



The New Skills Mastery
and Progress Monitoring
Assessment from NWEA



Zooming in on student needs

MAP[®] provides the zip code



ZPD

GROUP

GROWTH

INSTRUCTION

**PROJECTED
PROFICIENCY**

**UNIVERSAL
SCREENING**

Zooming in on student needs

Skills Navigator[®] provides the street address



**UNCOVER
SKILL GAPS**

SAVE TIME

**MONITOR
PROGRESS**

**LINK TO ONLINE
RESOURCES**

**INDIVIDUALIZE
INSTRUCTION**



Focused on four key tasks



Identify
Skills



Provide Open
Educational
Resources



Monitor
Progress



Check Evidence
of Learning

Skills Navigator Overview

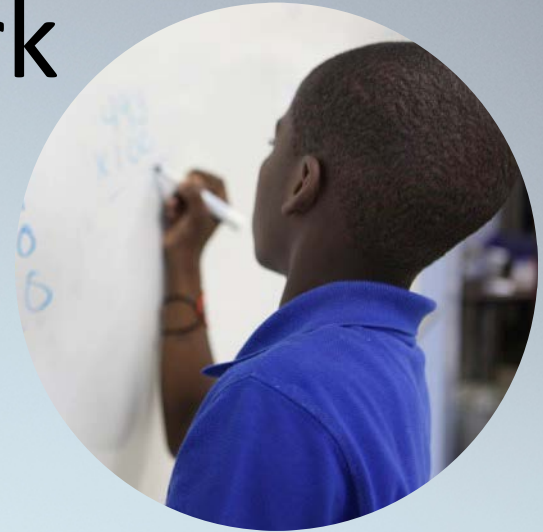
- Bridges gap between assessment & instruction
- Skills Mastery Measure
- Use with or without MAP
- K-8 foundational skills in math and ELA
- For readers through high school (K-2 audio coming soon)
- Below, at, above grade level
- RTI progress monitoring, enrichment, general ed
- Quick, use as often as needed
- Use anywhere with an internet connection



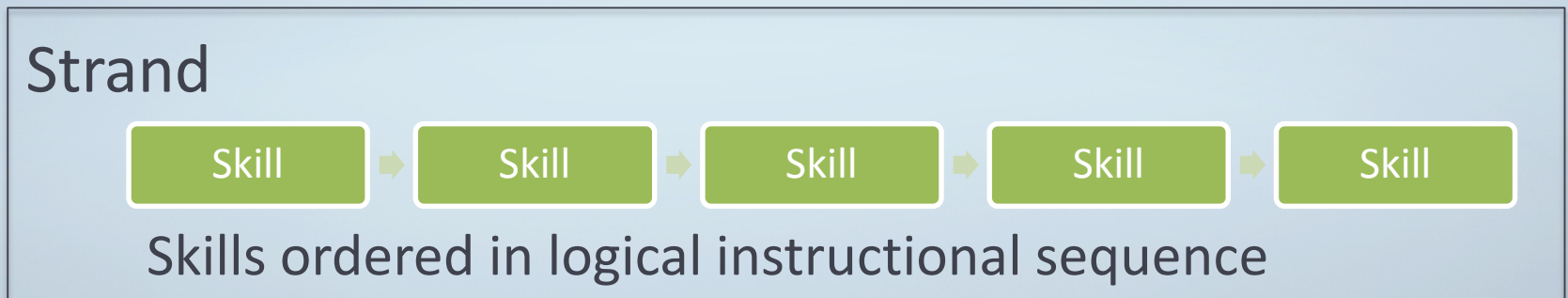
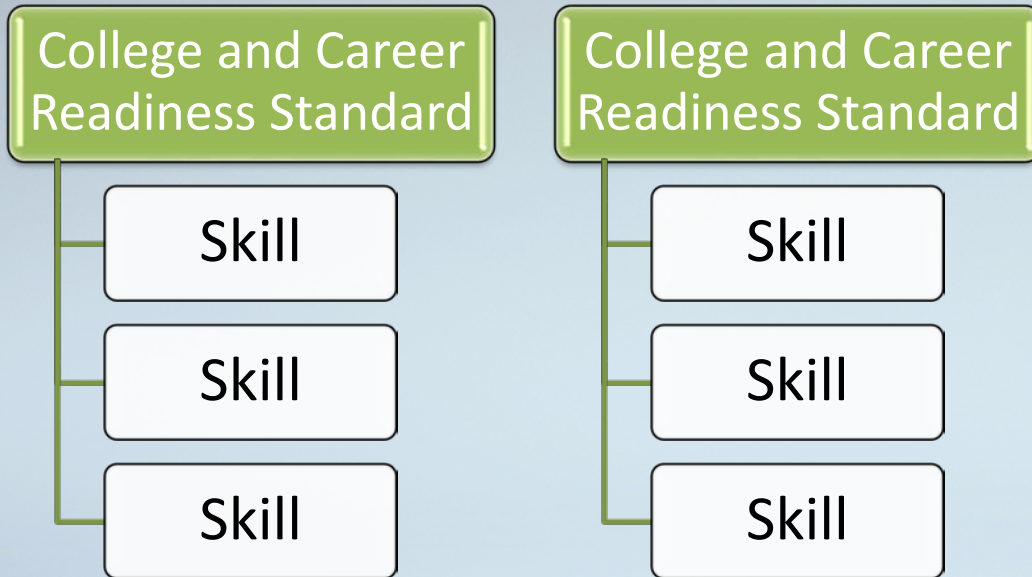
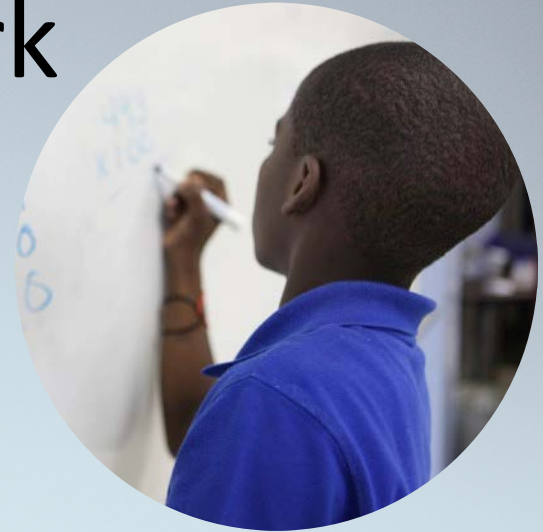
The Skills Framework

Skills Navigator Framework

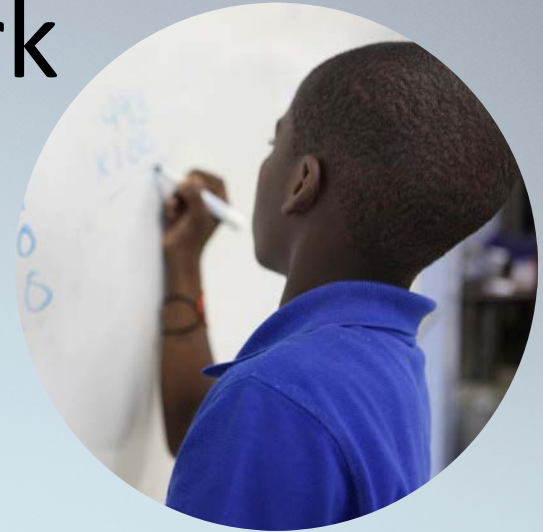
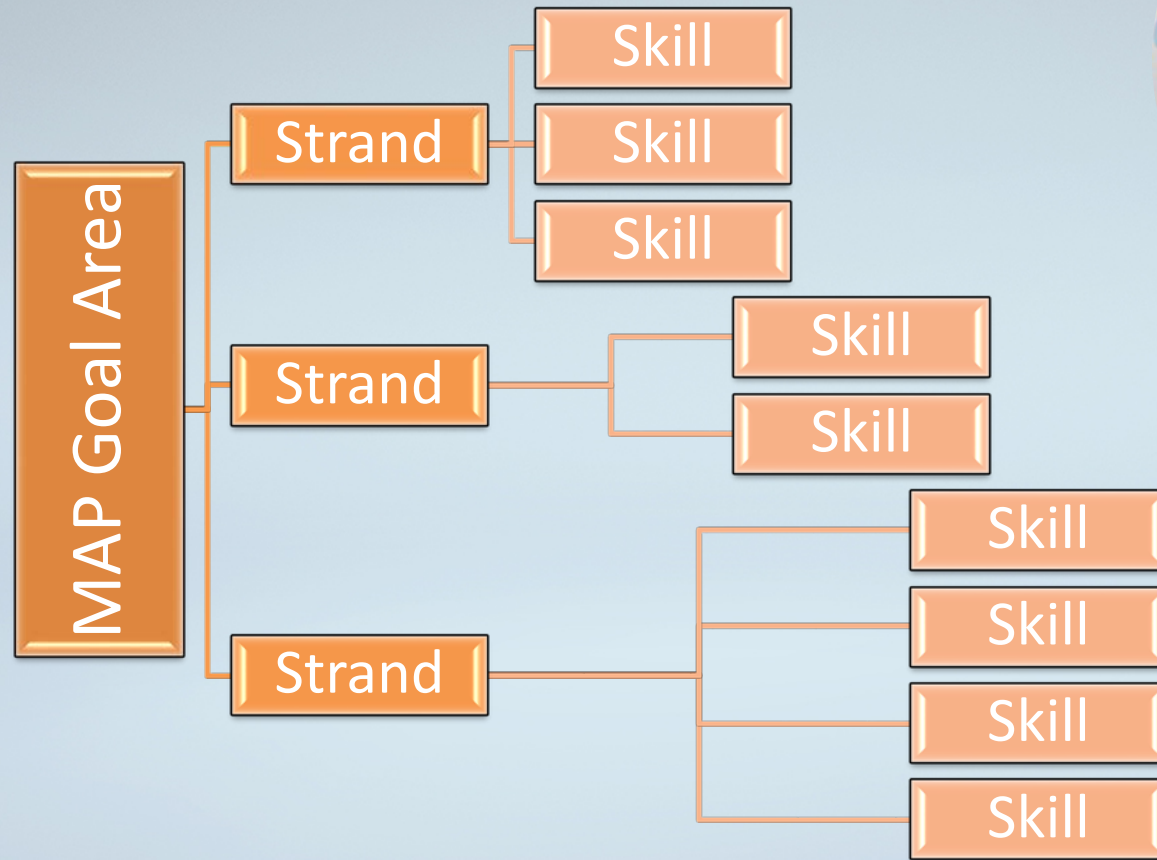
- Developed by experts at NWEA
- Over 1,000 discrete K-8 skills
- Logical instructional sequence
- Builds to college and career readiness
- Assessed with nearly 10,000 high-quality items
- Skill-item alignments validated by independent third party (Wisconsin Center for Education Products & Services/WebbAlign)



Skills Navigator Framework



Skills Navigator Framework



Skills Navigator Math Strands

1. Operations and Algebraic Thinking

- A. Equivalence and Properties
- B. Solving Problems, Equations, and Inequalities
- C. Graphs and Functions

2. Number and Operations Skills Navigator

- A. Number Sense Base Ten
- B. Computation Base Ten
- C. Number Sense Fractions, Rational and Irrational
- D. Computation Fractions and Rational Numbers
- E. Problem Solving, Fractions and Ratios

3. Geometry

- A. Shapes, Attributes, Congruence and Similarity
- B. Length, Area, Volume, Coordinate Geometry

4. Measurement and Data

- A. Data and Statistics
- B. Working with Units Including Degrees
- C. Probability
- D. Length, Area, Volume, Coordinate Geometry

Strand Solving Problems, Equations, and Inequalities			Operations and Algebraic Thinking
K	Skill	For any number from 1 to 9, find the number that makes 10 when added to the given number.	K.OA.4
K	Skill	Represent addition with expressions and equations.	K.OA.1
K	Skill	Represent subtraction with expressions and equations.	K.OA.1
1	Skill	Solve unknown addend problems to 20, no context.	1.OA.8
1	Skill	Solve unknown subtrahend or minuend problems to 20, no context.	1.OA.8
1	Skill	Use addition and subtraction within 20 to solve for larger-unknown and smaller-unknown values in compare problems.	1.OA.1
1	Skill	Use addition and subtraction within 20 to solve part-unknown putting together/taking apart problems and change-unknown and start-unknown adding to problems.	1.OA.1
1	Skill	Use addition and subtraction within 20 to solve result-unknown adding to, taking from, and putting together problems.	1.OA.1
1	Skill	Solve word problems that call for addition of three whole numbers with sum to 20.	1.OA.2
2	Skill	Solve unknown addend problem to 100, no context.	2.OA.1
2	Skill	Solve unknown subtrahend or minuend problem to 100, no context.	2.OA.1
2	Skill	Use addition and subtraction within 100 to solve for larger-unknown and smaller-unknown values in compare problems.	2.OA.1
2	Skill	Use addition and subtraction within 100 to solve for difference in compare problems.	2.OA.1
2	Skill	Use addition and subtraction within 100 to solve part-unknown putting together/taking apart problems and change-unknown and start-unknown adding to problems.	2.OA.1
2	Skill	Use addition and subtraction within 100 to solve result-unknown adding to, taking from, and putting together problems.	2.OA.1
2	Skill	Use addition and subtraction within 100 to solve two step problems across various problem schemas and with unknowns in all positions.	2.OA.1
2	Skill	Represent addition or subtraction word problem using symbol for unknown. [2.OA.1]	2.OA.1
3	Skill	Identify a context which can be represented by a product of whole numbers.	3.OA.1
3	Skill	Identify a context which can be represented by a quotient of whole numbers.	3.OA.2
3	Skill	Solve for unknown factor in multiplication equation, whole numbers less than 100.	3.OA.4
3	Skill	Solve for unknown dividend or divisor in division equation, whole numbers less than 100.	3.OA.4
3	Skill	Represent multiplication or division word problem using symbol for unknown, whole numbers less than 100.	3.OA.3
3	Skill	Solve word problems involving multiplication and division (within 100).	3.OA.3
3	Skill	Solve 2-step word problems, whole numbers, using the four operations, within 100.	3.OA.8
4	Skill	Assess the reasonableness of answers to whole number word problems [4.OA.3]	4.OA.3
4	Skill	Solve whole number word problems involving multiplication or division, within 100.	4.OA.2
4	Skill	Solve word problems in which remainders must be interpreted.	4.OA.3
4	Skill	Solve multi-step word problems whole numbers, using the four operations, within 1000.	4.OA.3

Skills Navigator Reading Strands

Literature (Passage-based strands)

- A. Realistic Fiction
- B. Creative Fiction

Informational Text (Passage-based strands)

- A. Informational Texts (grades 1-2)
- B. Literary Non-fiction
- C. History/Humanities
- D. Science and Technology

Vocabulary Acquisition and Use

- A. Vocabulary—Skills-based strand

Skills Navigator Language Strands

Sentences, Phrases, Clauses, and Agreement

Punctuation and Capitalization

Parts of Speech

Spelling

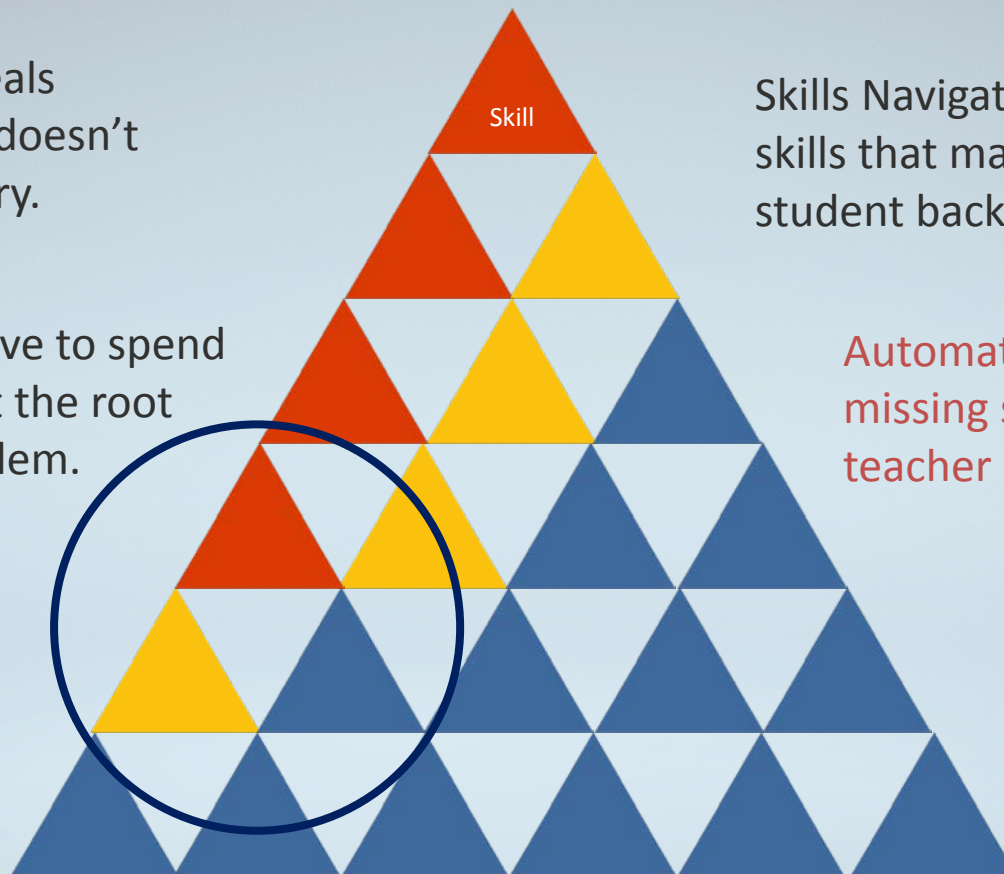


Assessments

Identifying missing skills

Testing often reveals a problem, but it doesn't tell the whole story.

Teachers often have to spend hours figuring out the root cause of the problem.



Skills Navigator can point to skills that may be holding a student back.

Automatically identifying the missing skills will save the teacher hours of discovery

Skills Locator: Math, Language, Vocabulary

- Identifies skills a student needs to work on, starting with lowest skill in a strand
- Computer adaptive
- Use student's grade level **or** MAP score as a starting point
- Use as little or as often as necessary
- Typically less than 15 minutes



Mastery Check: Math, Language, Vocabulary

- Evaluate up to five skills from the same strand in one session
- 5 minutes or less for most skills
- Check mastery of skills identified by Locator
- Pre-test skills foundational to next instruction
- Teacher can certify mastery based on observation
- Check for skill retention



Skills Locator & Mastery Check: Reading Comprehension

- Grades 1-8
- Age appropriate genre-based passages
- “Reading to Learn”, not “Learning to Read”
- Identifies independent reading level and instructional reading level
- Reading levels translate to Lexile
- Teacher can certify independent reading level
- About 15 minutes per passage





Instruction

Links to Instruction

- Direct links to thousands of open educational resources curated by Knovation®
- Aligned at the skill level
- 127 point certification process
- Grade-level resources a teacher may not otherwise have



Assigning Resources



Assignments

Select a class:

Assignment type: Skills Locator Mastery Check Instructional Power Boost

Subject: Language Usage Mathematics Reading Vocabulary

MAP Goal:

Strand (16):

Skills (47):

Limit selection to skills with Needs Work status for selected students

Ready to assign 2 resources:

- NCTM Illuminations: Puzzling Relationships [Visit Power Boost](#)
- PBS Kids: Cyberchase: CyberSquad and the Eye of Rom [Visit Power Boost](#)

KNOVATION[®]

RESOURCES

Available resources (100)

- PBS Kids: Cyberchase: CyberSquad and the Eye of Rom [Visit Power Boost](#)
- Arizona State University: ASSET Math Interactive: K-2: Tricom Triangles [Visit Power Boost](#)
- Arizona State University: ASSET Math Interactive: K-2: Triangle Roundup [Visit Power Boost](#)
- PBS Kids: Sid the Science Kid: Shadow Show

Due date:

Note to student:



Immediate & Actionable Data

Strand Overview

DASHBOARD
STUDENTS
ASSIGN...

SKILLS NAVIGATOR

VIEW REPORTS & INSTRUCTIONAL RESOURCES

Subject *

- Language Usage
- Mathematics
- Reading
- Vocabulary

MAP Goal

No goal selected

Strand

All strands

Grade Level

All grades

Skill

All skills

Skill Status

- Mastered
- Passed
- Needs Work
- All

Class *

Math A

Student

All students

🔍 Search Students

Classroom Skills Progress

OVERVIEW
LEARNING PATH

Math A

Mathematics > All Strands

■ NEEDS WORK
 ■ PASSED
 ■ MASTERED

MATHEMATICS

Strand: Shapes, Attributes, Congruence, and Similarity

Status	Count
Mastered	26
Passed	16
Needs Work	7

MATHEMATICS

Strand: Length, Area, Volume, and Coordinate Geometry

Status	Count
Mastered	8
Passed	8
Needs Work	2

MATHEMATICS

Strand: Data and Statistics

Status	Count
Mastered	3
Passed	1
Needs Work	2

MATHEMATICS

Strand: Working with Units Including Degrees

Status	Count
Mastered	2
Passed	1
Needs Work	1

MATHEMATICS

Strand: Number Sense Base Ten

Status	Count
Mastered	2
Passed	1
Needs Work	5

MATHEMATICS

Strand: Computation Base Ten

Status	Count
Mastered	111
Passed	134
Needs Work	32

Strand Drill-down

Northwest Evaluation Association Home | Help | Contact | Change Password | Logout


DASHBOARD **STUDENTS** ASSIGN...

Classroom Skills Progress

OVERVIEW **LEARNING PATH**

Math A

Mathematics > Shapes, Attributes, Congruence, and Similarity




Status	Count
Mastered	26
Passed	16
Needs Work	7


NEEDS WORK PASSED MASTERED

Strand:
Shapes, Attributes, Congruence, and Similarity

7 Needs Work across 2 students



John Allen
G.




Claudio S.

Assign to all 2 students


Mastery Check Skills Locator Instructional Power Boost

Instructional Power Boost(s)
(3rd party resources you assigned)




Student	Viewed	Remaining
John Allen G.	4	6
Claudio S.	0	4

VIEWED REMAINING



John Allen
G.



Claudio S.

Search Students

Learning Path: Lowest Skill in Strand

Northwest Evaluation Association Home | Help | Contact | Change Password | Logout

DASHBOARD **STUDENTS** [ASSIGN...](#)

Subject *

- Language Usage
- Mathematics
- Reading
- Vocabulary

MAP Goal

No goal selected

Strand *

Computation Base Ten

Grade Level

All grades

Class *

Math A

Student

All students

[Search Students](#)

Classroom Skills Progress

[OVERVIEW](#) [LEARNING PATH](#)

Mathematics > Computation Base Ten

Math A

← Lowest skill in this strand
Highest skill in this strand →

<input type="checkbox"/> Wilson N. Hunter	1																					
<input type="checkbox"/> Cassidy R. Rust	1																					
<input type="checkbox"/> Travis S. Griego		1																				
<input type="checkbox"/> John Allen N. Garrett		1																				
<input type="checkbox"/> Willow W. Payton		1																				
<input type="checkbox"/> Michelle N. Velezquez		1																				
<input type="checkbox"/> Lindsay N. Liebowicz		1																				
<input type="checkbox"/> Sherlyn N. Salton			1																			
<input type="checkbox"/> Juan I. Matinea			1																			
<input type="checkbox"/> Samuel I. Gerhardt			1																			
<input type="checkbox"/> Shana A. Sartello			1																			
<input type="checkbox"/> Priscilla R. Vasquez			1																			
<input type="checkbox"/> Jodie E. Matzke			1																			
<input type="checkbox"/> Stewart A. Resler				1																		
<input type="checkbox"/> Claudio K. Sanchez				1																		
<input type="checkbox"/> Pauline E. Hanson				1																		
<input type="checkbox"/> Jason L. McMurphy				1																		
<input type="checkbox"/> Vincent E. Alvezio				1																		
<input type="checkbox"/> Yarnell R. Tyson				1																		
<input type="checkbox"/> Francesca A. Vosters					1																	
<input type="checkbox"/> Abbie E. Bryndel					1																	
<input type="checkbox"/> Michael O. Stauss					1																	
<input checked="" type="checkbox"/> Karl L. Corkery					1																	
<input checked="" type="checkbox"/> Andrea A. Blasco					1																	
<input checked="" type="checkbox"/> Brenton N. Seckler						1																
<input checked="" type="checkbox"/> Jacqueline N. Summers							1															
<input checked="" type="checkbox"/> Akeem M. Ahmed								1														
<input checked="" type="checkbox"/> Kim M. Baumgartner									1													

[View Skills](#)

Learning Path: Heat Map

■ MASTERED
 ■ PASSED
 ■ NEEDS WORK
 ■ UNSEEN

← Lowest skill in this strand

Highest skill in this strand →

Assign	ADD WITHIN 10 USING OBJECTS OR...	ADD WITHIN 5. (NO OBJECTS OR...	SUBTRACT WITHIN 10 USING OBJECTS...	ADD TWO 1 DIGIT NUMBERS, SUM > 10.	ADD A 2-DIGIT NUMBER AND A...	ADD A 2-DIGIT NUMBER AND A...	ADD TWO 2-DIGIT NUMBERS, SUM...	SUBTRACT MULTIPLE OF TEN FROM...	SUBTRACT A 1-DIGIT NUMBER FROM A...	SUBTRACT MULTIPLE OF TEN FROM A...	SUBTRACT WITHIN 100, NO REGROUPING
MASTERY STATUS	 4/6	 3/6	 5/6	 4/6	 1/6	 1/6	 1/6	 1/6	 1/6	 1/6	 1/6
AKEEM M. AHMED	M /	M /	M /	M /	P /	P /	P /	NW /	M /	P /	P /
KIM M. BAUMGARTNER	M /	M /	M /	M /	P /	P /	P /	P /	P /	P /	NW /
ANDREA A. BLASCO	M /	M /	M /	P /	NW /	M /	M /	M /	/	/	/
CASSIDY R. RUST	NW /	P /	M /	M /	M /	/	/	/	/	/	/
BRENTON N. SECKLER	M /	P /	P /	M /	P /	NW /	P /	P /	P /	M /	M /
JACQUELINE N. SUMMERS	P /	P /	M /	P /	P /	P /	NW /	/	/	/	/

Progress: Set goals, track interventions

Mathematics

Strand: Computation Base Ten

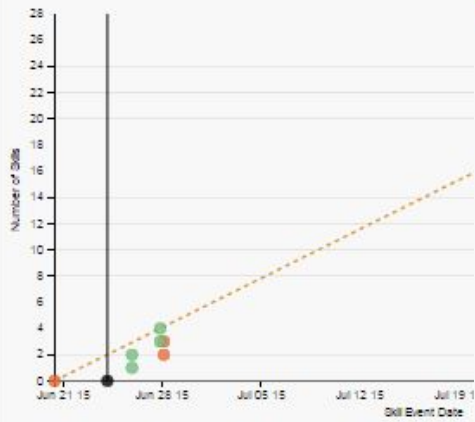


PROGRESS



ASSIGNMENTS

NEEDS WORK PASSED MASTERED INTERVENTION



Selected Goal Skill Information

Grade: 4th Grade

Use decimal notation for fractions with denominators 10 or 100.

Goal Date: 08/11/2015

Cancel

Mathematics

Strand: Computation Base Ten

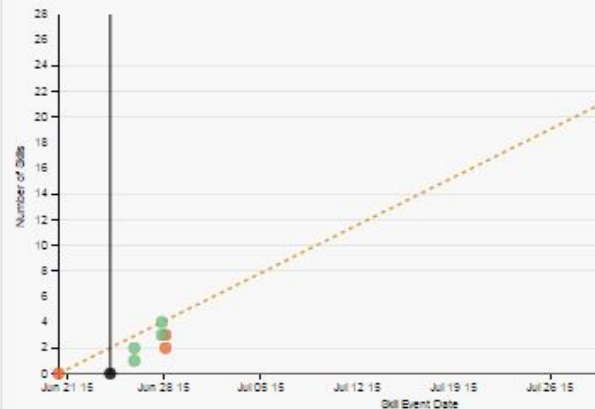


PROGRESS



ASSIGNMENTS

NEEDS WORK PASSED MASTERED INTERVENTION GOAL LINE



Add Intervention

Date

07/03/2015

Began 30 minutes of workbook practice after school every other day.

Add

Mathematics

Strand: Computation Base Ten

Assign...

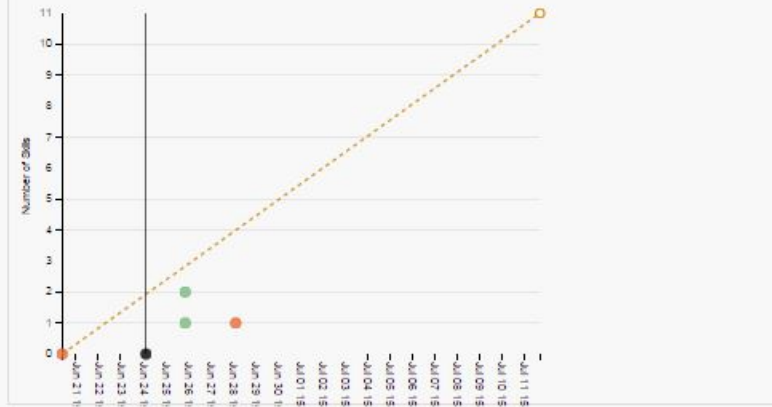


PROGRESS



ASSIGNMENTS

NEEDS WORK PASSED MASTERED INTERVENTION GOAL LINE SKILL GOAL



Edit Goal

Excluded Skills

Kindergarten

Add within 5, (no objects or drawings).
Subtract within 10 using objects or drawings.
Add two 1 digit numbers, sum > 10.

Target Grade 1st Grade

Date 07/11/2015

Use default goal

Save

Cancel



The Student Experience

Student Avatars

WELCOME, Now, Let's Get Started...

Choose your avatar:




Relax, you can change this anytime!

SKIP





NEXT

Mission Control

Skills Navigator Log Out


 **John Allen Garrett**
4th Grade

Mission Control

	Mathlandia Progress New 4		Readopolis Progress New 1
	Languagetown Progress New 1		Vocabville Progress New 0







New Missions

Skills Navigator Log Out


 **John Allen Garrett**
4th Grade

[← Return to Mission Control](#) **Missions And Power Boosts**

Mathlandia

-  **Braingenie: 2-D Shape I**
Due: Today
NOT STARTED
[POWER BOOST - GO >](#)
-  **NCTM Illuminations: Building a Box Using Nets and 3-D Visualization**
Due: Today
NOT STARTED
[POWER BOOST - GO >](#)
-  **Braingenie: 2D Shapes II**
Due: Today
NOT STARTED
[POWER BOOST - GO >](#)
-  **NCTM Illuminations: Puzzling Relationships**
Due: Friday 3 July 2015
NOT STARTED
[POWER BOOST - GO >](#)
-  **MC - 2D & 3D Shapes**
Due: Saturday 11 July 2015
NOT STARTED
[DO IT NOW >](#)
-  **SL - 2D & 3D Shapes**
Due: Wednesday 5 August 2015
NOT STARTED
[DO IT NOW >](#)

Mission Feedback



Mathlandia

Ok, How did you do?

Rate Yourself:

5 stars ★★★★★

4 stars ★★★★★




3 stars ★★★

2 stars ★★

1 star ★

Give Feedback to gain your reward!

After that mission I feel:

I liked it. Could I have another one - I need to unlock more skills, please.


Check your rewards [Next »](#)

Mission Rewards

REWARDS ICONS

acrobat										
deep sea										
robot										
scientist										
time machine										
elf										
wizard										

Mission Progress



John Allen Garrett
4th Grade


[← Return to Mission Control](#)


Mission Progress


School Year 2014-2015

<p>0 Missions Completed</p> <p>Level 0</p> <p>LANGUAGETOWN</p>	<p>11 Missions Completed</p> <p>Level 29</p> <p>MATHLANDIA</p>	<p>1 Missions Completed</p> <p>Level 0</p> <p>READOPOLIS</p>	<p>0 Missions Completed</p> <p>Level 0</p> <p>VOCABVILLE</p>
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Computation Base Ten


 You've leveled up on Jun 26, 2015

 + 5 skills locked

 + 8 skills unlocked

Computation Fractions and Rational Numbers

 You've leveled up on Jun 25, 2015

 + 1 skills locked



What makes Skills Navigator
unique?

Intuitive

- Built with input from teachers and students
- Easy-to-use dashboards make reporting and next steps a snap
- Leverages gamification to maximize student engagement



Flexible

- Use anytime, anywhere with an internet connection
- Skills Locator and Mastery Check are both optional; use the tool you need
- Use MAP RIT score or grade level to get started
- Assess as many or as few skills as needed
- Multiple ways to demonstrate mastery



Fast

- Skills Locator: five to 15 minutes
- Mastery Check: five minutes per skill
- Reading: about 15 minutes per passage
- Immediate results for teachers and students
- One click to assign a student or an entire class
- Fast and precise searches for high-quality open educational resources aligned to specific skills



Integrated

- Integrated with MAP; same platform, rosters, and passwords
- Skills framework is aligned to MAP goals
- Use MAP RIT score as starting point for Skills Locator
- Monitor progress between MAP interim assessments



Informative

- At-a-glance dashboards make it easy to quickly understand what skills students need and monitor progress towards mastery
- Curated open educational resources from Knovation are easily assigned to individuals or groups for remediation and enrichment



Innovative

- Skills Framework, designed by NWEA educational experts, builds logical skills progression to college and career readiness
- Can quickly identify missing foundational skills
- Knovation-curated instructional resources deliver right-on-time instruction
- Game concepts keep students engaged





You're invited to join a hands-on demonstration at the NWEA booth