



# Understanding the Zoo U Reports: Assessment

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

## Scoring

<b>PERFORMANCE</b>	<b>PERCENTILE SCORE</b>
<b>WELL ABOVE EXPECTATIONS</b>	<b>90 - 100</b>
<b>ABOVE EXPECTATIONS</b>	<b>75 - 89</b>
<b>MEETS EXPECTATIONS</b>	<b>25 - 74</b>
<b>BELOW EXPECTATIONS</b>	<b>9 - 24</b>
<b>WELL BELOW EXPECTATIONS</b>	<b>0 - 8</b>

Note: These assessment scores are a percentile scaled to a national sample of 3rd and 4th grade students. The Composite score is calculated by combining each of the six social skills scores together, then scaling that combined score based on the same national sample.

## 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](http://centervention.com/social-emotional-learning-activities)



# Understanding the Zoo U Reports: Skill Builder

## Scoring

Each scene in Zoo U gives 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 talk to a lonely classmate, or more hidden choices like how long it takes you to ask a teacher for help.

## What do the scores mean?



EMERGING

### Percentage Score: 0-24

The student particularly struggled with this skill. They could benefit from in-person lessons, and you may consider having them replay scenes in this skill.



IMPROVING

### Percentage Score: 25-85

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



PROFICIENT

### Percentage Score: 86-100

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

This section documents how students advanced to the next scene. Students must either achieve mastery of a scene or play it three times before advancing to the next scene.



MASTERY  
ACHIEVED



3 PLAYS  
AUTO-  
ADVANCE



COINS  
EARNED



# OF PLAYS