



Understanding the Reports

Scoring

Each scene in Hall of Heroes give students the opportunity to learn and practice various subskills of the six main skills. Both dialogue AND behavior choices are factored into students' scores.



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



Behavior in the game includes explicit menu options such as choosing to ditch your friend at lunch, or more hidden choices like whether you got to class on time.

Note: The review quizzes with Principal Shield at the end of each scene are NOT scored.

What do the scores mean?



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

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

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