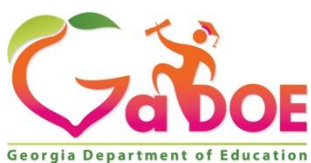


Keenville User Guide

User Guide for 2023-2024
Part 4: Teacher Dashboard



May 2023

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Introduction

As students play Keenville games, performance data are captured in an interactive dashboard each time a round of play is completed. Teachers can access this real-time data by clicking the dashboard button upon logging into Keenville.

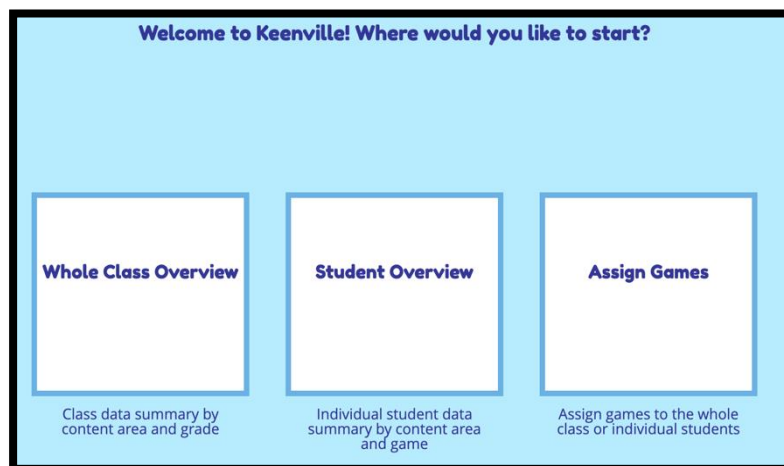
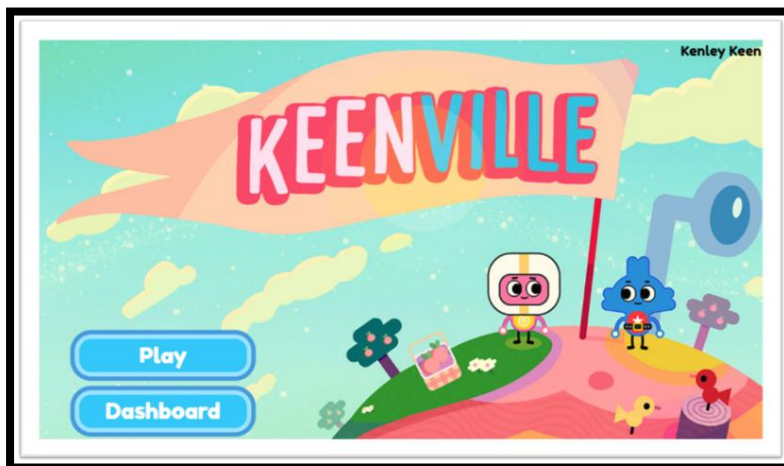
The Teacher Dashboard allows teachers to:

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

Dashboard Options

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

- **Whole Class Overview** – This view provides a class-level data summary by content area and grade and allows the teacher to assign games based on whole class performance.
- **Student Overview** – This view provides an individual student data summary by content area and game. It allows the teacher to assign games based on individual student performance in a game. Teachers can also export student performance results by game for parent communication.
- **Assign Games** – This view allows the teacher to assign Keenville games based on the specific ELA or math content assessed within the games. Teachers can assign games to the whole class or to individual students.

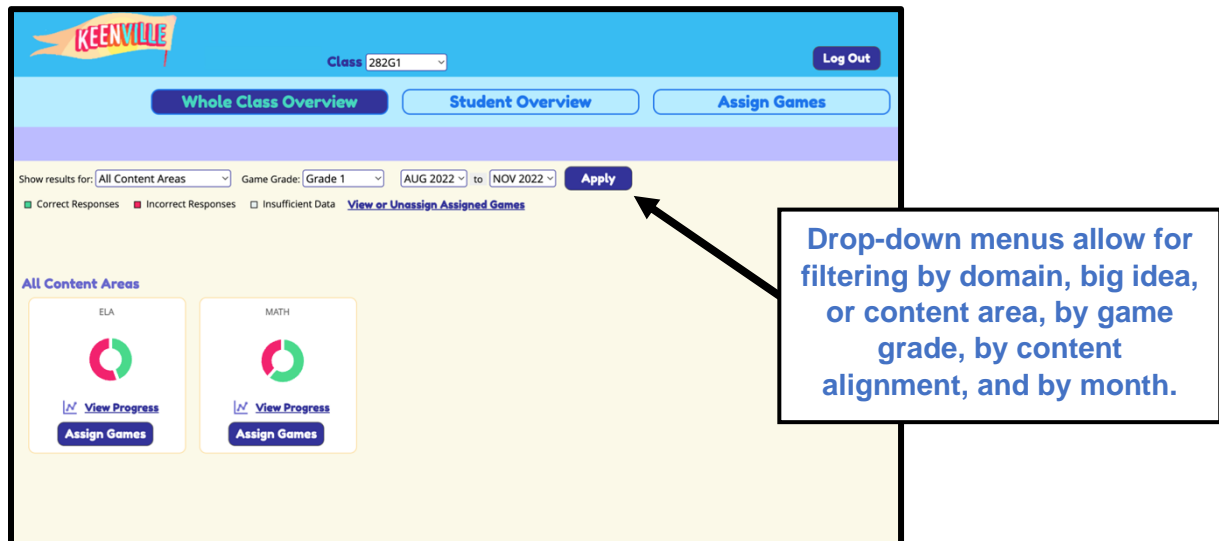


Filtering Performance Results

Within the Whole Class Overview and Student Overview, teachers can customize the presentation of results using several drop-down menus.

- Domain or Big Idea: Teachers can select specific ELA domains, math big ideas, or view performance for all content areas.
- Game Grade: Teachers can select the Game Grade level to view student performance across grade levels, based on the standards and skills assessed in each game. As students level up or down within a game based on individual need, a class may have students' performance data across multiple grade levels.
- Month: Teachers can select the date range (by month) to view class performance.

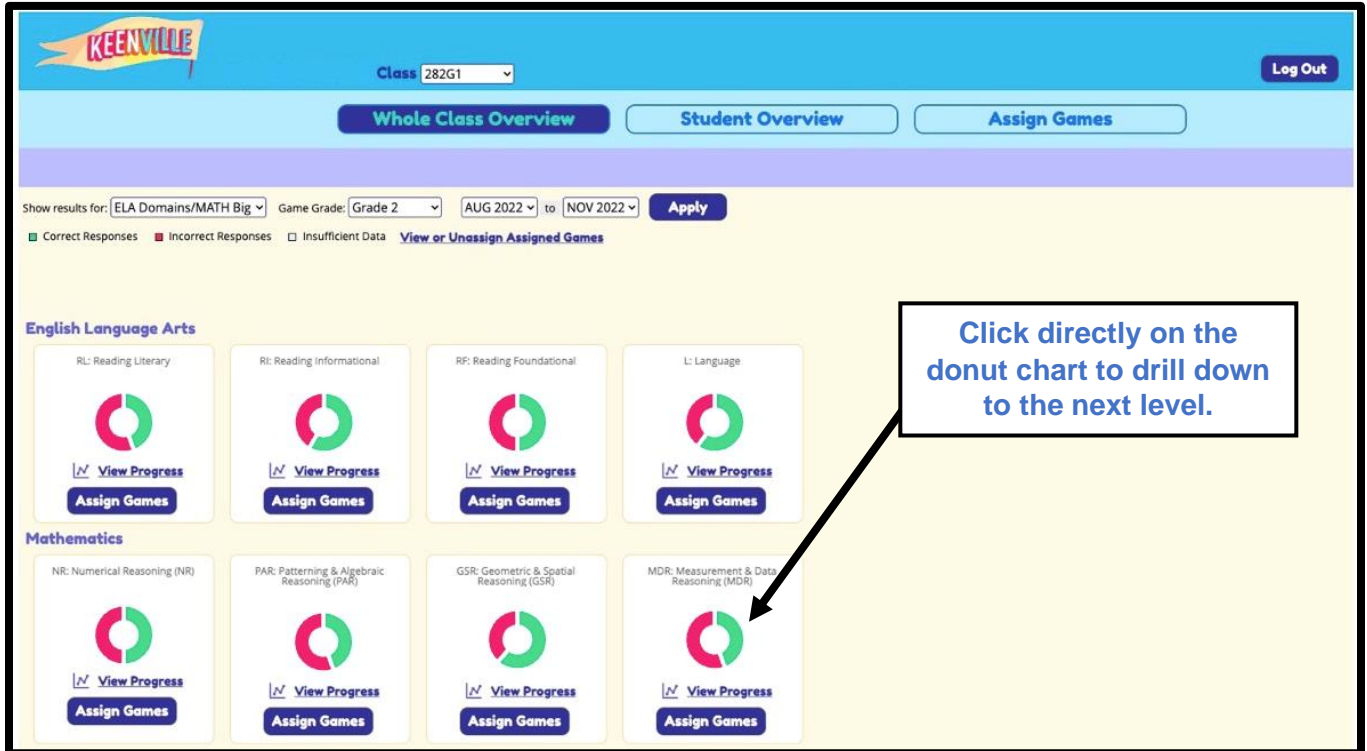
Note: Data populated to the donut charts is based on completed rounds of play. For example, if a student enters a game that has 10 items associated with the round of play but exits the game before completing all 10 items, no data will be reflected in the donut charts. However, the student's item level results will be available within the Play History in Student Overview.



The screenshot displays the Keenville Teacher Dashboard interface. At the top, there is a navigation bar with the Keenville logo, a class selection dropdown (Class 282G1), and a Log Out button. Below the navigation bar are three tabs: Whole Class Overview (selected), Student Overview, and Assign Games. A filtering section is located below the tabs, featuring three dropdown menus: 'Show results for:' (set to 'All Content Areas'), 'Game Grade:' (set to 'Grade 1'), and a date range selector (set to 'AUG 2022' to 'NOV 2022'). An 'Apply' button is positioned to the right of these filters. Below the filters, there are three checkboxes: 'Correct Responses' (checked), 'Incorrect Responses' (unchecked), and 'Insufficient Data' (unchecked). A link 'View or Unassign Assigned Games' is also present. The main content area shows two donut charts for 'All Content Areas', one for 'ELA' and one for 'MATH'. Each chart has a 'View Progress' link and an 'Assign Games' button. A callout box with a blue border and text points to the 'Apply' button, stating: 'Drop-down menus allow for filtering by domain, big idea, or content area, by game grade, by content alignment, and by month.'

Whole Class Overview

In the Whole Class Overview, class performance is presented in donut charts. Each donut chart displays the percentage of items answered correctly in green and the percentage of items answered incorrectly in red. If data are not available, the donut chart will be gray. In addition, hovering over a donut chart will reveal the percentage and number of items the class answered correctly, as well as the number of items the class attempted. Within the Whole Class Overview, teachers can filter performance results for the entire class by using the drop-down menus or by clicking directly on the donut charts.



Clicking on a math donut chart will reveal the disaggregated data for the content alignment within the math big idea as shown above.

Similarly, clicking on the ELA donut chart will reveal the results for each standard within that strand. One final click will reveal the standard level data aligned to the assigned games.

Class 282G1 Log Out

Whole Class Overview Student Overview Assign Games

Show results for: **RL: Reading Literary** Game Grade: **Grade 1** All Content Alignment AUG 2022 to NOV 2022 Apply

Correct Responses Incorrect Responses Insufficient Data [View or Unassign Assigned Games](#)

RL: Reading Literary

- Key Ideas and Details View Progress Assign Games
- Craft and Structure View Progress Assign Games
- Integration of Knowledge and Ideas View Progress Assign Games

There is no data for Integration of Knowledge and Ideas. Data for Key Ideas and Details and Craft and Structure is revealed by hovering over the donut chart.

KEENVILLE Smith, Mary Class: 2052G2 Log Out

Whole Class Overview Student Overview Assign Games

Show results for: **All Domains** Game Grade: **Grade 2** Strands/Clusters JUL 2020 to JUL 2020 Apply

Correct Responses Incorrect Responses No Data [View or Unassign Assigned Games](#)

RF: Reading Foundational: Phonics and Word Recognition
First Grade

- ELAGSE1RF3 View Progress Assign Games

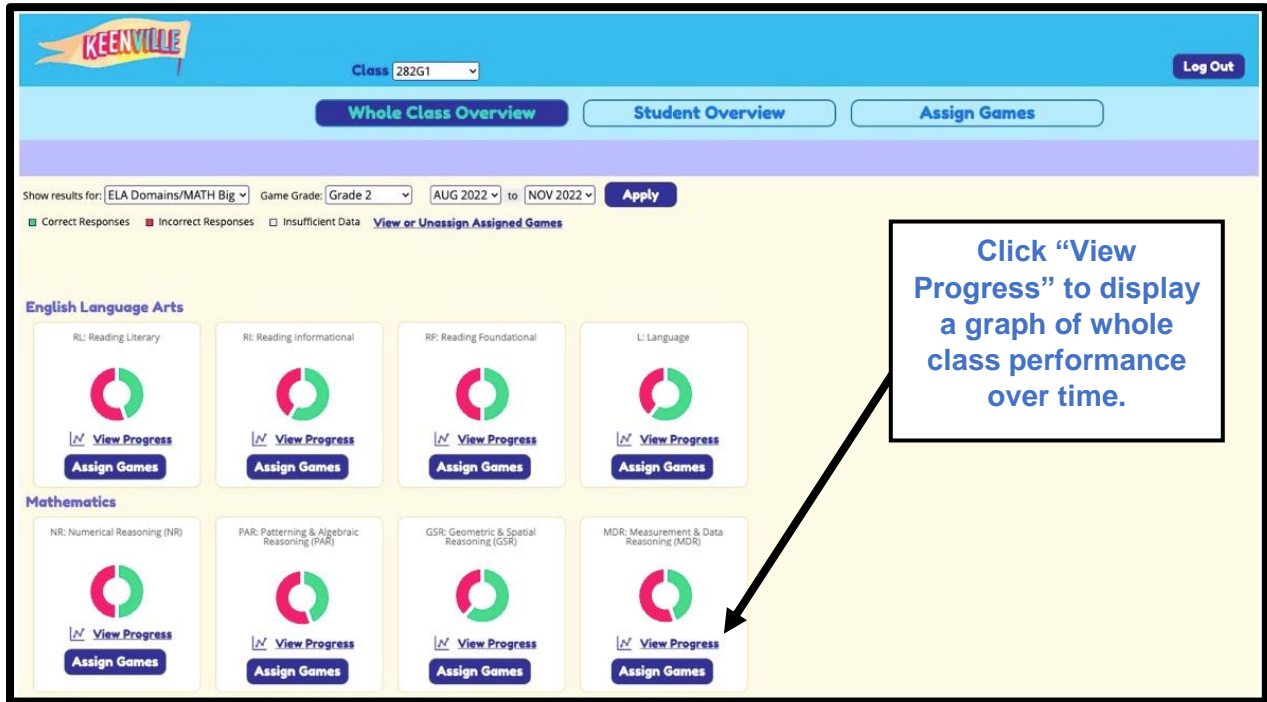
ELAGSE1RF3 Know and apply grade-level phonics and word analysis skills in decoding words.

- Peachling Playground View Progress Assign Games
- Harbor Phonics View Progress Assign Games
- Museum of Mysteries View Progress Assign Games

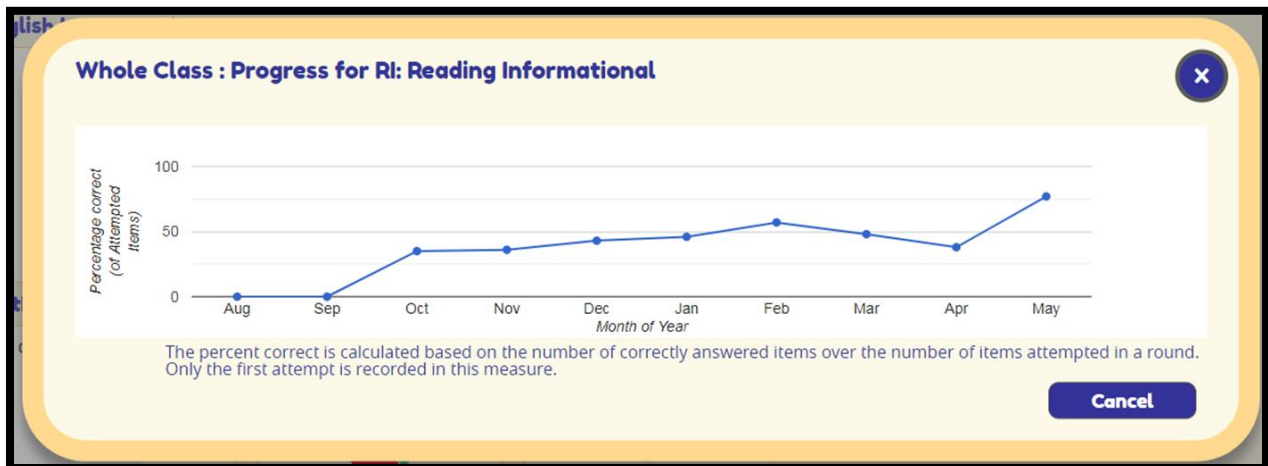
Once students complete a level of play, the data will populate at the game level.

View Progress by Whole Class

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



Progress is displayed as a line graph in which each data point represents the percentage of items answered correctly in that month (number of items answered correctly on first attempt divided by number of items attempted). In the example below, the class correctly responded to 48% of the Reading Informational items attempted in October and responded correctly to 75% of the Reading Informational items attempted in May, suggesting significant improvement over the year.

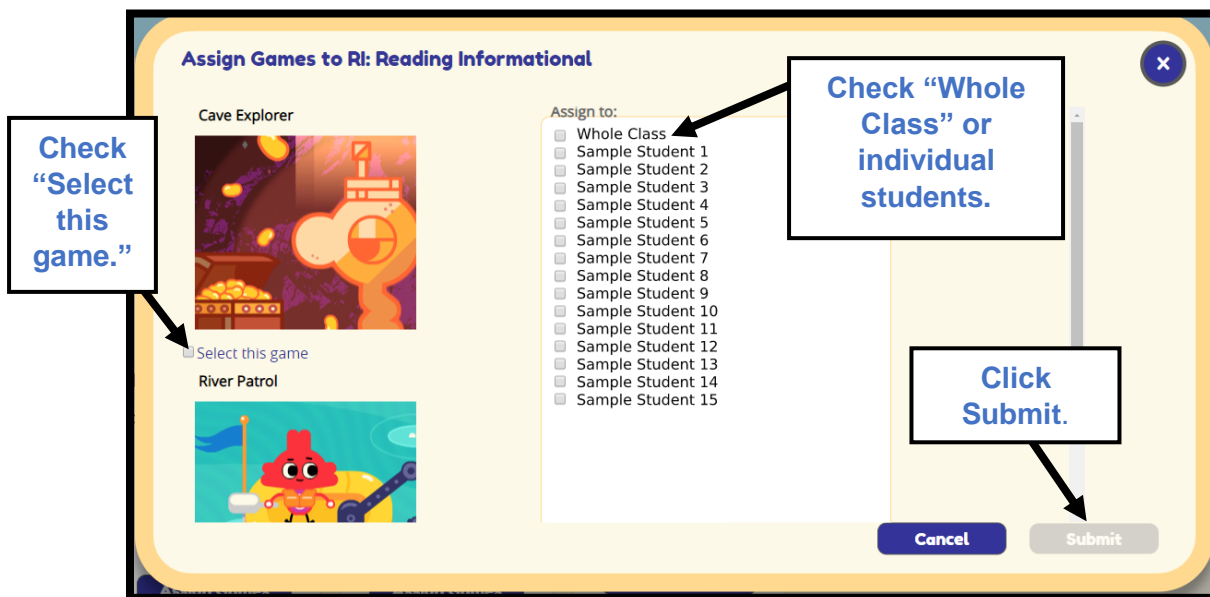


Assigning Games from Whole Class Overview

In the Whole Class view, teachers can assign games to the entire class or to individual students based on performance within a specific ELA domain or math big idea.



Clicking on the **Assign Games** button below a donut chart will display a list of all games aligned to the specific content. To assign a game, teachers will check the box next to "Select this game," check either Whole Class or individual students, and then click the **Submit** button. A popup box will display at the top of the page to indicate "Success saving your changes!"



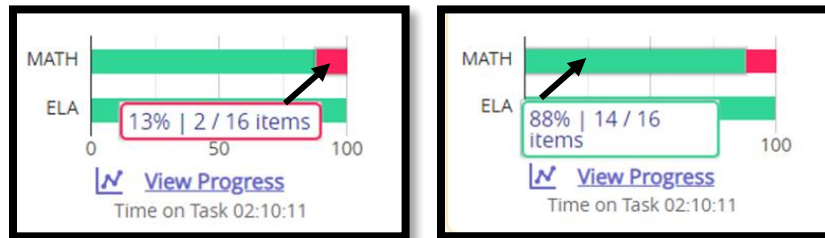
Student Overview

Performance by Content Area

In the Student Overview, student performance is presented in bar charts. Each bar chart displays the percentage of items answered correctly in green and the percentage of items answered incorrectly in red. Hovering over a bar chart will reveal the percentage and number of items answered correctly and incorrectly, as well as the number of items attempted.

Note: Data populated to the bar charts is based on completed rounds of play. For example, if a student enters a game that has 10 items associated with the round of play and exits the game before completing all 10 items, no data will be reflected in the bar charts. However, the student's item level results will be available within Play History in the Student Overview.

In the example below, the green bar shows that the student answered 14 items correctly out of 16 items attempted (88%). The red bar shows that the student answered 2 items incorrectly out of 16 items attempted (13%).



To view the **Performance by Content Area** for each student in a class relative to a specific ELA domain or math big idea, teachers can filter the results using the drop-down menus. Results will be displayed for the whole class, but at the individual student level, as shown below.

The screenshot shows the Keenville Teacher Dashboard interface. At the top, there are tabs for 'Whole Class Overview', 'Student Overview', and 'Assign Games'. Below these are filters for 'Show by Content Area' (set to 'All Content Areas'), 'Game Grade' (set to 'Grade 2'), and a date range (set to 'NOV 2022' to 'NOV 2022'). A legend indicates 'Items Correct' (green), 'Items Incorrect' (red), 'Insufficient Data' (grey), and 'Games Assigned' (blue). The main area displays 'ELA & Mathematics' performance for multiple students, each with a bar chart and a 'View Progress' link. Two callout boxes provide instructions: 'Use drop-down menus to filter results.' pointing to the filter menus, and 'Click bar charts to display individual student results.' pointing to a bar chart.

To view individual student data, teachers can click directly on the bar charts or click on the student's name. Clicking on an individual student will display that student's results across all domains and big ideas.

- To dive deeper into the data, click on a content area bar chart to view data at the specific data aligned to the assessed skill.
- Click the bar charts again to reveal more granular data.
- Continue to click the bar charts to reveal the most granular performance data aligned to the assessed skill.
- The last click in the bar charts will reveal the student's Play History report aligned to the game played.
- In this example, clicking on Cloud Hopper revealed two sessions of play, showing the student playing level 1.1 and then staying and playing 1.1 again.

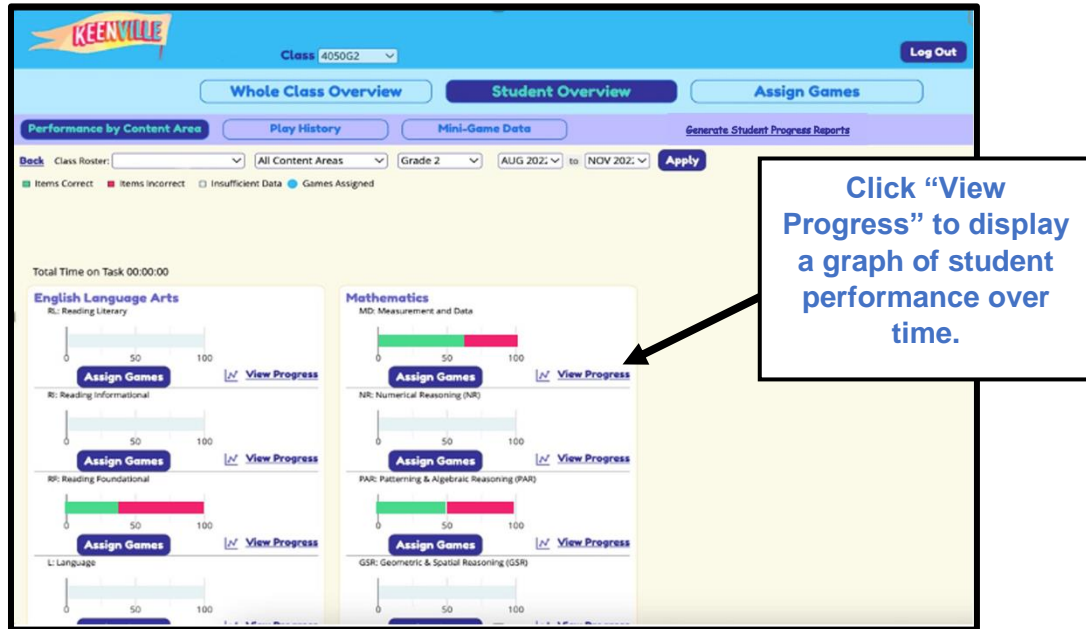
The sequence of screenshots illustrates the following navigation steps:

- Class Overview:** The dashboard shows performance by content area for Class 4050G2. Bar charts for English Language Arts and Mathematics are visible.
- Student Overview:** The view is filtered for student 'Dill, Jackie'. A bar chart for '2.MDR.6' is highlighted.
- Game Detail:** The '2.MDR.6' bar chart is clicked, showing a progress bar and 'Assign Games' and 'View Progress' buttons.
- Play History:** The 'View Progress' button is clicked, revealing a 'Cloud Hopper' play history report for 04/11/2020. It shows two rounds of play with 10 items each, including 'Round Completed' and 'Leveling Decision' status.

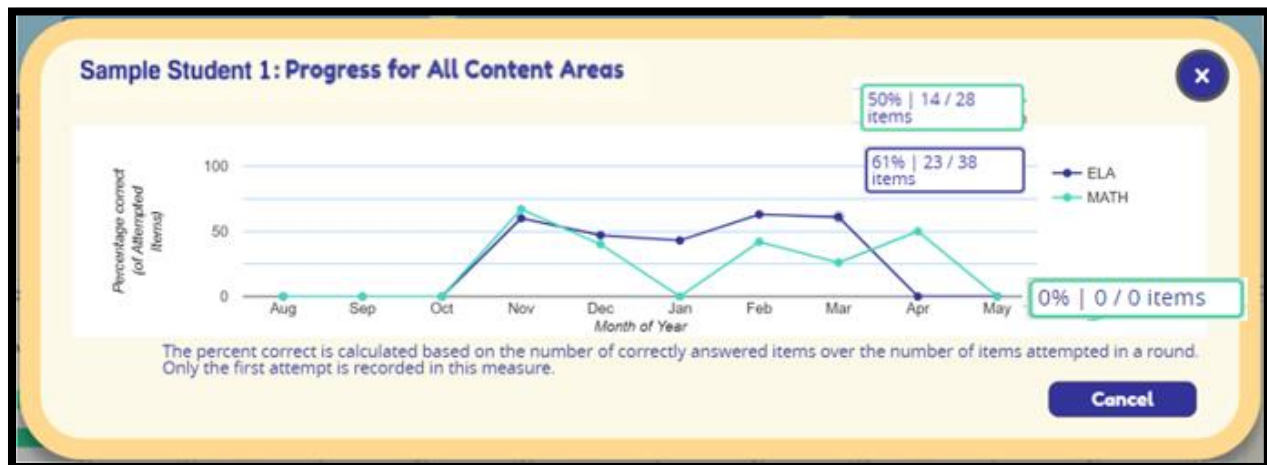
- For more information on Play History, please see the [Play History](#) section.

View Progress

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

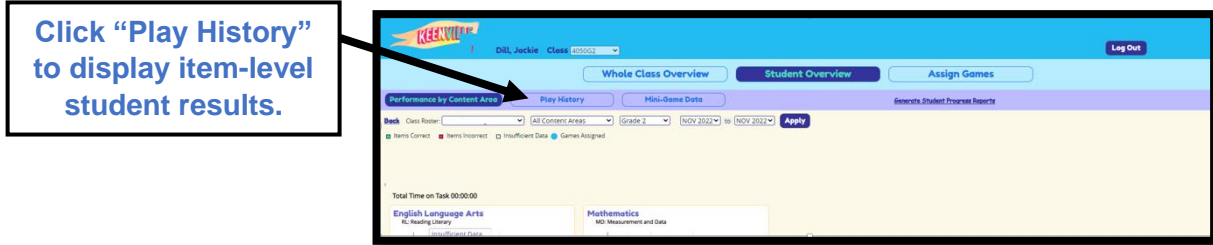


In the example below, Sample Student 1 correctly answered 50 percent of the math items attempted in April, but then did not access the math games in May, as indicated by the drop to 0 / 0 items. If the student had attempted items but did not answer any correctly, the indicator would read 0 / number of items attempted. The graph also shows that the student correctly answered 23 ELA items out of 38 items attempted, or 61 percent correct.



Play History

In the Student Overview, teachers can review Play History results by clicking on the **Play History** button.



- Teachers may use the dropdown menu to change the selected student.
- Teachers utilize the **Play History** button to view items by game and by session of play.
- The Play History contains item-level results for each individual student.
- Below is an example of the student Play History showing two sessions of play.
 - A “session of play” displays all rounds of play happening during one student login session. Sessions of play are separated by headers.
 - Note: if a student leaves game play and does not interact with an item, it will be shown as gray boxes in the item display and recorded as round not completed.

Session Header Displays: date, time, and time on task (includes the entire Session of Play).

Each Line Displays: game name, grade and game level of play, the number of items attempted, and color coding for correct versus incorrect.

Entire frame is one “Session of Play.”

Leveling Decision displays the decision that occurred at the end of a round: Up, Down, or Stay.

Click on each item to see the expectation alignment, the item, and the student’s response.

Round Completed displays whether a round was completed (all item responses recorded).

The game name, game grade, and game level are noted at the top.

The content expectation and description are displayed for your reference.

River Tubing: Grade 1 - Level 2

Standard:
1.NR.2.1 Use a variety of strategies to solve addition and subtraction problems within 20.

Item:
8-5=?

- 3
- Other

Attempt(s):
✓ 3,"groups":[3]

Cancel

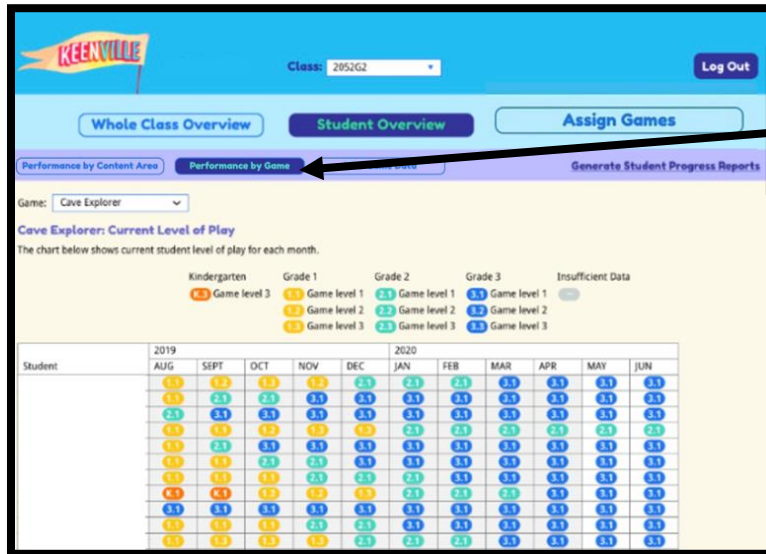
The actual item that the student interacted with is provided as well as the appropriate response.

The student's response is displayed under "Attempts." If the student has interacted with the item more than once, each response will be displayed.

Performance by Game

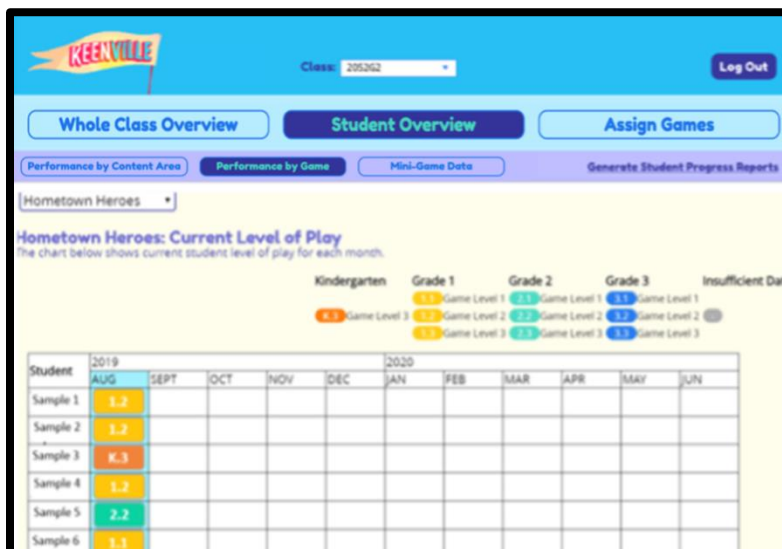
Teachers can view student performance results within assigned games by clicking on the **Performance by Game** button located on the main page of the Student Overview.

This data view allows the teacher to view performance results by assigned game for the entire class. *Note: Data populated in Performance by Game is based on completed rounds of play and displays the student’s current grade and level of play for each game (e.g., at the current time the student is playing in grade 2 level 1 within a specific game).*



Click “Performance by Game” to display student reports.

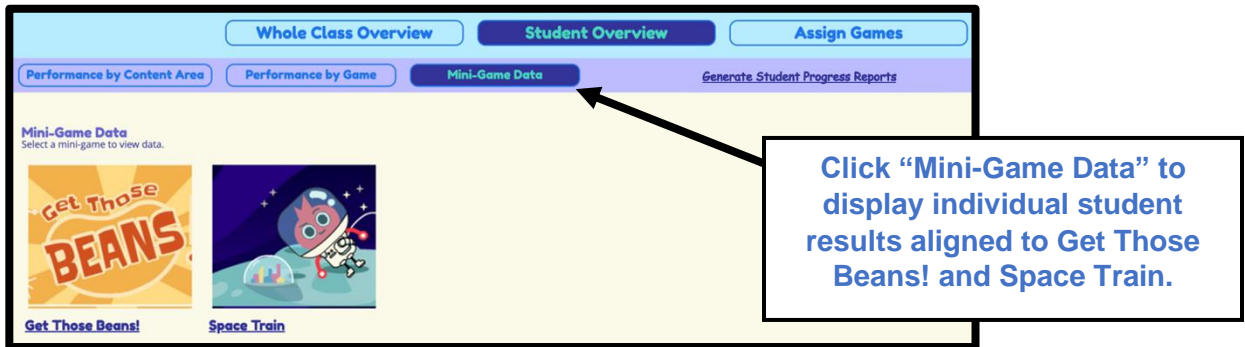
In the example below, the Grade 1 students were assigned Hometown Heroes in August. Students began playing the game at Grade 1 Level 1 and proceeded to move up or down the levels based on their performance. The results indicate that Sample Students 1, 2, and 4 are currently playing at Grade 1 Level 2. Sample Student 3 leveled down to Kindergarten Level 3. Sample Student 5 leveled up to Grade 2 Level 2 and Sample Student 6 is still playing in Grade 1 Level 1. The results of this report could help a teacher group and regroup students for needs-based instruction aligned to specific skills and standards.



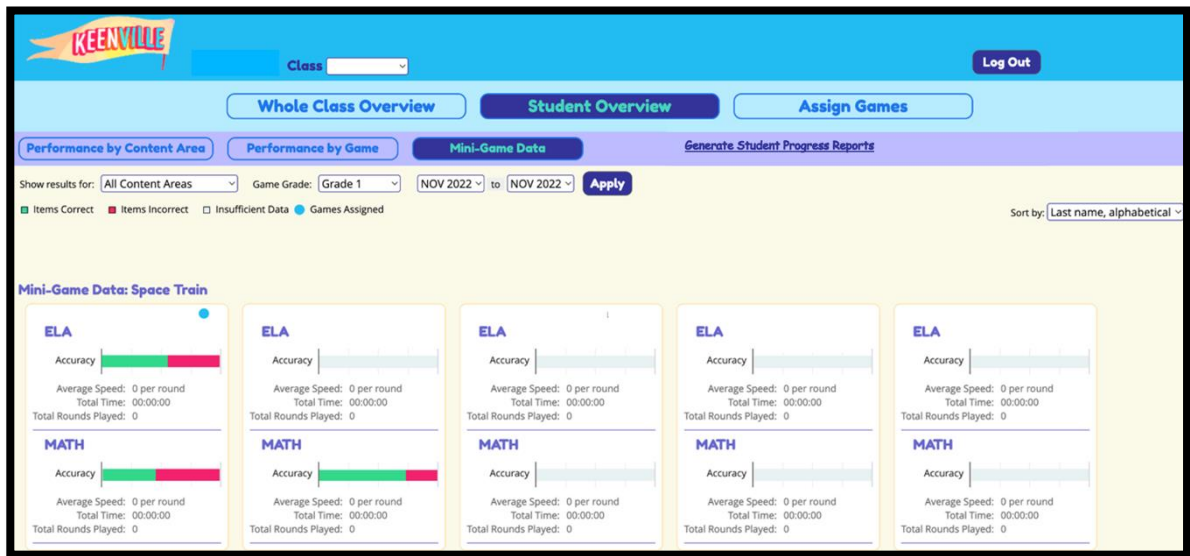
Mini-Game Data

Mini-game data is associated with student play within the Get Those Beans! and Space Train games only. Performance data for Get Those Beans! and Space Train do not populate to any of the dashboard views previously discussed. Due to the unique nature of these mini-games, a separate data display is provided. Mini-game data is only associated with individual student performance and, therefore, teachers much utilize the **Student Overview** tab to view the performance data. Within this tab, teachers should:

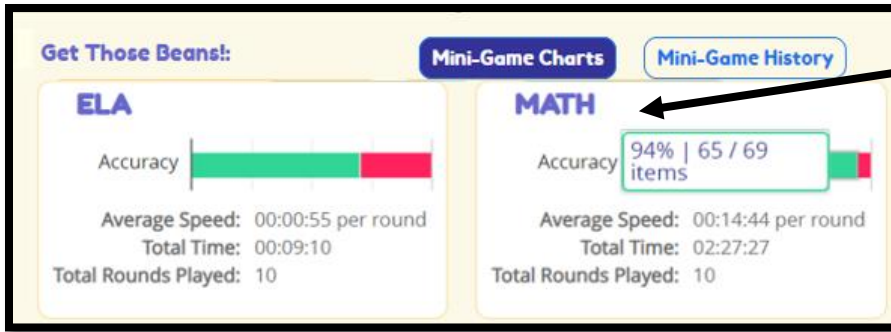
- Click on the **Mini-Game Data** button then select either Get Those Beans! or Space Train to view individual student performance for the entire class for each mini-game.



- **Mini-Game data** is displayed in bar charts based on completed rounds of play.
- **Mini-Game data** is separated by content areas: ELA and math.
- **Accuracy** is the percent of items answered correctly within a completed round of play.
- **Time** is reported as Average Speed within a completed round of play and Total Time playing in the specific content area.
- **Total Rounds of Play** is also displayed by content area.

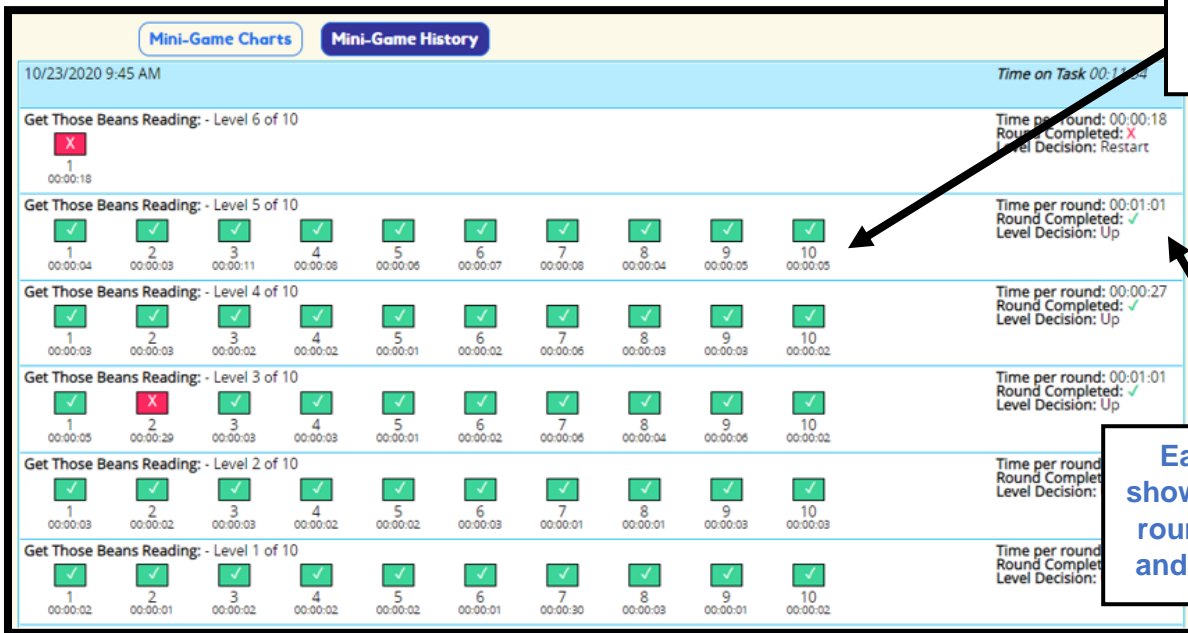


Teachers may view a student’s mini-game history by clicking on the student’s name and then clicking on the **Mini-Game History** button.



Mini-game data charts are separated by content area: ELA or math. Hover over the bar charts to see item count and percent correct.

Mini-Game History shows each item attempted and whether the student answered the item correctly or incorrectly. In this example, the student played six rounds within one session of play. The teacher can see that the student was able to easily navigate through five rounds of play before hitting a roadblock at Level 6. To further investigate the items, the teacher could click each one to reveal a popup box.



Mini-Game Data shows Total Time per item.

Each round of play shows time spent, if the round was completed, and the level decision.

Within the **popup box**, the teacher can view the actual question, the expectation alignment, the student's response, and time in the item. This item analysis may be helpful for teachers when creating needs-based groups.

Get Those Beans Math: - Level 1 of 10

Standard:
1.NR.2.2 Use pictures, drawings, and equations to develop strategies for addition and subtraction within 20 by exploring strings of related problems.

Skill:
Fluency

Item:
3 + 4 = ___
• 6
• 7
• 8
• 9
Attempt(s):
✓ 2

Time from item presentation to buzz-in: 00:00:02
Time from buzz-in to item answered: 00:00:01
Total Time: 00:00:03

Cancel

- Displays:**
- ✓ Standard Alignment
 - ✓ Actual Item
 - ✓ Student's Response
 - ✓ Time in the Item

Student Progress Report

Teachers can export student progress reports to communicate student progress with parents or guardians. This report is accessed in the Student Overview by clicking on the **Generate Student Progress Reports** link located at the top of the page.

KEENVILLE

Class [dropdown] Log Out

Whole Class Overview Student Overview Assign Games

Performance by Content Area Performance by Game Mini-Game Data **Generate Student Progress Reports**

Show results for: All Content Areas Game Grade: Grade 2 NOV 2022 to NOV 2022 Apply

Assign Students to Games View or Unassign Assigned Games

Items Correct Items Incorrect Insufficient Data Games Assigned

Sort by: Last name, alphabetical

ELA & Mathematics

MATH ELA [bar chart] View Progress Time on Task 00:00:00

MATH ELA [bar chart] View Progress Time on Task 00:00:00

MATH ELA [bar chart] View Progress Time on Task 00:00:00

MATH ELA [bar chart] View Progress Time on Task 00:00:00


MATH ELA [bar chart] View Progress Time on Task 00:00:00

Click "Generate Student Progress Reports" to display student reports.

The Student Progress Report indicates grade and game level performance based on the standards and skills assessed in each game. The first page of the report provides a summary of the report details for easy communication with parents or guardians.

KEENVILLE GRADE 2 STUDENT PROGRESS REPORT 2023 - 2024

What is Keenville?
Keenville is a game-based formative assessment in literacy and numeracy for first and second grade students. Keenville actively engages young learners through a series of interactive challenges that directly align to Georgia's content standards. The game-based assessments take place alongside instruction and provide information that teachers may use to make instructional decisions for each student. Each Keenville game is designed with multiple levels aligned to specific skills, so your child's experience fits their educational needs.



What are game levels?
Most Keenville games have three levels of play per grade level to best meet the needs of all learners. Students enter the game at the lowest level of play within their current grade level. The lower game levels allow students to interact with the skill being assessed at a lower level of complexity. When students have demonstrated understanding of less complex skills, they will advance to more complex skills and levels.

For more information about the specific skills assessed in each game level, please visit: keenville.gadoe.org


What is a Student Progress Report?
The Student Progress Report provides information on the literacy and numeracy skills a student has successfully demonstrated through Keenville gameplay. The game level shown on the report represents the highest level of each game that your child successfully completed during each month. If your child attempted a game level, but did not successfully complete the level, in progress (IP) will be displayed. If your child did not attempt or complete a game level during the month, insufficient data (-) will be displayed.

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

Game	Skill Assessed	2023			
		AUG	SEPT	OCT	NOV
Cave Explorer	Reading Comprehension (Informational)	1.1	2.1	2.1	IP
Reaching Playground	Phonics	1.1	-	IP	-
River Clean Up	Reading Comprehension (Literary)	K.3	1.2	2.2	-
River Patrol	Reading Comprehension (Informational)	IP	1.1	1.2	-

1. Name of Game
2. Skill Assessed in Game
3. Year and Month
4. Highest Game Level Successfully Completed
5. In Progress
6. Insufficient Data
7. Future Reporting Months

	Grade 1	Grade 2	Grade 3	Insufficient Data	In Progress
Kindergarten	1.1	2.1	3.1		IP
K.3	1.2	2.2	3.2		
	1.3	2.3	3.3		



What should I do next?
Meet regularly with your child's teacher to discuss your child's areas of strengths and weaknesses and to learn more about activities that may support your child's learning.

Page 1 of the Student Report provides a description of Keenville, the game levels, and how to read the report.

Visit the Keenville website for more information for parents.

The list provides understanding of how to read the report.

The key helps identify student grade and game levels.

The Student Progress Report provides both English Language Arts and Mathematics results by game and month, with grade and game level displayed (for example, 1.2 represents Grade 1, Level 2). Only games available to students in their current grade level will appear on the report.

Below is an example of a second-grade student’s progress report. This report displays the student’s highest level successfully completed for each game during the month. Successful completion is defined as completing a round of play with 80% or more of the questions answered correctly. If a student is inactive in a game during a month, the report will show a gray box to indicate insufficient data. If a student did not attempt or complete a game level during the month, a dash in gray will be displayed to represent insufficient data.

Note: Data populated to the Student Progress Report is based on successfully completing rounds of play at 80% or higher. If a student is playing in a game but has not successfully completed a round with 80% or higher, the report will display “insufficient data.”

Skills assessed in the games are listed in each report, by game.

Math and ELA games are listed separately on each report.

Grade and game levels are reported at end of month.

KEENVILLE GRADE 2 STUDENT PROGRESS REPORT 2023 - 2024

ENGLISH LANGUAGE ARTS

Game	Skill Assessed	2023					2024								
		AUG	SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN			
Harbor Phonics	Phonics and Word Recognition														
Museum of Mysteries	Phonics and Word Recognition														
Peaching Playground	Phonics and Word Recognition		IP	K.3											
Downhill Skiing	Vocabulary Acquisition			IP											
Junkbot	Vocabulary Acquisition														
Classroom Detective	Reading: Literary			IP											
Hometown Heroes	Reading: Literary		IP	IP	IP										
Peachy Acres Farm	Reading: Literary														
River Clean Up	Reading: Literary														
Up the Beanstalk	Reading: Literary														
Cave Explorer	Reading: Informational														
Keenbot	Reading: Informational			IP											
Island Adventure	Reading: Informational				IP										
River Patrol	Reading: Informational			IP											
Swamp Explorer	Reading: Informational			IP											
Keenville Action News	Reading: Informational														

Kindergarten

K.3 Game Level 3

Grade 1

1.1 Game Level 1

1.2 Game Level 2

1.3 Game Level 3

Grade 2

2.1 Game Level 1

2.2 Game Level 2

2.3 Game Level 3

Grade 3

3.1 Game Level 1

3.2 Game Level 2

3.3 Game Level 3

Insufficient Data

IP

KEENVILLE GRADE 2 STUDENT PROGRESS REPORT 2023 - .024

MATHEMATICS

Game	Skill Assessed	2023					2024								
		AUG	SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN			
Cloud Hopper	Reading and Writing Numerals			IP											
Treat Factory	Data (Charts and Graphs)			IP	IP										
Farmer's Market	Money					1.3									
Keenville Sheriff	Word Problems														
High-Rise Builders	Addition and Subtraction														
Captain Peachbeard	Addition and Subtraction														
River Tubing	Addition and Subtraction														
Carnival Time	Time														
Bargain Hunters	Measurement					2.2									
Peaching Gym	Comparing Numbers														
Peaching Cafe	Place Value			2.2											
Guitar Maker	Shapes														
Ski Lodge	Gathering & Interpreting Data								IP						
Lunch Munch	Fractional Parts to Whole														
Intergalactic Fair	Solving Problems using Arrays														

Kindergarten

K.3 Game Level 3

Grade 1

1.1 Game Level 1

1.2 Game Level 2

1.3 Game Level 3

Grade 2

2.1 Game Level 1

2.2 Game Level 2

2.3 Game Level 3

Grade 3

3.1 Game Level 1

3.2 Game Level 2

3.3 Game Level 3

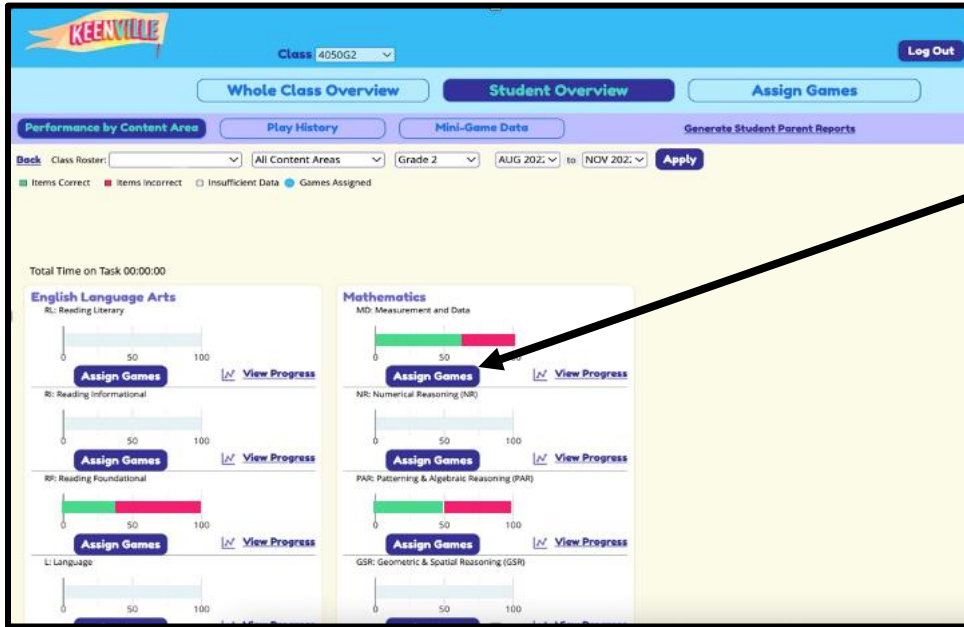
Insufficient Data

IP

The key helps identify student grade and game levels.

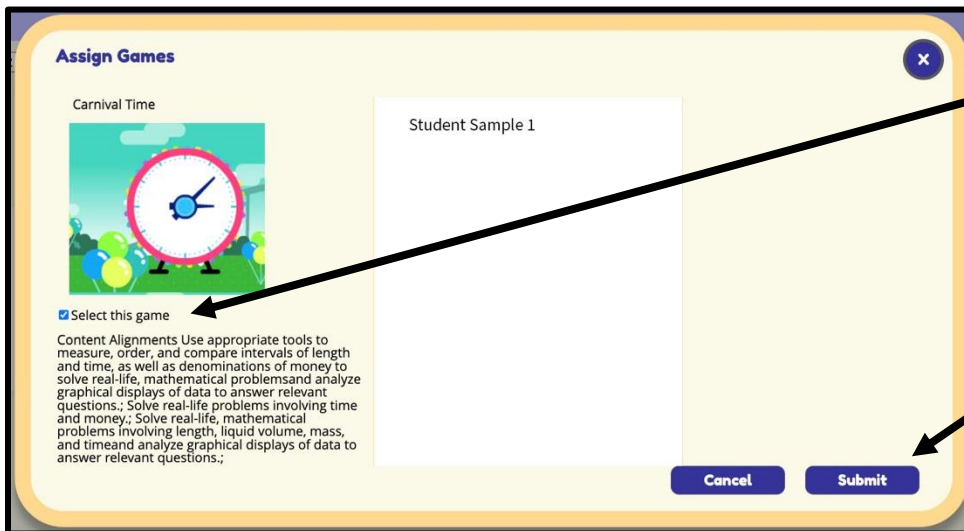
Assign Games using Data Results

Within the Student Overview, teachers can assign games based on student performance data. After selecting an individual student in the Student Overview, click on the **Assign Games** button below the bar graph of the ELA domain or math big idea for which games need to be assigned.



Click “Assign Games” to display games aligned to the ELA domain or math big idea.

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

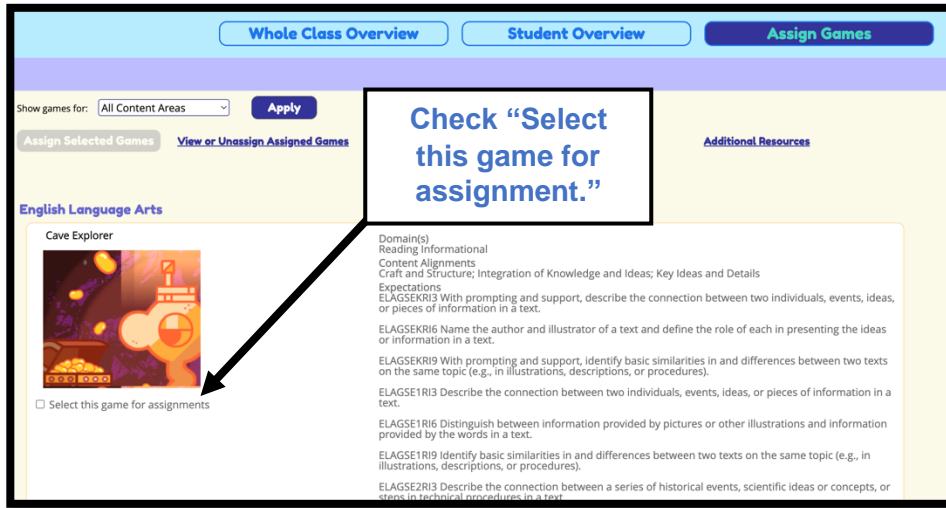


Check “Select this game for assignment.”

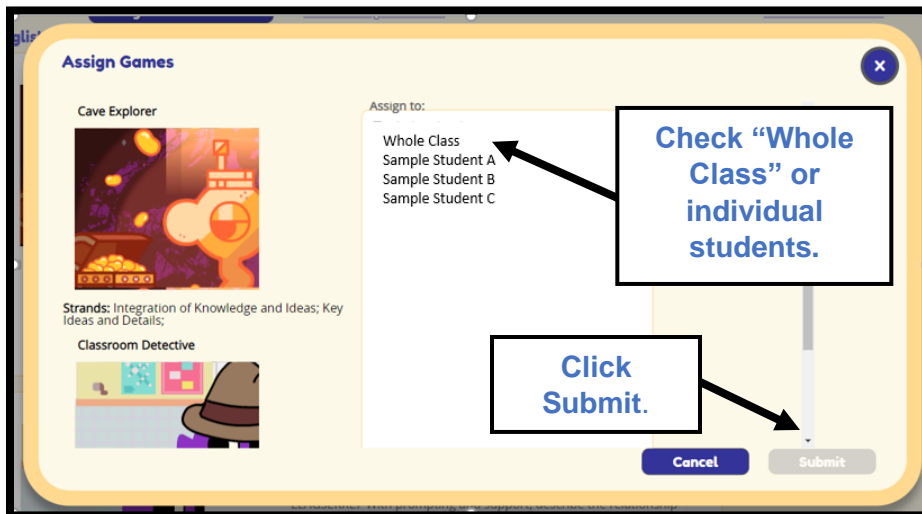
Click Submit.

Assign Games

Teachers can assign games based on the content standards aligned to current instruction by using the **Assign Games** tab. After clicking Assign Games, scroll to find the game that aligns with the current instruction and click on “Select this game for assignment.” Then scroll back to the top of the page and click on the “Assigned Selected Games” button to assign the game. More than one game can be assigned, as appropriate.



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

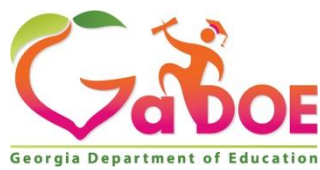


Summary of Dashboard Data Views

The Keenville Dashboard offers many paths for analyzing, filtering, and sorting student performance data. Each path has been described in detail above, and a comparison of the various paths is included in the table below.

Data View	Displays Data at the Item Level	Displays Data for Completed Rounds of Play	Displays Student's Current Level of Play	Displays Student's Highest Level Successfully Completed	Populates in Real Time	Populates at End of Month	Archives Results at End of Month
Teacher Assigned Games							
Donut Charts (Whole Class Overview)		✓			✓		✓
Bar Charts (Student Overview)		✓			✓		✓
Performance by Game		✓	✓		✓		✓
Play History	✓	✓	✓	✓	✓		✓
Student Progress Report		✓		✓		✓	✓
Mini-Games (Get Those Beans! and Space Train)							
Mini-Game Data		✓			✓		✓
Mini-Game History	✓	✓	✓	✓	✓		✓

- **Displays Data at the Item Level:** These views include performance on individual items within a game.
- **Displays Data for Completed Rounds of Play:** These views display data only from completed rounds of play. If students exit a game before completing a round, no data will appear in these views for the items completed.
- **Displays Student's Current Level of Play:** These views display the grade and game level in which the student is currently playing.
- **Displays Student's Highest Level Successfully Completed:** This view displays the highest level a student successfully completed in a game. Successful completion is defined as completing a round of play with 80% or more of the questions answered correctly.
- **Populates in Real Time:** Results are populated to these dashboard views immediately.
- **Populates at End of Month:** Results are populated only at the end of the month.
- **Archives Results at End of Month:** Results for each month are archived and remain available to show student progress.



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