









Understanding the Zoo U Assessment Report

SKILL AREAS

SKILL AREAS					
					
EMOTION REGULATION The ability to manage emotional reactions to achieve a goal	IMPULSE CONTROL The ability to manage behavior to achieve a goal	EMPATHY The ability to recognize and share in others' feelings	COOPERATION The ability to work with other people to achieve a common goal	SOCIAL INITIATION The ability to start and maintain social interactions	COMMUNICATION The ability to express thoughts and feelings to others

SCORE LEVELS

PERFORMANCE	PERCENTILE SCORE
EXCEEDS EXPECTATIONS	98-100
ABOVE EXPECTATIONS	86-97
MEETS EXPECTATIONS	25-85
BELOW EXPECTATIONS	9-24
WELL BELOW EXPECTATIONS	0-8

SUPPLEMENTAL ACTIVITIES







Each Zoo U Assessment Report provides links to free supplemental activities to improve or reinforce students' social skills.

You can find all of the supplemental activities via the link below:
centervention.com/social-emotional-learning-activities



Understanding the Zoo U Skill Builder Report

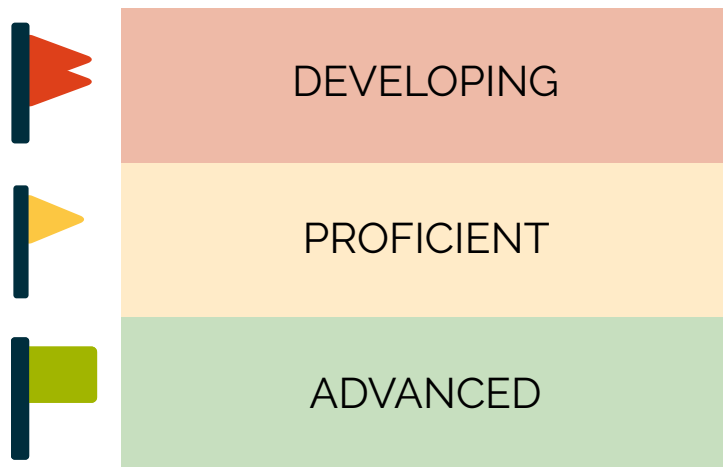
SKILL AREAS

					
EMOTION REGULATION The ability to manage emotional reactions to achieve a goal	IMPULSE CONTROL The ability to manage behavior to achieve a goal	EMPATHY The ability to recognize and share in others' feelings	COOPERATION The ability to work with other people to achieve a common goal	SOCIAL INITIATION The ability to start and maintain social interactions	COMMUNICATION The ability to express thoughts and feelings to others

SCORE LEVELS

Each skill area in Zoo U's Skill Builder consists of five scenes that give students the opportunity to learn and practice 6 to 7 subskills. As students play each scene, they encounter many opportunities to demonstrate their ability - these are referred to as "**Scored Opportunities**." Score levels are awarded to students after completing all five of the scenes for a given skill area.

Subskills are split into "**Areas of Mastery**" and "**Areas of Opportunity**" for quick decision making about areas in which students could use additional support.



SCENE ACCOMPLISHMENTS

The Scene Accomplishments section of the Skill Builder Report documents how students advanced to the next scene. The Zoo U Skill Builder uses a mastery model for scene completion, meaning students must either meet a criterion threshold for performance or complete a scene three times before advancing to the next scene.



MASTERY ACHIEVED



SKIPPED TO NEXT SCENE AFTER 3 PLAY ATTEMPTS



HIGHEST NUMBER OF COINS EARNED BY STUDENT



NUMBER OF TIMES STUDENT PLAYED SCENE