



# Understanding the Reports

## Scoring

Adventures Aboard the S.S. GRIN focuses on eight skills, with one game scene for each skill. Each scene is broken into three parts that cover related sub-skills.

Both dialogue AND behavior choices are factored into students' scores.



Students will most often choose between three dialogue options. Sometimes these will all be the same text with different tones of voice, or different text and tones altogether.



Behavior includes explicit menu options such as choosing whether to take a bike that doesn't belong to you, or more hidden choices like clicking on a button without reading the sign next to it.

**Note: The review quizzes and arcade games at the end of each scene are NOT scored.**

## What do the scores mean?



Emerging

Emerging

The student particularly struggled with this skill. They could benefit from in-person lessons for this skill, and you may consider having them replay this scene to see if they can get more achievements.



Improving

Improving

This is an area for practice. The student had difficulty with some tasks in this part of the game. They could still benefit from in-person lessons and activities for extra practice.



Proficient

Proficient

The student has mastered this skill. Extra lessons and activities will provide reinforcement of the skills as well as an extra challenge.