

Directions: Identify students with reason for concern or celebration in their data. Mark which area requires action. Create an action plan and note details. Optional: Determine priority based upon student need.

-  MINUTES
-  PUZZLES
-  ALERTS
-  CELEBRATE

MINUTES AND PUZZLES

Weekly Goals:

PK : 30 minutes | 10-30 puzzles
 K-1: 60 minutes | 25-65 puzzles
 2-8: 90 minutes | 35-95 puzzles

ALERT

"Many Tries" tells you a student has incorrectly attempted the same level at least 10 times and may need assistance.

Consider using the animation control tool and questions in the Learning Cycle to support the student.

LOOK-FOR CHECKLIST

- Outliers – students with low minutes or puzzles compared to average.
- If students are meeting usage goals.
- Students with alerts.
- Accomplishments you can celebrate.

PRIORITY	STUDENT NAME					ACTIONS & NOTES

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