade 3</p>	<p>ELAGSE3RI3 Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect.</p> <p>ELAGSE3RI6 Distinguish their own point of view from that of the author of a text.</p> <p>ELAGSE3RI9 Compare and contrast the most important points and key details presented in two texts on the same topic.</p>

Cave Explorer Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions that describe the connection between two individuals, events, ideas, or pieces of information in a text; name the author and illustrator and define their roles in the text; and compare/contrast two informational texts on the same topic.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions that describe the connection between two individuals, events, ideas, or pieces of information in a text; distinguish between information provided by pictures or other illustrations and information provided by the words in a text; and compare/contrast two informational texts on the same topic.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions that describe the connection between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text; identify the main purpose of a text and what the author wants to answer, explain, or describe; and compare/contrast two informational texts on the same topic.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer comprehension questions that describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text; distinguish their own point of view from that of the author of a text; and compare/contrast two informational texts on the same topic.		

Cave Explorer Texts

Grade	Game Level	Passage Topics
K	3	What to Take Camping / Things to Do When You Go Camping
		Animals / Plants
1	1	Amicalola Falls / Climax Caverns
		Air is There / Earth and Jupiter
	2	Earth's Continents / Earth's Oceans
		Plant Needs / Animal Needs
	3	Farming in Georgia / Forestry in Georgia
		Native American Food / Native American Homes
2	1	Georgia's Coastal Plain / Rivers of Georgia: The Oconee River
		A Man Named Jackie Robinson / A Man Named José Altuve
	2	I Have a Dream! / Taking a Stand
		Lifecycle of a Dog / Lifecycle of a Bird
	3	Zoo Atlanta / Tellus Science Museum
		Amazing Butterflies / A Frog's Life
3	1	The Appalachian Mountains / The Rocky Mountains
		The Grand Canyon / Georgia's Little Grand Canyon
	2	Vasco Nunez de Balboa / Henry Hudson
		People of the Colonial Regions / Geography of the Colonial Regions

Student Leveling Information

Leveling Rule for Cave Explorer: Students will begin a round of play by reading a text and answering comprehension questions. Each text is presented in three sections. Students must read the section of text and answer the Peachling statue’s questions to continue an exploration of the cave and discover the Peachlings’ missing treasure hidden deep inside the cave. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What’s in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	2 texts and 8 unique items	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Legend has it that the Peachlings’ treasure is hidden deep inside the cave, just waiting for a brave explorer to find it. The only problem is the Keens cannot figure out how to get to the treasure.

Island Adventure



Introduction

Island Adventure is set on a beach. Students read texts presented in different media on topics related to islands, supplied to them by a travel agent. Students answer questions about text features, text purpose, and vocabulary by interacting with the text itself. Travel Guide Keen has a big problem! Keens and Peachlings visiting the island want to know about all the fun things to do and see at the island. But the infamous Keenopedia is not working correctly, and Travel Guide Keen must read the travel guides to find the Keens fun places to visit while visiting the island. Travel Guide Keen needs students' help to read the guides and find a great place for his visitors. This game focuses on making connections with informational texts.

Island Adventure Standards Alignment

<p>Kindergarten</p>	<p>ELAGSEKRI.4 With prompting and support, ask and answer questions about unknown words in a text.</p> <p>ELAGSEKRI.5 Identify the front cover, back cover, and title page of a book.</p> <p>ELAGSEKRI.6 Name the author and illustrator of a text and define the role of each in presenting the ideas or information in a text.</p>
<p>Grade 1</p>	<p>ELAGSE1RI.4 Ask and answer questions to help determine or clarify the meaning of words and phrases in a text.</p> <p>ELAGSE1RI.5 Know and use various text features (e.g., headings, tables of content, glossaries, electronic menus, icons) to locate key facts or information in a text.</p> <p>ELAGSE1RI.6 Distinguish between information provided by pictures or other illustrations and information provided by the words in a text.</p>
<p>Grade 2</p>	<p>ELAGSE2RI.4 Determine the meanings of words and phrases in a text relevant to a grade 2 topic or subject area.</p> <p>ELAGSE2RI.5 Know and use various text features (e.g., captions, bold print, subheadings, glossaries, indexes, electronic menus, icons) to locate key facts or information in a text efficiently.</p> <p>ELAGSE2RI.6 Identify the main purpose of a text, including what the author wants to answer, explain, or describe.</p>
<p>Grade 3</p>	<p>ELAGSE3RI.4 Determine the meaning of general academic and domain-specific words and phrases in a text relevant to a grade 3 topic or subject area.</p> <p>ELAGSE3RI.5 Use text features and search tools (e.g., key words, sidebars, hyperlinks) to locate information relevant to a given topic quickly and efficiently.</p> <p>ELAGSE3RI.6 Distinguish their own point of view from that of the author of a text.</p>

Island Adventure Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about unknown words in text; identify the front cover, back cover, and title page of a book; and name the author and illustrator as well as define their roles in presenting ideas in a text.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer questions to help determine or clarify the meaning of words or phrases in a text; use various text features to locate key facts in a text; and distinguish between information provided by pictures or other illustrations and information provided by the words in a text.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to determine the meanings of words and phrases in a text relevant to a grade 2 topic or subject area; use various text features to locate key facts or information in a text; and identify the main purpose of a text as well as identify what the author wants to answer, explain, and describe.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer comprehension questions to determine the meaning of general academic and domain-specific words and phrases in a text relevant to a grade 3 topic or subject area; use text features and search tools to locate information relevant to a given topic quickly and efficiently; and distinguish their own point of view from that of the author of a text.		

Island Adventure Texts

Grade	Game Level	Passage Topics
K	3	Book: Our Visit to the Aquarium
		Book: Animals at the Beach
1	1	Book: Georgia’s Islands
		Brochure: Water Park
	2	Poster: Beach Games
		Menu: Mona’s Ice Cream Shop
	3	Manual: How to Fly a Kite
		Website: Captain Sam’s Snorkeling Adventure Tours
2	1	Magazine: See the Sea in a Glass-Bottom Boat
		Newspaper: Guide to Places to Eat
	2	Advertisement: Jet Ski Adventures
		Book: Historic Lighthouses
	3	Website: Ride a Wave! Take Surfing Lessons Today!
		Manual: Animal “Rescue”
3	1	Brochure: Sunny Day Scuba Diving Trips Company
		Magazine: The Perfect Island Getaway
	2	Travel Blog: Cumberland Island Trip
		Flyer: Keep Our Island Beautiful

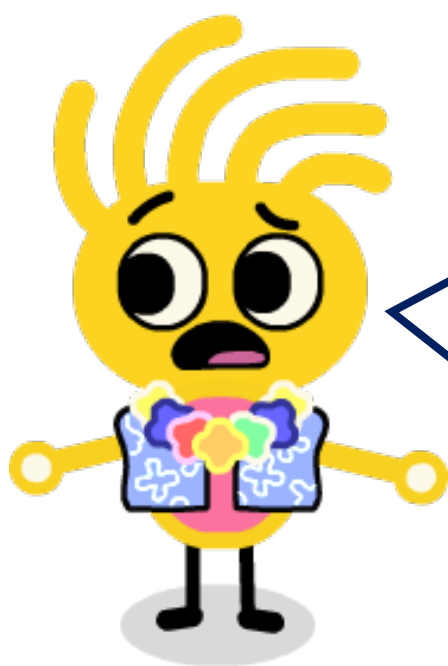
Student Leveling Information

Leveling Rule for Island Adventure: Students will begin a round of play by reading a text presented as a travel guide and answering comprehension questions based on fun family outings on the island. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What’s in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	1 text and 8 unique items	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



Keens and Peachlings visiting the island want to know about all the fun things to do and see at the island. But the infamous Keenopedia is not working correctly, and I must read the travel guides to find the Keens fun places to visit.

Keenbot



Introduction

In **Keenbot**, Scientist Kenny Keen is training Keenbot to be the best robot in all Keenville. Kenny definitely wants to make sure his robot is better than the one that Keenthia Keen is building in the junkyard. But there is just one problem...Keenbot knows how to read but is having a hard time remembering the important details about science phenomena. Keenbot is becoming frustrated and is beginning to scare away the Peachlings! Students are challenged to teach Keenbot all they know about science phenomena. They will read passages about various phenomena and answer comprehension questions about the texts. All answers, once chosen, are fed into Keenbot’s information machine to make Keenbot the smartest robot in all Keenville! This game focuses on making connections with informational texts.

Keenbot Standards Alignment

<p>Kindergarten</p>	<p>ELAGSEKRI.4 With prompting and support, ask and answer questions about unknown words in a text.</p> <p>ELAGSEKRI.7 With prompting and support, describe the relationship between illustrations and the text (how the illustrations support the text).</p> <p>ELAGSEKRI.8 With prompting and support, identify the reasons an author gives to support points in a text.</p>
<p>Grade 1</p>	<p>ELAGSE1RI.4 Determine the meanings of words and phrases in a text relevant to a grade 2 topic or subject area.</p> <p>ELAGSE1RI.7 Use illustrations and details in a text to describe its key ideas.</p> <p>ELAGSE1RI.8 Identify the reasons an author gives to support points in a text.</p>
<p>Grade 2</p>	<p>ELAGSE2RI.4 Ask and answer such questions as who, what, where, when, why, and how to demonstrate understanding of key details in a text.</p> <p>ELAGSE2RI.7 Explain how specific images (e.g., a diagram showing how a machine works) contribute to and clarify a text.</p> <p>ELAGSE2RI.8 Describe how reasons support specific points the author makes in a text.</p>
<p>Grade 3</p>	<p>ELAGSE3RI.4 Determine the meaning of general academic and domain-specific words and phrases in a text relevant to a grade 3 topic or subject area.</p> <p>ELAGSE3RI.7 Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).</p> <p>ELAGSE3RI.8 Describe the logical connection between particular sentences and paragraphs in a text (e.g., comparison, cause/effect, first/second/third in a sequence).</p>

Keenbot Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about unknown words in a text; describe the relationship between illustrations and the text; and identify the reasons an author gives to support points in a text.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions to help determine or clarify the meaning of words and phrases in a text; use illustrations in a text to describe its key details; and identify the reasons an author gives to support points in a text.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to determine the meanings of words in a text relevant to a grade 2 topic or subject area; explain how specific images contribute to and clarify meaning a text; and describe how reasons support specific points the author makes in a text.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer comprehension questions to determine the meaning of general academic words and phrases in a text relevant to a grade 3 topic or subject area; use information gained from illustrations to demonstrate understanding of the text; and describe the logical connection between particular sentences and paragraphs in a text.		

Keenbot Texts

Grade Level	Game Level	Passage Topics
K	3	The Changing Sky: Students learn about day and night sky.
		How to Bake Cookies: Students learn about mixing ingredients.
1	1	What is Magnetic Slime?: Students learn about magnets.
		Rainbows: Students learn how rainbows form.
	2	Special Snow: Students learn about snow.
		What is a Chinchilla?: Students learn about a new pet.
	3	What’s Following Me?: Students learn about shadows.
		Why Do Zebras Have Stripes?: Students learn why zebras have stripes.
2	1	Thinking about Bubbles: Students learn how bubbles form.
		What is a Toadstool?: Students learn about toadstools.
	2	What is a Shooting Star?: Students learn about special light in the night sky.
		Patterns of the Moon: Students learn about Earth’s Moon.
	3	Baking a Cake: Students learn how and why a cake rises.
		Why do I have Hiccups?: Student learn what causes hiccups.
3	1	What is a Pangolin?: Students learn about mysterious animals.
		How Are Fossils Made?: Students learn how fossils form.
	2	How do Airplanes Fly?: Students learn about forces of energy.
		Why do Some Things Glow in the Dark?: Students learn about phosphors.



Student Leveling Information

Leveling Rule for Up the Beanstalk: Students will begin a round of play by reading a text and answering comprehension questions about various phenomena. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What’s in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	1 text and 9 unique items	80% or more correct	51-79% correct	50% or less correct

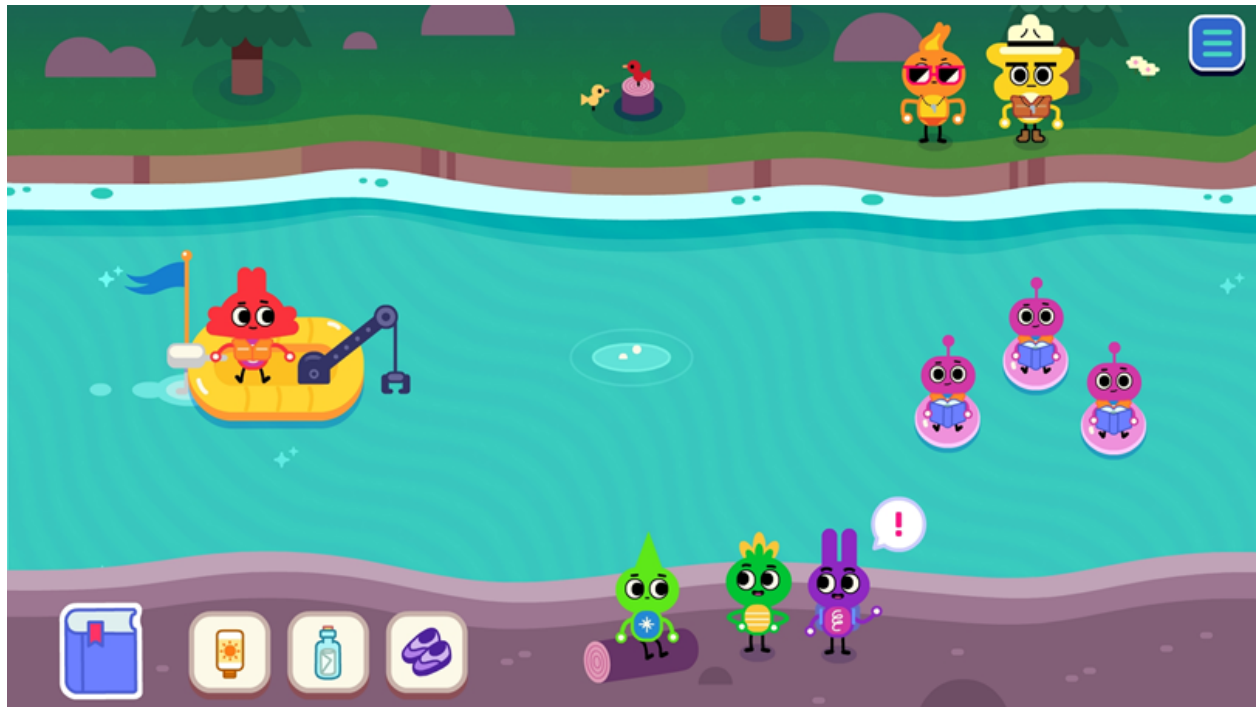
If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



I am training Keenbot to be the best robot in all Keenville. But there is just one problem...Keenbot knows how to read but is having a hard time remembering the important details about science phenomena. I need students to help teach Keenbot about phenomena!

River Patrol



Introduction

In **River Patrol**, all the Keens tubing on the river are arguing with each other and it is scaring the Peachlings away from Keenville! River Ranger Keen needs students to help solve the Keens' problems so the Peachlings will come back. Students will help River Ranger Keen solve the Keens' problems by fishing for messages in the river and navigating the patrol boat over to communicate with the Keens. Throughout the game, Keens present a series of problems that the students are tasked to solve. Students read sections of informational text and use what is learned in the text to help solve the Keens' problems. This game focuses on reading comprehension with informational texts.

River Patrol Standards Alignment

Kindergarten	<p>ELAGSEKRI1 With prompting and support, ask and answer questions about key details in a text.</p> <p>ELAGSEKRI2 With prompting and support, identify the main topic and retell key details of the text.</p> <p>ELAGSEKRI7 With prompting and support, describe the relationship between illustrations and the text (how the illustrations support the text).</p>
Grade 1	<p>ELAGSE1RI1 Ask and answer questions about key details in a text.</p> <p>ELAGSE1RI2 Identify the main topic and retell key details of a text.</p> <p>ELAGSE1RI7 Use illustrations and details in a text to describe its key ideas.</p>
Grade 2	<p>ELAGSE2RI1 Ask and answer such questions as who, what, where, when, why, and how to demonstrate understanding of key details in a text.</p> <p>ELAGSE2RI2 Identify the main topic of a multi-paragraph text as well as the focus of specific paragraphs within the text.</p> <p>ELAGSE2RI7 Explain how specific images (e.g., a diagram showing how a machine works) contribute to and clarify a text.</p>
Grade 3	<p>ELAGSE3RI1 Ask and answer questions to demonstrate understanding of the text, referring explicitly to the text as the basis for the answers.</p> <p>ELAGSE3RI2 Determine main idea of a text, recount the key details, and explain how they support the main idea.</p> <p>ELAGSE2RI7 Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).</p>

River Patrol Content Connections

Content Area	Connection
Social Studies	<p>Keens are tubing on the Chattahoochee River.</p> <p>Interesting facts about the Chattahoochee and Mississippi Rivers are revealed in texts in grades 1 and 2.</p> <p>In grade 2 texts, students learn how the Chattahoochee River was named by the Creek Indians.</p>
Science	<p>In grade 3 texts, students learn about heat and energy.</p>

River Patrol Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about key details in a text; identify the main topic and retell details; and describe the relationship between illustrations and the text.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about key details in a text; identify the main topic and retell details; and describe the relationship between illustrations and the text.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to demonstrate understanding of key details in a text; identify the main topic or focus of a multi-paragraph text; and explain how specific images contribute to and clarify meaning in a text.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers; determine the main idea of a text, recount the details, and explain how the key details support the main idea; and use information gained from the illustrations and words in a text to demonstrate understanding of the text.		

River Patrol Texts

Grade	Game Level	Text Topics
K	3	Tubing: Students learn about water tubing.
		The River: Students about the river’s environment.
1	1	Rivers in Georgia: Students learn about Georgia’s rivers.
		Fishing in the River: Students learn what to bring for river fishing.
	2	What is River Tubing?: Students learn about river tubing.
		Games to Play in the Car: Students learn about car games.
	3	Finding the Perfect River: Students learn about rivers for tubing.
		Fun and Sun on the River: Students learn when to tube.
2	1	Getting Ready for a Day at the River: Students learn about planning for river tubing.
		The Perfect Picnic: Students learn how to plan a picnic.
	2	River Tubing Tips: Students learn important tips for river tubing.
		Tubing at the Lake: Students learn about lake tubing.
	3	Staying Safe on the River: Students learn about river safety.
		The Chattahoochee River: Students learn about the Chattahoochee.
3	1	Buford Dam: Students learn about the Buford Dam.
		Kayaking: Students learn about kayaking.
	2	The Mighty Mississippi: Students learn about an important southern river.
		Heat Energy: Students learn how to produce heat energy.

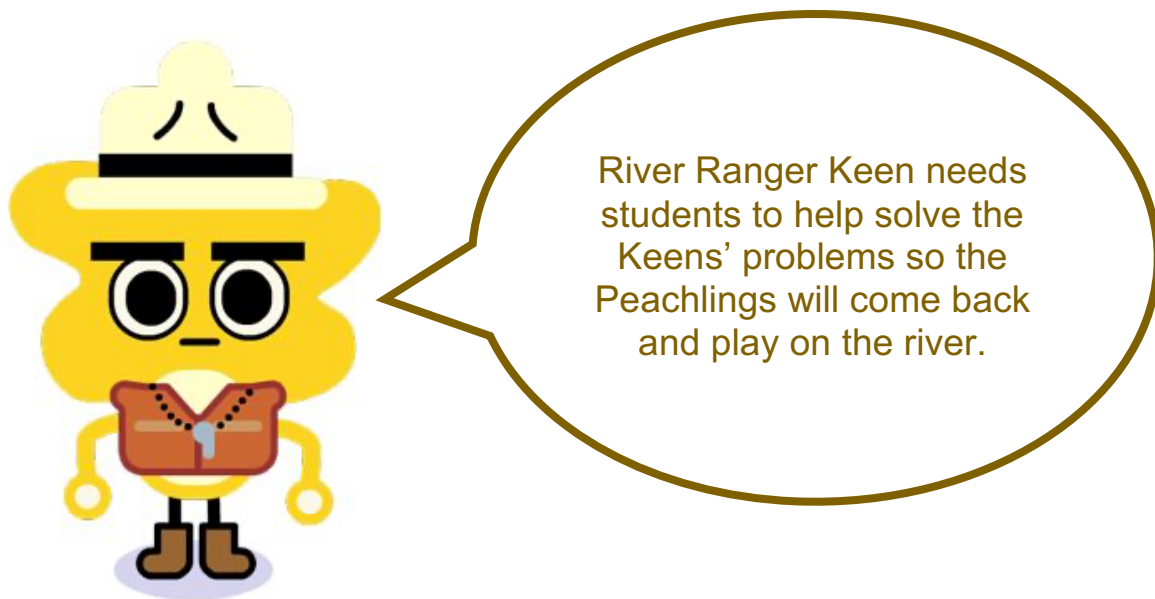
Student Leveling Information

Leveling Rule for River Patrol: Students will begin a round of play by fishing in the river for hidden messages in a bottle. Students read the text in sections and answer comprehension questions. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

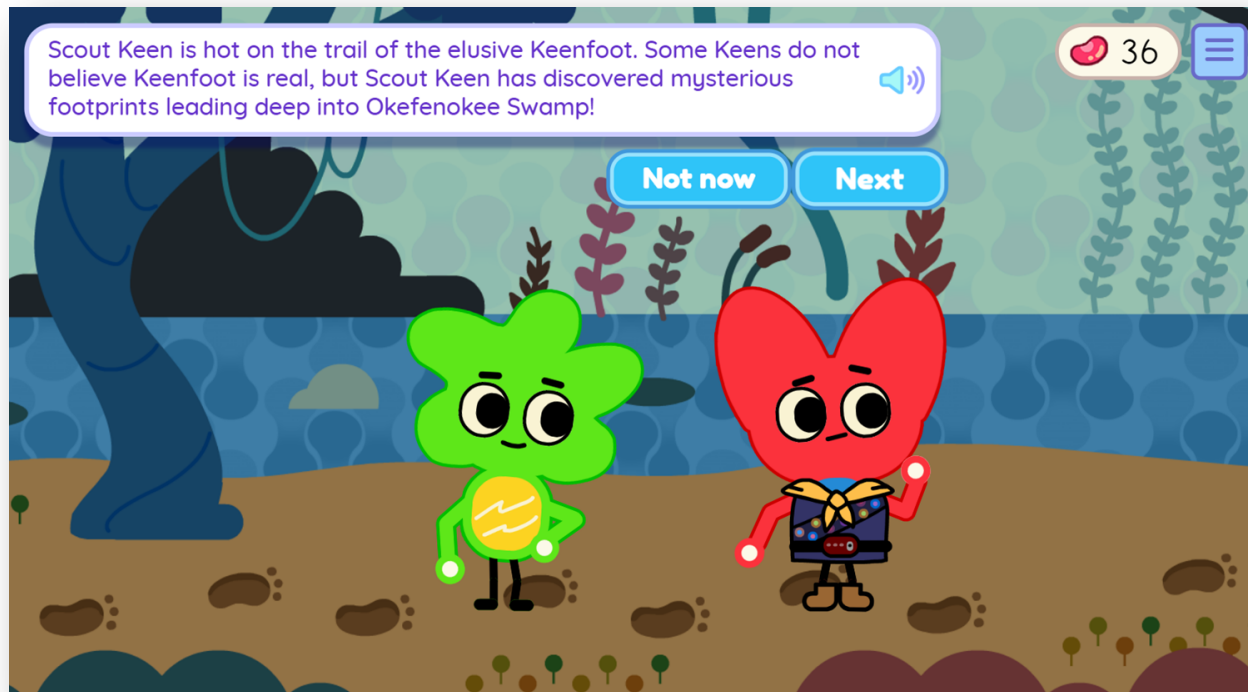
How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	1 text, 8 comprehension questions	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously read texts.



Swamp Explorer



Introduction

Swamp Explorer is set in a swamp context in which students explore the outdoors. Scout Keen is hot on the trail of the elusive Keenfoot. Some Keens do not believe Keenfoot is real, but Scout Keen has discovered mysterious footprints leading deep into Okefenokee Swamp! Scout Keen is too scared to go any further into the swamp and challenges the student to continue on the path to discover Keenfoot. Along the way, the student will be presented texts displayed on signs. As the student reads the text and explores the swamp, friendly swamp animals will ask questions about each text. Then, near the end of the round, both texts are displayed, comparison questions are presented, and if the student answers the questions correctly, the mysterious Keenfoot is revealed from behind the swamp trees.

Swamp Explorer Standards Alignment

<p>Kindergarten</p>	<p>ELAGSEKRI.2 With prompting and support, identify the main topic (main idea) and retell key details of a text (supporting details).</p> <p>ELAGSEKRI.4 With prompting and support, ask and answer questions about unknown words in a text.</p> <p>ELAGSEKRI.9 With prompting and support, identify basic similarities in and differences between two texts on the same topic (e.g., in illustrations, descriptions, or procedures).</p>
<p>Grade 1</p>	<p>ELAGSE1RI.2 Identify the main topic and retell key details of a text.</p> <p>ELAGSE1RI.4 Ask and answer questions to help determine or clarify the meaning of words and phrases in a text.</p> <p>ELAGSE1RI.9 Identify basic similarities in and differences between two texts on the same topic (e.g., in illustrations, descriptions, or procedures).</p>
<p>Grade 2</p>	<p>ELAGSE2RI.2 Identify the main topic of a multi-paragraph text as well as the focus of specific paragraphs within the text.</p> <p>ELAGSE2RI.4 Determine the meanings of words and phrases in a text relevant to a grade 2 topic or subject area.</p> <p>ELAGSE2RI.9 Compare and contrast the most important points presented by two texts on the same topic.</p>
<p>Grade 3</p>	<p>ELAGSE3RI.2 Determine the main idea of a text; recount the key details and explain how they support the main idea.</p> <p>ELAGSE3RI.4 Determine the meaning of general academic and domain-specific words and phrases in a text relevant to a grade 3 topic or subject area.</p> <p>ELAGSE3RI.9 Compare and contrast the most important points and key details presented in two texts on the same topic.</p>

Swamp Explorer Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about identify the main topic and retell key details; answer questions about unknown words in a text; and identify basic similarities in two texts on the same topic.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about identify the main topic and retell key details; answer questions to help determine or clarify the meaning of words and phrases in a text; and identify basic similarities in two texts on the same topic.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to identify the main topic or focus of a multi-paragraph text; determine the meanings of words and phrases in a text relevant to a grade 2 topic or subject area; and contrast the most important points presented by two texts on the same topic.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer comprehension questions about to determine the main idea of a text, recount the details, and explain how the key details support the main idea; determine the meaning of domain-specific words and phrases in a text relevant to a grade 3 topic or subject area; and contrast the most important points and key details presented in two texts on the same topic.		

Swamp Explorer Texts

Grade	Game Level	Passage Topics
K	3	Rocks are Fun / Soil is Important
		Living Things / Nonliving Things
1	1	Mountains and Valleys / Deserts and Coasts
	1	Hot Air Balloons / Air Boat
	2	Lewis and Clark with Sacagawea: Exploring / Lewis and Clark with Sacagawea: Making Friends
	3	Measuring the Weather / Recording the Weather
2	1	Plants of the Okefenokee / Animals of the Okefenokee
	1	The Center of the Universe / The Test of Time
	2	The Brown Thrasher / The Gopher Tortoise
	3	Sun and Shadows / Sun and Seasons
3	1	Be Aware! Conserve Water! / Don't Pollute! Recycle!
	2	American Indian Life / American Indians Today

Student Leveling Information

Leveling Rule for Swamp Explorer: Students will begin a round of play by reading a text presented on a sign and answering a few questions presented by the friendly snapping turtle. Then students will read a second text and answer questions presented by the wise old alligator. Lastly, students will answer questions comparing the two texts. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play	2 texts and 8 unique items	80% or more correct	51-79% correct	50% or less correct

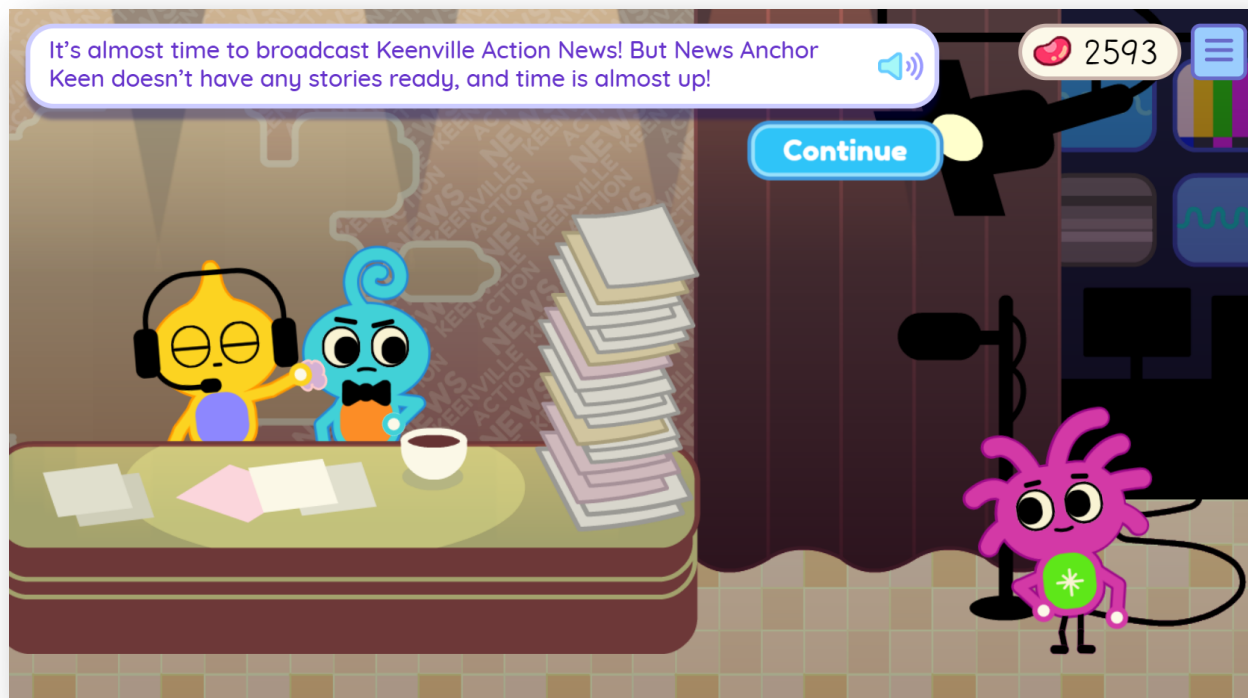
If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.



I am hot on the trail of the elusive Keenfoot! Some Keens do not believe Keenfoot is real, but I have discovered mysterious footprints that lead deep into the swamp!

Keenville Action News



Introduction

In **Keenville Action News**, News Anchor Keen is ready to broadcast Keenville TV News, but he doesn't have any stories ready, and time is almost up! All the Keens and Peachlings in Keenville will be sad if the news doesn't come on TV today. Students are challenged to pick a news story, read the story, and determine what's important to report on the nightly news. As a final product, students use what they have learned in the stories to create a slide show. Once complete, News Anchor Keen will broadcast the student's slide show on the nightly news for all the Keens and Peachlings to watch.

Keenville Action News Standards Alignment

<p>Kindergarten</p>	<p>ELAGSEKRI1 With prompting and support, ask and answer questions about key details in a text.</p> <p>ELAGSEKRI2 With prompting and support, identify the main topic and retell key details of the text.</p> <p>ELAGSEKRI7 With prompting and support, describe the relationship between illustrations and the text (how the illustrations support the text).</p>
<p>Grade 1</p>	<p>ELAGSE1RI1 Ask and answer questions about key details in a text.</p> <p>ELAGSE1RI2 Identify the main topic and retell key details of a text.</p> <p>ELAGSE1RI7 Use illustrations and details in a text to describe its key ideas.</p>
<p>Grade 2</p>	<p>ELAGSE2RI1 Ask and answer such questions as who, what, where, when, why, and how to demonstrate understanding of key details in a text.</p> <p>ELAGSE2RI2 Identify the main topic of a multi-paragraph text as well as the focus of specific paragraphs within the text.</p> <p>ELAGSE2RI7 Explain how specific images (e.g., a diagram showing how a machine works) contribute to and clarify a text.</p>
<p>Grade 3</p>	<p>ELAGSE3RI1 Ask and answer questions to demonstrate understanding of the text, referring explicitly to the text as the basis for the answers.</p> <p>ELAGSE3RI2 Determine main idea of a text; recount the key details and explain how they support the main idea.</p> <p>ELAGSE2RI7 Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).</p>

Keenville Action News Game Level Content Descriptions

Grade	Game Level 1	Game Level 2	Game Level 3
Kindergarten	NA	NA	With prompting and support, read texts <190L...
	and answer comprehension questions about key details in a text, identify the main topic and retell details, or describe the relationship between illustrations and the text.		
Grade 1	Read texts between 190L and 300L...	Read texts between 300L and 360L...	Read texts between 360L and 420L...
	and answer comprehension questions about key details in a text, identify the main topic and retell details, or describe the relationship between illustrations and the text.		
Grade 2	Read texts between 420L and 480L...	Read texts between 480L and 560L...	Read texts between 560L and 620L...
	and answer comprehension questions to demonstrate understanding of key details in a text, identify the main topic or focus of a multi-paragraph text, and explain how specific images contribute to and clarify meaning in a text.		
Grade 3	Read texts between 620L and 710L...	Read texts above 710L...	NA
	and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers; determine the main idea of a text, recount the details, and explain how the key details support the main idea; and use information gained from the illustrations and words in a text to demonstrate understanding of the text.		

Keenville Action News Texts

Grade	Game Level	Passage Topics
1	1	Giant Animals
		The Coldest Place on Earth (all about Antarctica)
	2	Benjamin Franklin
		All About Hurricanes
	3	Take Care of the Land
		An Important Exploration
2	1	Is Pluto a Planet?
		Making Paper from Wood
	2	A Day in Space
		A Club for Girls
	3	Kinds of Matter
		Jackie Robinson
3	1	Butterfly Mimicry
		Crazy Creatures Under the Sea
	2	Where Does Chocolate Come From?
		Navajo Code Talkers

Student Leveling Information

Leveling Rule for Keenville Action News: Students will begin a round of play choosing a text title to read. Once chosen, the text will be presented in sections for students to read and complete a series of questions which lead to the creation of a slide show presentation. After completion of the round of play, continued student play will follow the leveling rules summarized in the table below.

How many rounds are available in a level?	What's in a round of play?	When does a student...		
		Move up a level?	Stay in the level?	Move down a level?
2 unique rounds of play available in each level.	1 text and 9 unique items	80% or more correct	51-79% correct	50% or less correct

If a student completes all levels within a game, he/she will be presented the opportunity to return to the game and play again. Students who choose to replay the game will re-enter the game at their current grade level.

Note: When students level down and then level back up, they may encounter previously assessed items.





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Richard Woods, State School Superintendent
Educating Georgia's Future