Keenville User Guide

User Guide for 2023-2024
Part 5: District and School Leader Dashboards

Georgia Department of Education

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

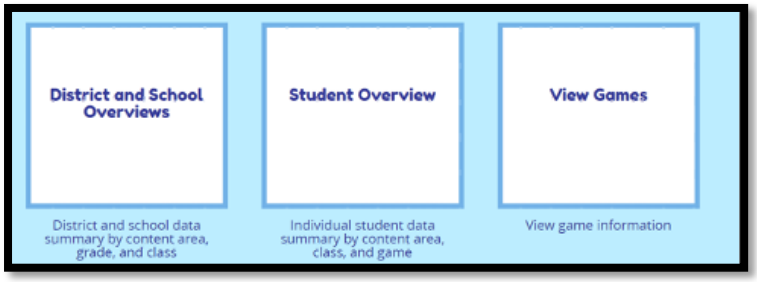
Dashboard Options

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

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

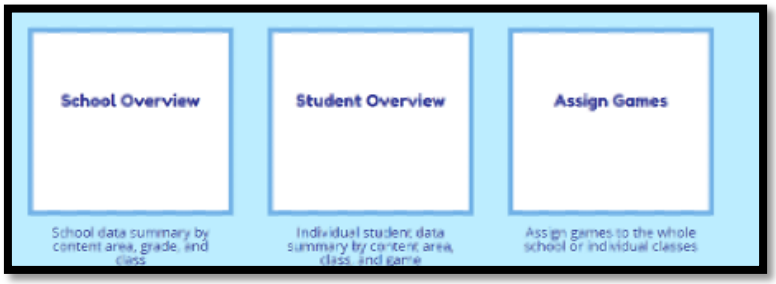
District Leader Dashboard:

- District and School Overviews – This view provides a district- and school-level data summary by content area, grade, and class.
- Student Overview – This view provides an individual student data summary by content area, class, and game.
- View Games– This view provides information related to each game.



School Leader Dashboard:

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

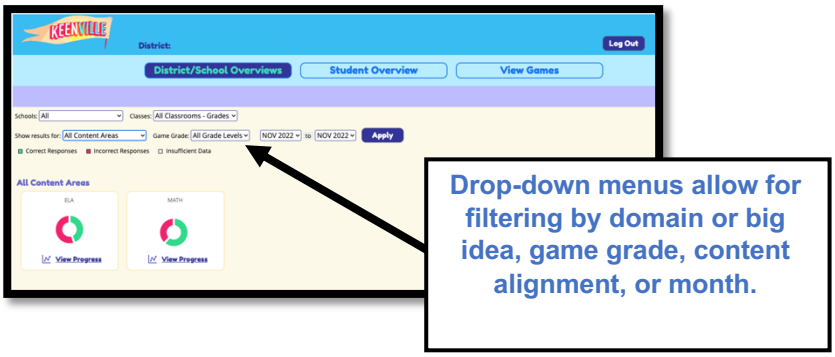


- Assign Games – This view allows school leaders to assign games to a whole school or individual classes.

Filtering Performance Results

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

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

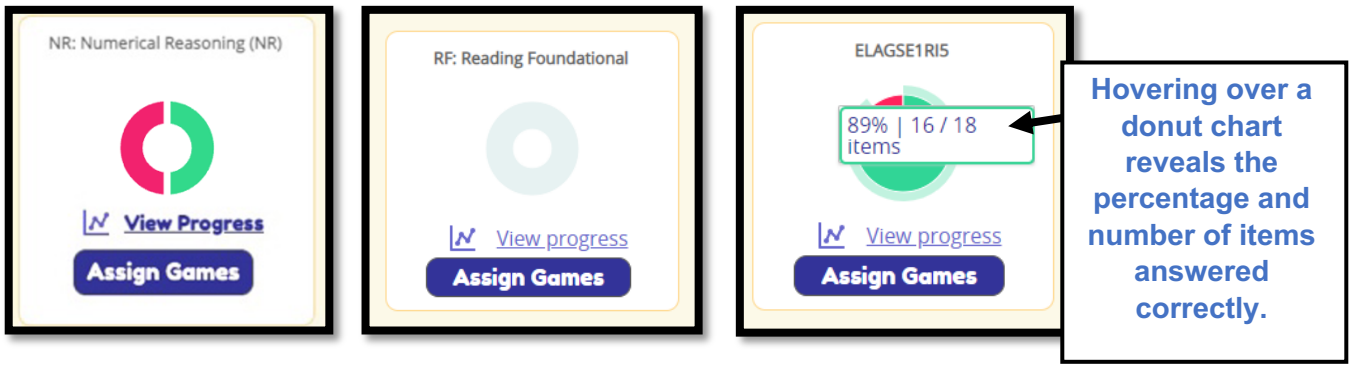


- Month –Leaders can select the date range (by month) to view class performance.

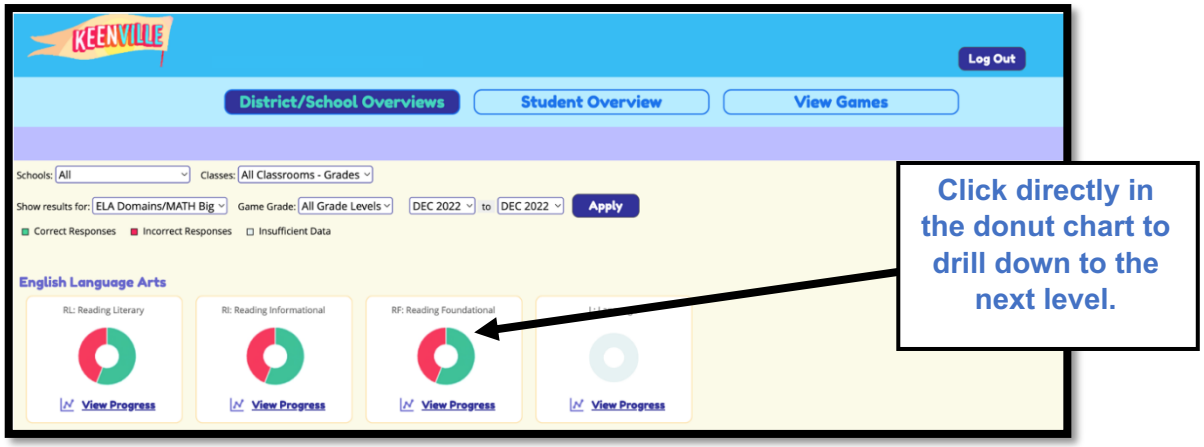
District/School Overview

In the District/School Overview, performance results are presented in donut charts. Each donut chart displays the percentage of items answered correctly in green and the percentage of items answered incorrectly in red. If data are not available, the donut chart will display a gray background.

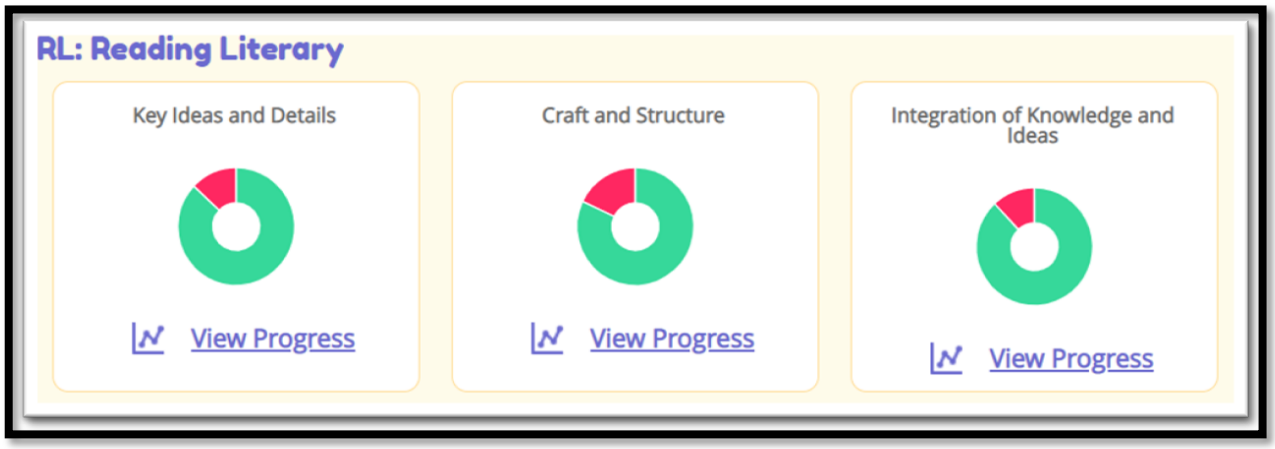
In addition, hovering over a donut chart will reveal the percentage and number of items answered correctly, as well as the number of items attempted.



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

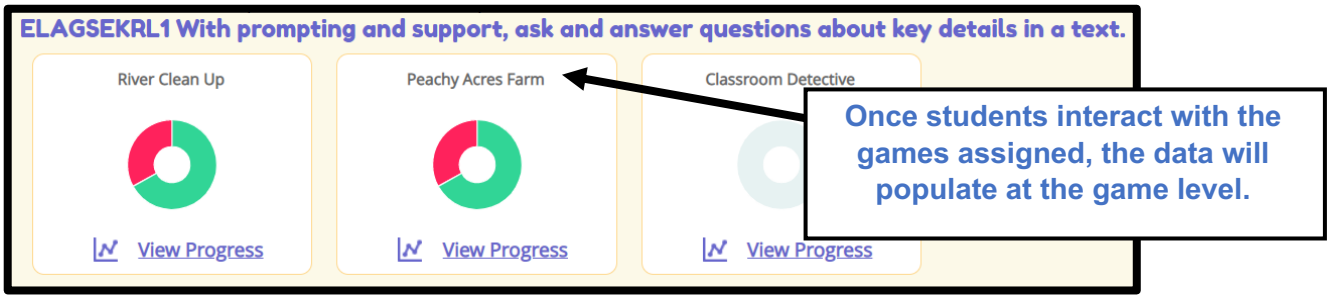


Clicking on the donut chart for a specific domain or big idea will reveal the aggregated data for all schools that have student data, as shown below for ELA.



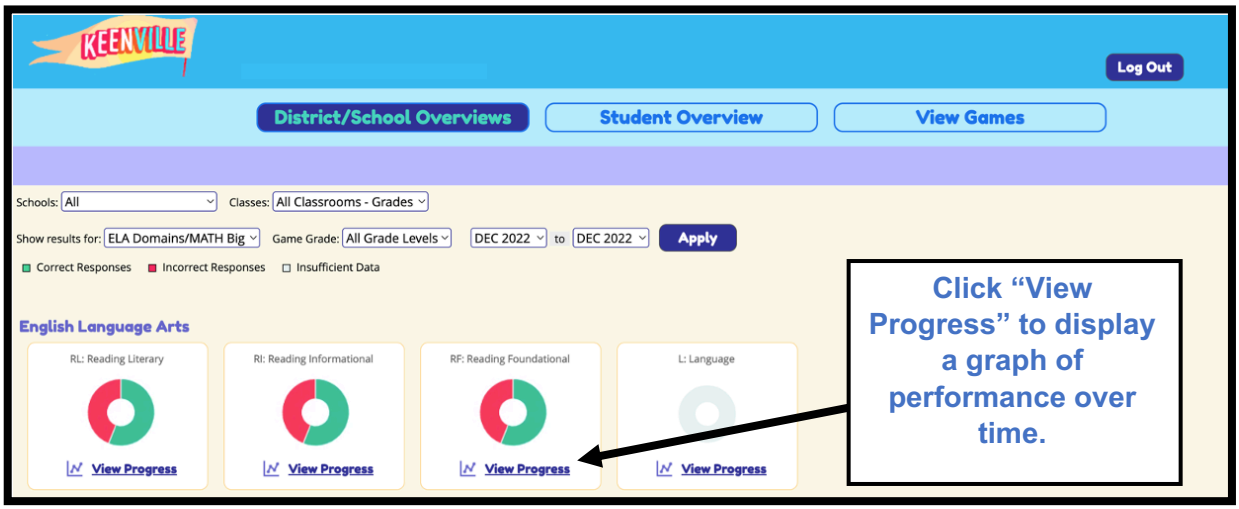
Similarly, clicking on the donut chart for a specific strand will reveal the results for each standard or expectation within that strand. This example shows the standards within the Reading Literary Domain, Key Ideas and Details strand:

A final click on the donut chart will display the game data aligned to the standard selected.

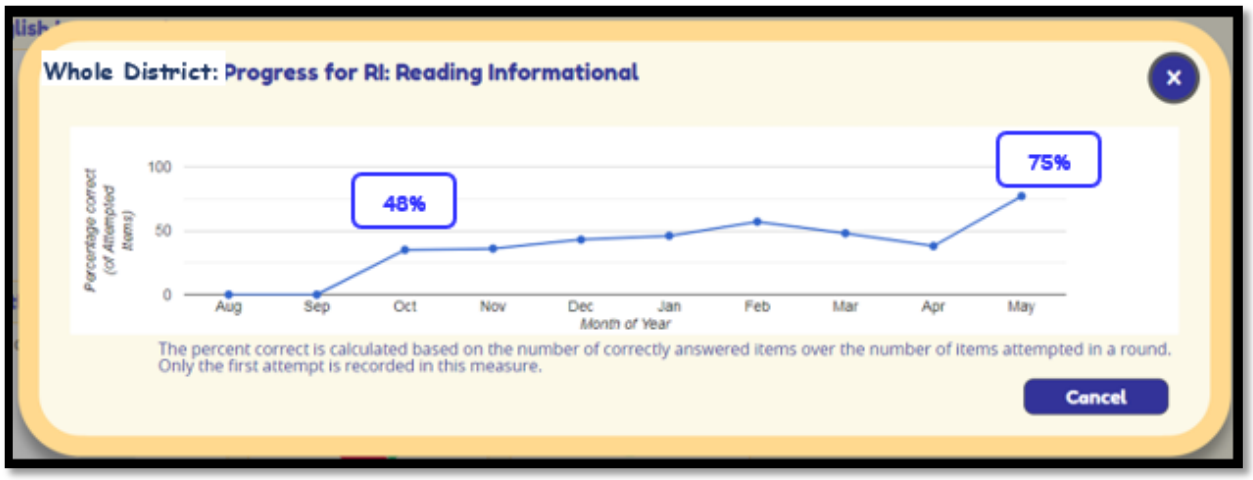


View Progress by District or School

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

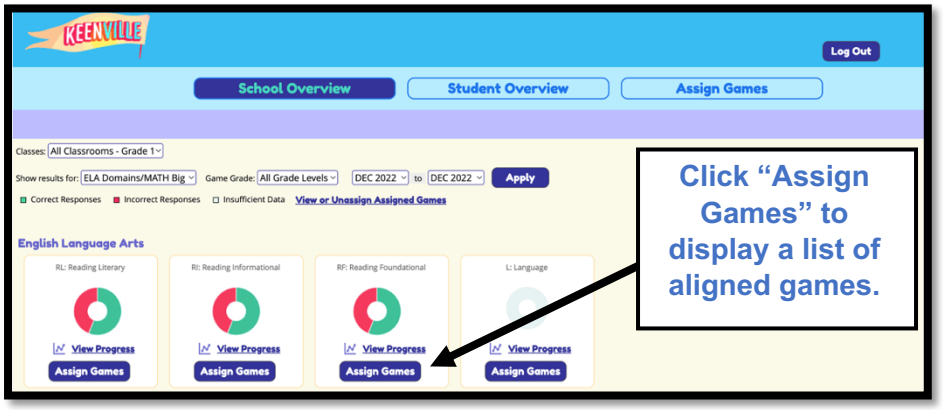


Progress is displayed as a line graph in which each data point represents the percentage of items answered correctly in that month (number of items answered correctly *on first attempt* divided by number of items attempted). In the next example, students in the district correctly responded to 48% of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



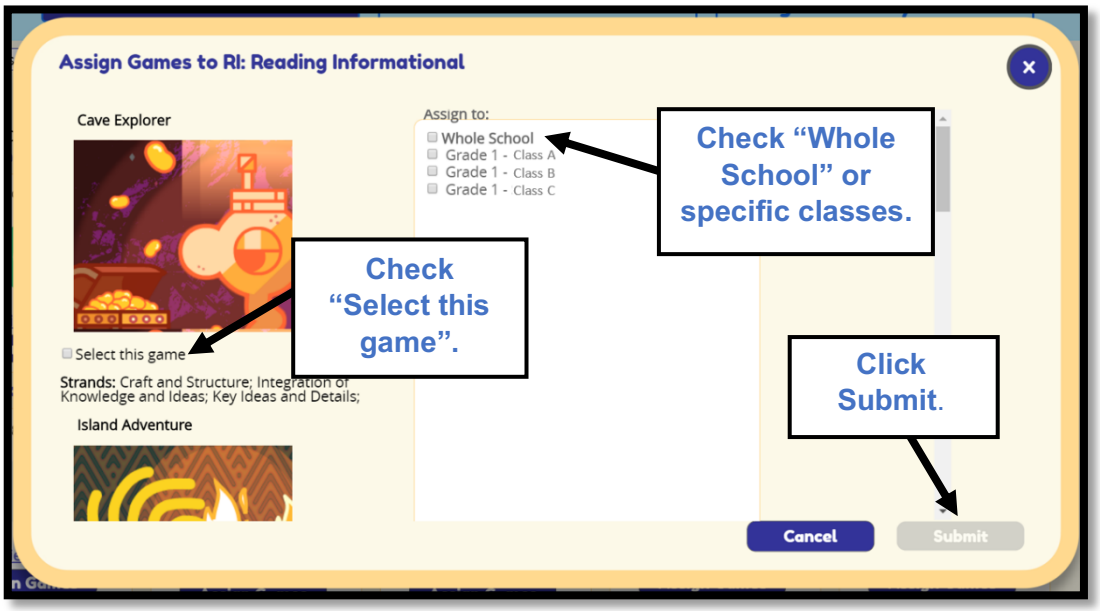
Assigning Games from School Overview (School Leaders Only)

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

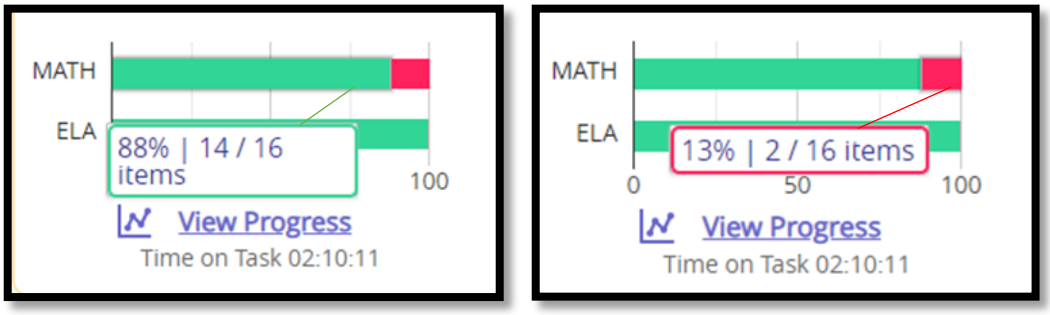
To assign a game, **school leaders** will check the box next to “Select this game”, check either Whole School or specific classes, and then click the **Submit** button.



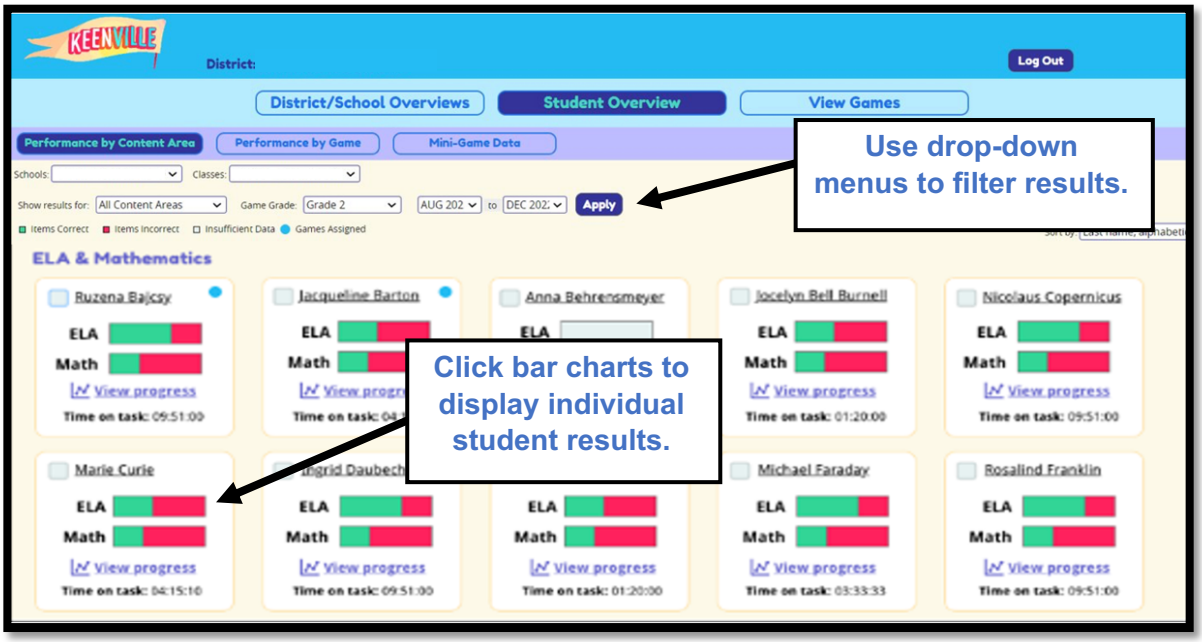
Student Overview

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

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

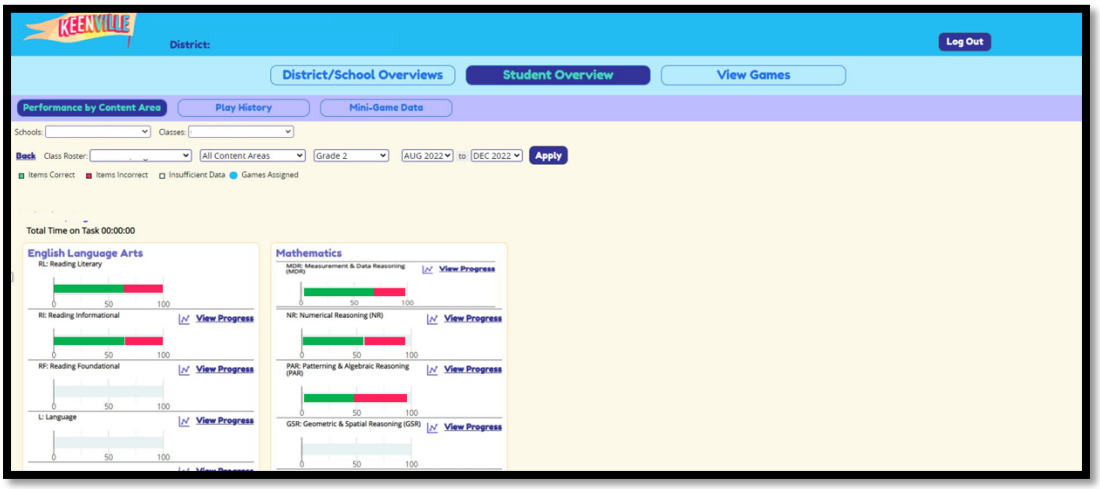


To view performance for each student in a class relative to a specific domain/big idea, district and school leaders can filter the results using the drop-down menus. Results will be displayed for the whole class, but at the individual student level, as shown below.



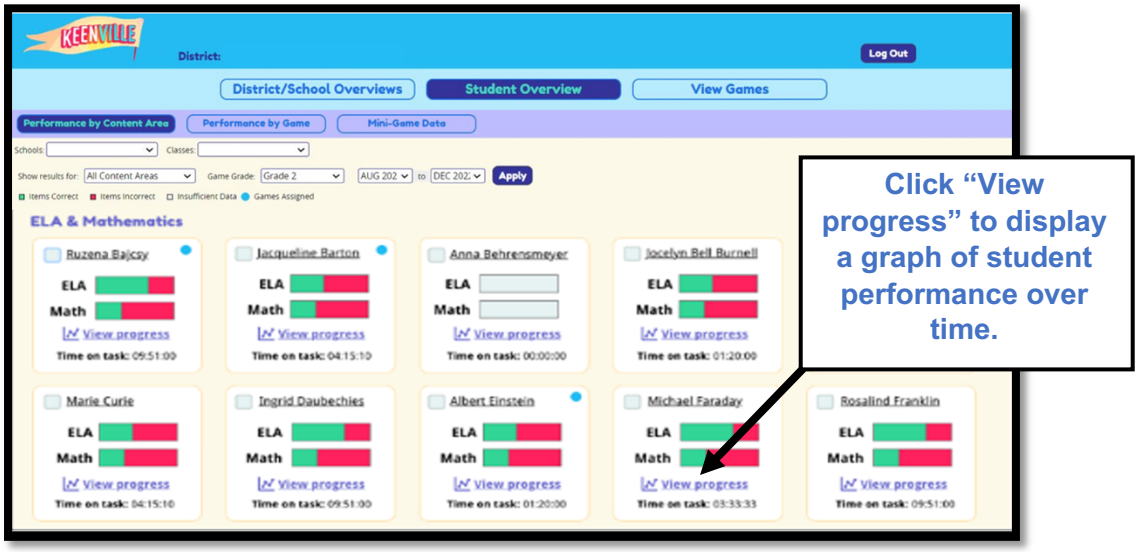
To view individual student data, district and school leaders can click directly on the bar charts or click on the student's name.

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

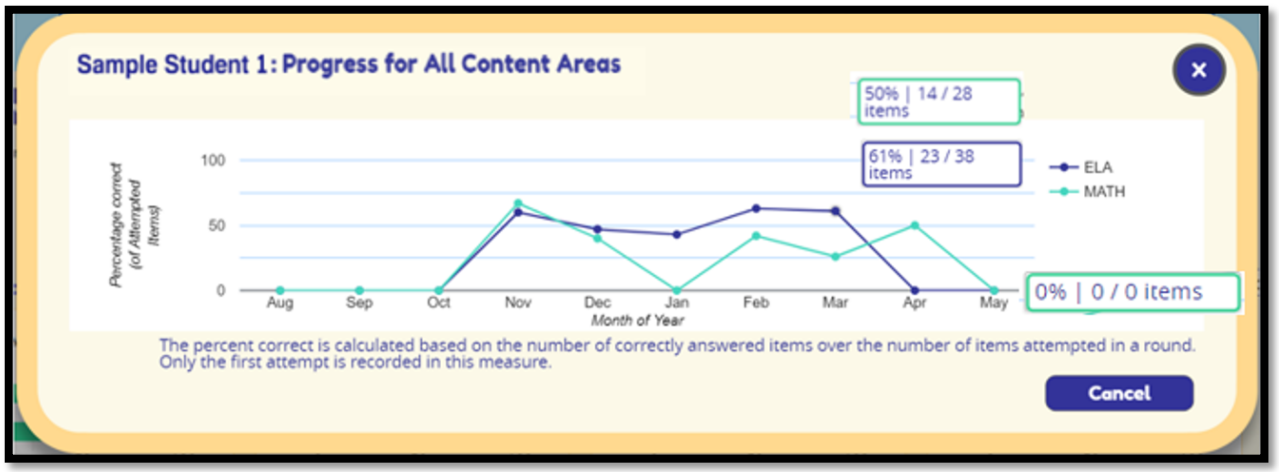


View Progress by Student

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

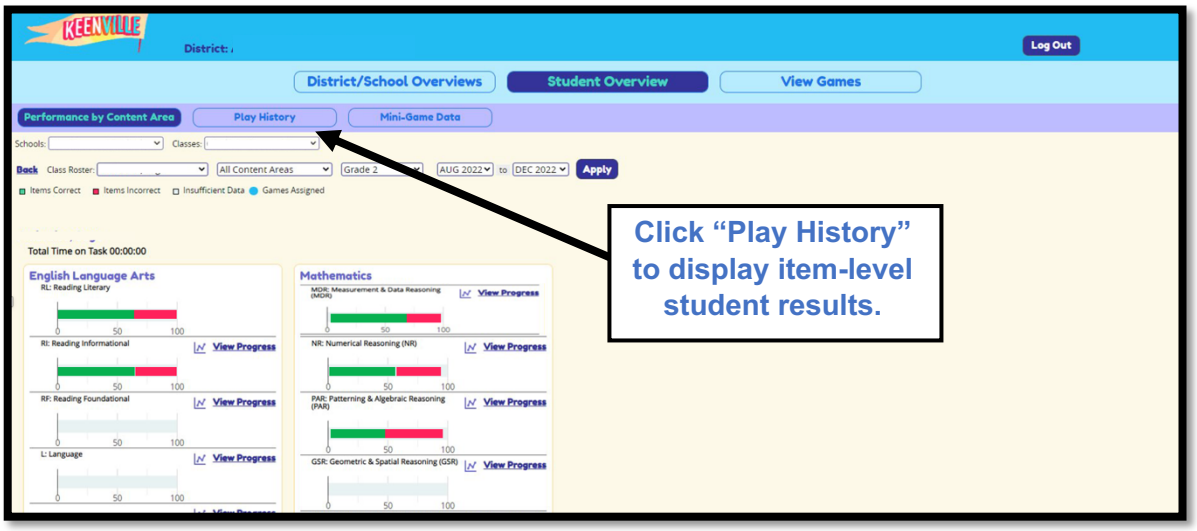


In the example below, Sample Student 1 correctly answered 50 percent of the math items attempted in April but then did not access the math games in May, as indicated by the drop to 0 / 0 items. If the student had attempted items but did not answer any correctly, the indicator would read 0 / number of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

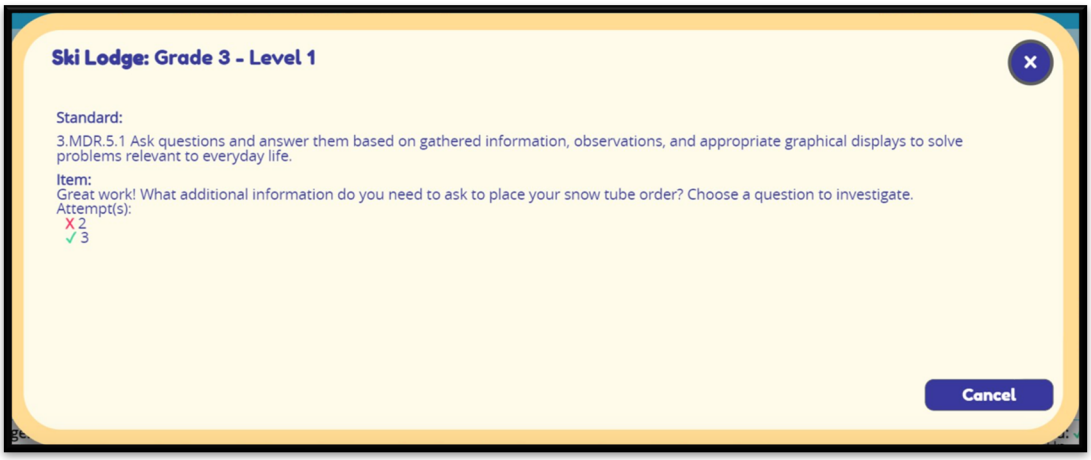
Leaders can review student activity within each game by viewing the Play History Report. After clicking on an individual student within the Student Overview, click on the **Play History** button.



The Play History Report contains item-level results for each individual student. Results are ordered by the most-recently played game level. In the example shown below, Ski Lodge Grade 3 Level 1 indicates that the student answered the first 4 items correctly, as indicated by the green box with a check mark, but answered items 5, 7, 8, and 10 incorrectly, as indicated by the red box with an X.

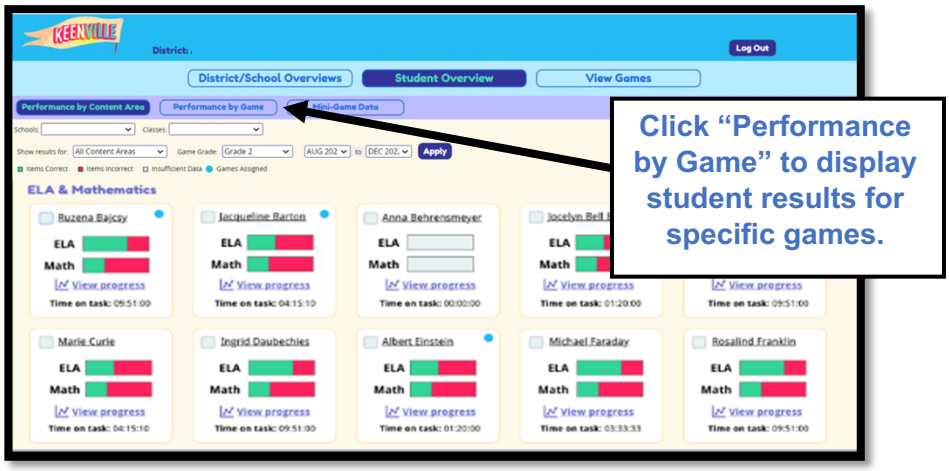
The Play History report also shows that the round was completed as indicated by a green check mark, and the leveling decision as Stay. In this example, it shows the student leveled Stay in Grade 3 Level 1, played Grade 3 Level 1 again, and then leveled Up and played Grade 3 Level 2.

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

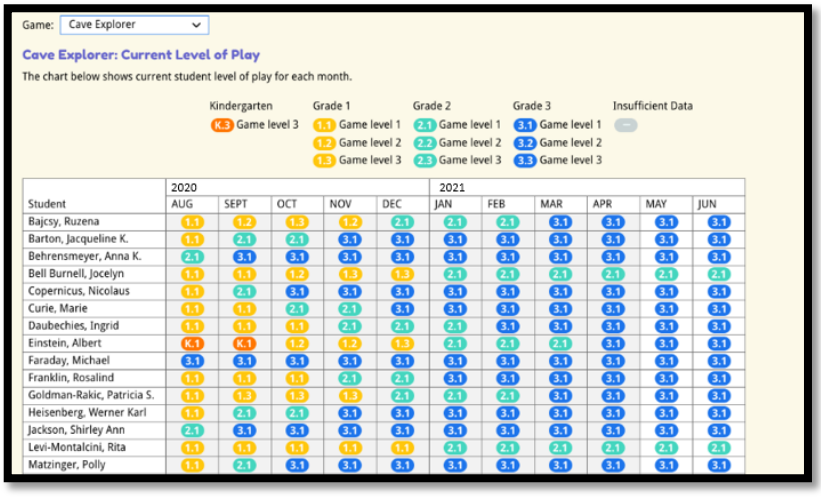


View Performance by Game

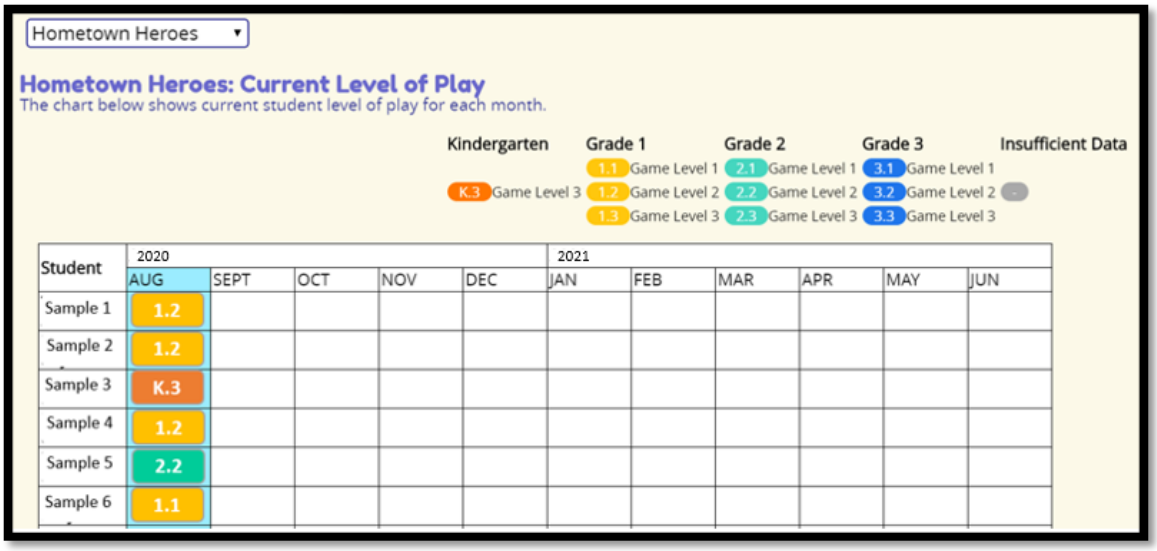
Leaders can view student performance results within assigned games by clicking on the **Performance by Game** button located on the main page of the Student Overview.



The report can be generated within the Student Overview tab by clicking on "**Performance by Game**". Once clicked, a report will generate showing individual student data within a specific game. The data shows the grade and level the students are currently performing at in the game. This key provides basic information regarding the performance levels.

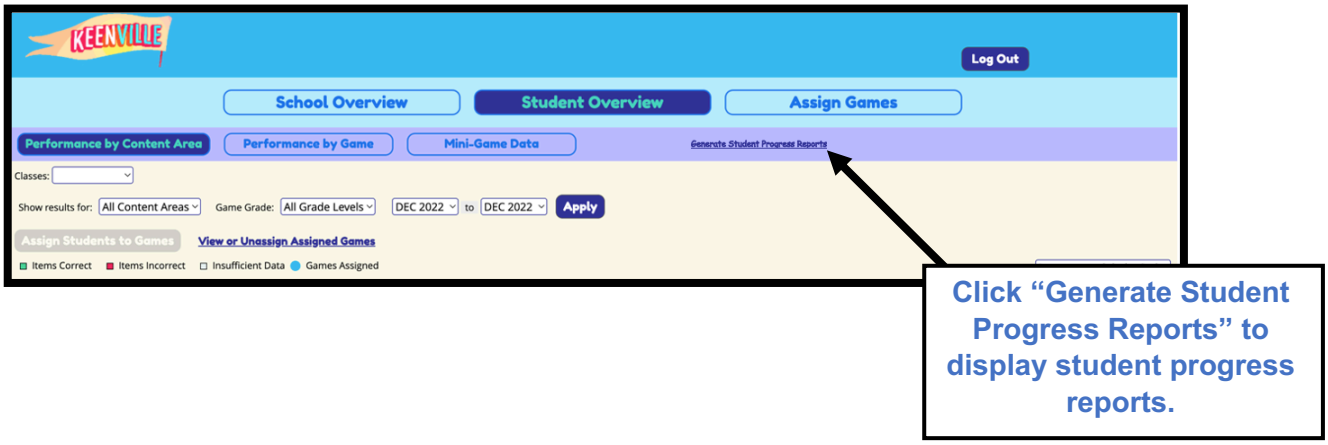


This report allows the district or school leader to view performance results by assigned game. In the example below, Grade 1 students were assigned Hometown Heroes in August. Students began playing the game at Grade 1 Level 1 and proceeded to move up or down the levels based on their performance in the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


Hometown Heroes
Hometown Heroes: Current Level of Play
The chart below shows current student level of play for each month.
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
Student
2020
2021
AUG SEPT OCT NOV DEC JAN FEB MAR APR MAY JUN
Sample 1 1.2
Sample 2 1.2
Sample 3 K.3
Sample 4 1.2
Sample 5 2.2
Sample 6 1.1

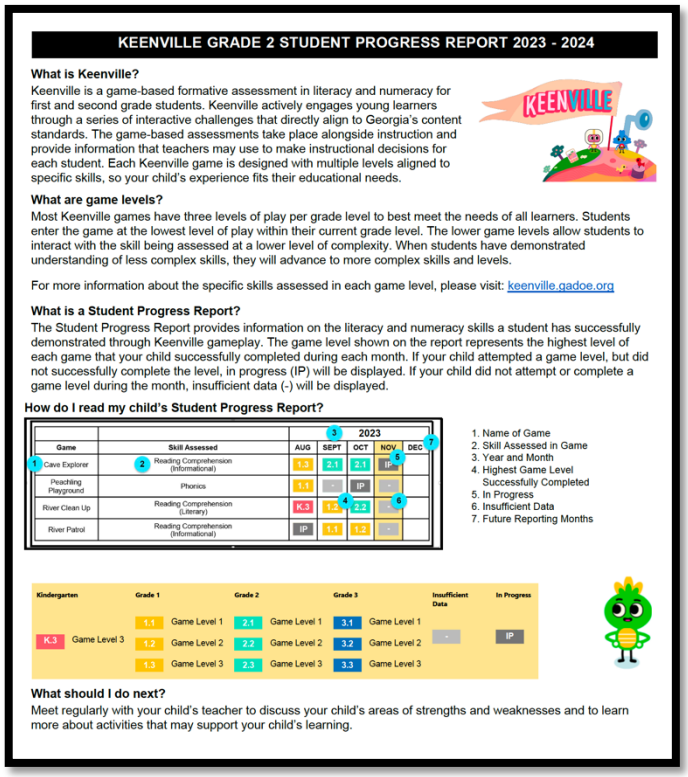
Student Progress Report (School Leaders Only)

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



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

The Student Progress Report indicates grade and game level performance based on the standards, expectations, 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	DEC
Cave Explorer	Reading Comprehension (Informational)	1.3	2.1	2.1	IP	
Peaching 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

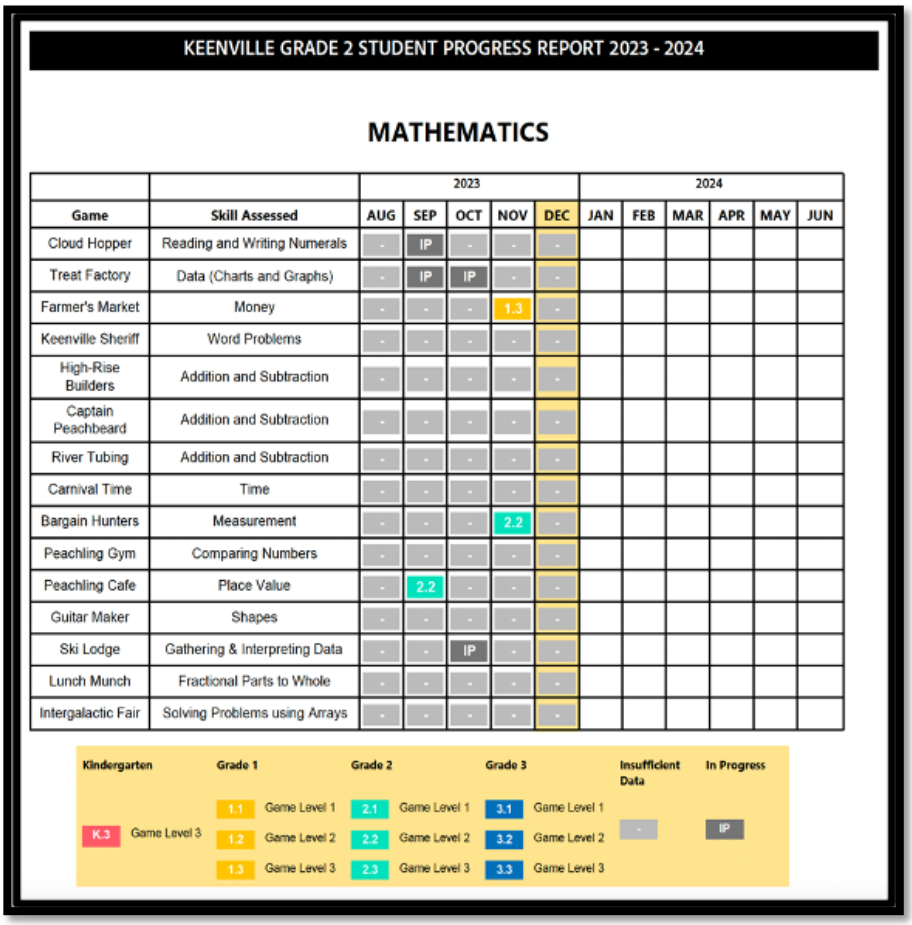
Kindergarten	Grade 1	Grade 2	Grade 3	Insufficient Data	In Progress
K.3 Game Level 3	1.1 Game Level 1	2.1 Game Level 1	3.1 Game Level 1	-	IP
	1.2 Game Level 2	2.2 Game Level 2	3.2 Game Level 2		
	1.3 Game Level 3	2.3 Game Level 3	3.3 Game Level 3		

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.

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 in mathematics. This report displays the student's highest level of achievement in each game at the end of each month. Achievement is defined as completing a level 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 attempted a game level, but did not successfully complete the level, IP will be displayed in gray to represent that the game is in progress.



KEENVILLE GRADE 2 STUDENT PROGRESS REPORT 2023 - 2024

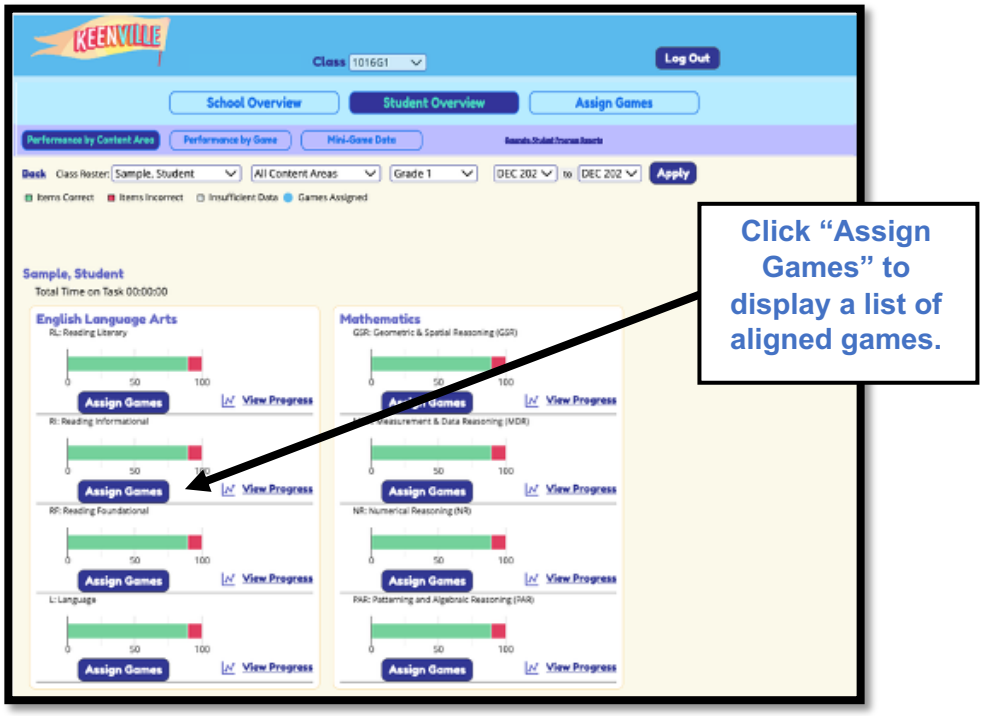
MATHEMATICS

		2023					2024					
Game	Skill Assessed	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	-						
Peachling Gym	Comparing Numbers	-	-	-	-	-						
Peachling 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	-	-	-	-	-						

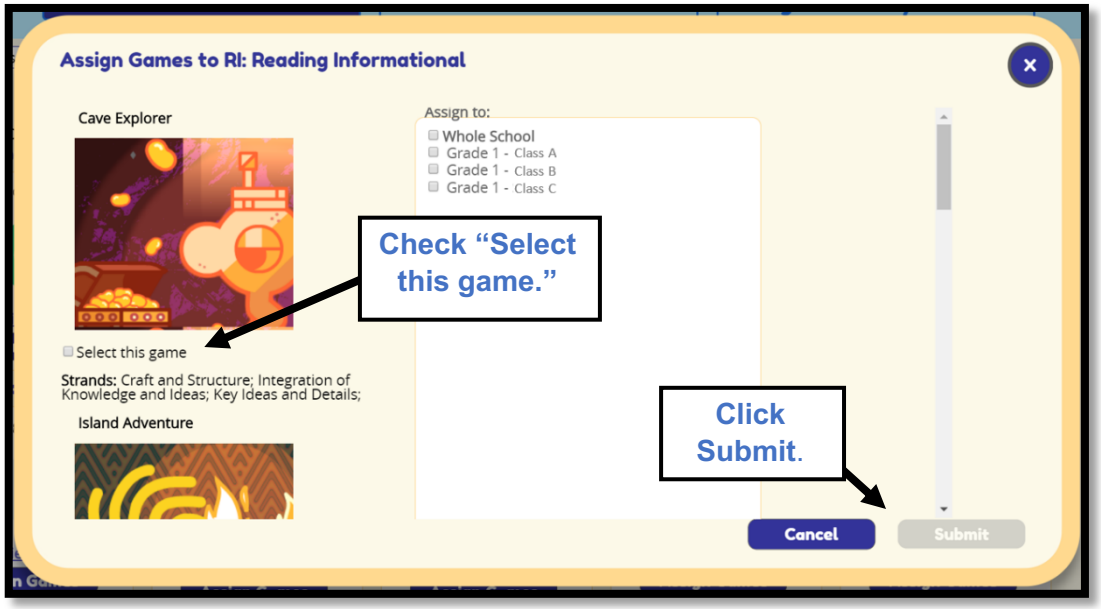
Kindergarten	Grade 1	Grade 2	Grade 3	Insufficient Data	In Progress
K.3 Game Level 3	1.1 Game Level 1	2.1 Game Level 1	3.1 Game Level 1	-	IP
	1.2 Game Level 2	2.2 Game Level 2	3.2 Game Level 2		
	1.3 Game Level 3	2.3 Game Level 3	3.3 Game Level 3		

Assign Games using Data Results (School Leaders Only)

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

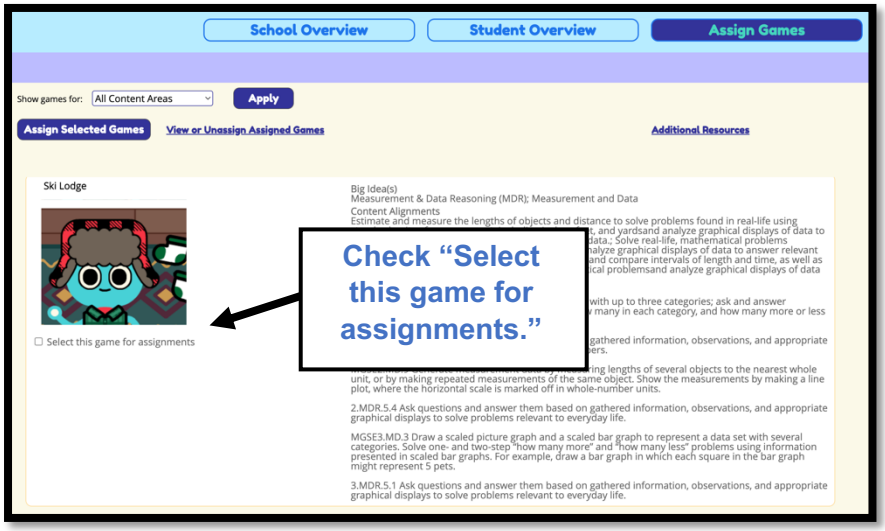


A list of games aligned to the selected domain will be displayed. Check "**Select this game**" located below the game icon to assign a game and click the **Submit** button.

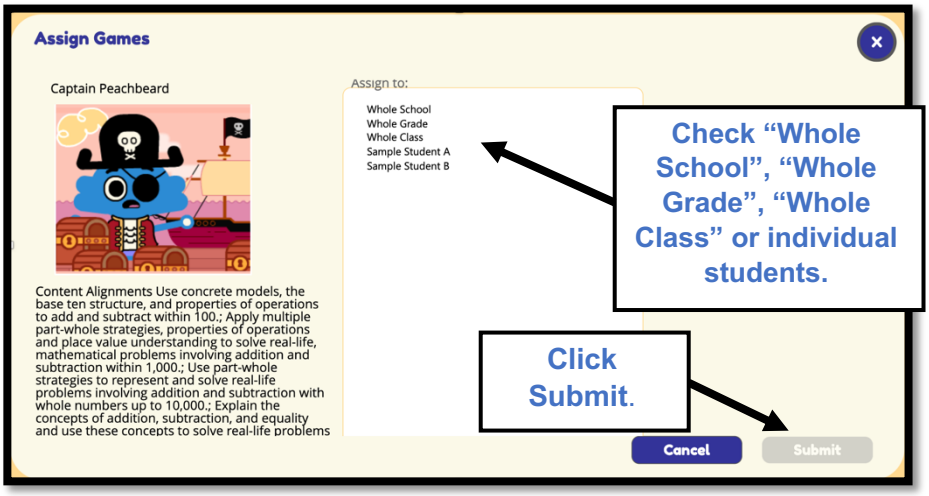


Assign Games

School leaders 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 "**Assign Selected Games**" button to assign the game. More than one game can be assigned, as appropriate**. Note: District leaders can view the big idea, content alignment and standards by game within the same tab, but not assign games.**



Next, select the group or student to which the game should be assigned and click **Submit**.



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Richard Woods, State School Superintendent
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