

Gradebook Overview

Thank you for choosing to teach coding with EasyCode Foundations powered by CodeMonkey! This curriculum allows you, as an educator, to enrich your students' lives. With over 300 fun challenges, beautiful animations, and lovable characters, alongside our unique user experience and special online teaching tools, you can introduce basic computer science knowledge to your students and better prepare them for the 21st century.

This guide will help you monitor your students' progress. Please read the entire guide before starting with your class.

How to access your class

Note: A class is automatically created to correspond to a class created in the Learning.com platform when you assign any CodeMonkey link and reflection which looks like this:



Let's Get Started: Challenges 0 - 5

1. Click the menu icon in the top right corner then select CLASSROOMS from the menu. 
2. Each classroom corresponds to a class in Learning.com. A list of your classes will appear with some statistics about student progress and activity.
3. Click on the **name** of the classroom to open a view of individual student progress in the teacher dashboard.

Teacher dashboard

Your teacher dashboard is where you can manage student accounts, see their progress, the code they wrote on each challenge, and solutions to all challenges and grades.

Your dashboard is constructed of 2 tabs:

1. **Progress** - Where you can see information relevant to each student's progress in the game
2. **Gradebook** - Where you can see grades based on the points students earn with each solution



Once your students begin, colorful stars will appear to represent their solutions and star score.

Progress tab

Features

- The table in the Progress tab shows students sorted by name, from A to Z. At any time, you can change the table to show students sorted by their progress through the map by selecting Sort by Progress.
- Click on the expand button to see your entire class.
- Use the arrow buttons on the left and right of the Progress table to move between the challenges and topics.
- You can see individual information about each student's progress by clicking on their name. Once you click, a tooltip window will appear with the last challenge that student solved and the average star score.
- In the table, there's a green line underneath each student's username. This line is a progress line that shows a simulation of that student's progress in Story Mode challenges.
- Click on the Skill Mode tab to see students' progress and solutions to skill challenges.
- Click on Export Progress in the top right side of the Progress tab to download a csv file with extended information.

Limit student progress

You can control the progress of your class, meaning that students won't be able to progress beyond a certain challenge.

1. Click the classroom to which you want to limit the progress.
2. Go to the Progress tab.
3. Click **Limit Progress** in the upper right corner of the tab.
4. Next to **Student Progress** you will see the **Limit Progress** field. Select the upper choice-- "Limit progress - Students can play only up to challenge ____"
5. In the text box, type the challenge number you wish to be the last challenge your students can solve.
6. Click **Save**.
7. When your students finish this challenge, a message will appear on their screens saying "You have reached your class limit!"
8. As you move through the curriculum, repeat items a-f to change the challenge limit.
9. If you want to return student access to free play, repeat items a-c, but select "Free play - Students can play without limitation" and click **Save**.

What is the star rating?

Star ratings are used to rank solutions. The stars are distributed as follows:

- 1 Star - you got all bananas
- 2 Stars - you used what you just learned
- 3 Stars - code is short and to the point (concise)



We encourage students from the age of 12 and up to try and get 3 stars in all challenges. Receiving 2 stars is also great because it shows your students used the new information they learned.

In your dashboard, different colors correspond to the number of stars received.

Red - 1 star

Blue - 2 stars

Gold - 3 stars

How to find solutions to challenges (the “answer key”)

1. Click the menu icon in the top right corner.
2. Select Classroom from the menu. A list of your classes will appear. Click on a name of a class.
3. In your dashboard, go to the Progress tab
4. Using the left and right arrows, locate the challenge number you want a solution for.
5. Click on the number.
6. You will now see a reference solution (3 stars) to this challenge.
7. To go back to your dashboard, click on the “back” arrow in your browser.
8. If you want to see a reference solution to a skill challenge, first click on the Skill Mode tab, then repeat items 3-5.

How to see a student solution

1. Go to your classroom dashboard
2. Click on the Progress tab.
3. Locate a student’s username in the table.
4. Click on the star that represents the solution to the challenge you want to see.
5. Once you click on the star, a pop up window will appear with a time stamp. If the student solved the challenge more than once, a few time stamps will appear, each with its own star. Pick which solution you want to see and click on the time stamp.
6. You will now see the student’s solution to this challenge.
7. *If you want to see a **student’s solution** to a Skill Mode challenge, first click on the Skill Mode tab, then repeat items 3-6.*

Gradebook tab

Features

- Points are based on the stars:
 - 1 Star = 20 points, you got all bananas
 - 2 Stars = 60 points, you used what you just learned
 - 3 Stars = 100 points, code is short and to the point (concise)
 - An assessment challenge has twice the weight as other challenges.
- The table in the Gradebook tab shows the grade your students got in each topic. Each column is in a different topic.
- The Overall Grade column is on the far right. This grade only takes into consideration the topics that your student completed in full. You can change the Overall Grade to show only a range of topics, which is useful if you want to see a grade for just one semester's worth of work.
- Not Completed means a student started solving challenges in a certain topic but hasn't finished that topic.
- An empty cell means the student hasn't started challenges in that topic yet.
- Settings above the table allow you to see grades by Numbers (1-10), Letters (A-F), or Percent.
- To sort students from A-Z or Z-A click on the cell marked Student.
- To sort the students from the highest grade to the lowest, or the other way around, click on the cell marked Overall Grade.
- To download a csv file of student grades, click on Export Grades on the upper right corner.

What is Skill Mode?

Students should use these as an opportunity to continue practicing and reviewing the skills they learned while working through the map in Story Mode.

To access skill mode, click on the Challenges Map in the navigation bar, then click on the Skill Mode tab in the upper right corner of the map itself. Skill Challenges will unlock as your students progress in the game.

What is an Assessment Challenge?

Assessment Challenges are designed to provide **formative assessment** to you as a teacher, in a way that is built into the game's linear path of challenges. These challenges look like any other challenge, but rather than teach a new concept, function, or keyword - your students are required to demonstrate what they have learned by writing the *entire code from scratch*. Your students can't tell which challenges are Assessment Challenges. As the teacher, you can identify Assessment Challenges in your Teacher Dashboard-- their number is marked with a yellow circle background.

Helpful tips

- Look at the Teacher Dashboard before each lesson begins – group students that are having a difficulty at certain subject. Have a discussion of that topic.
- When you select the Gradebook Tab – View the Statistics information for the class overall. In the Challenges by Difficulty section you will see circles of different sizes. The bigger the circle, the more difficulty the class is having with that challenge.



- During class, monitor those students who are behind. Assign them a buddy, or preview lessons with them ahead of time.
- Use solutions to create discussions. It is very helpful for students to see something visual during discussion to better understand the concept.