

WI DPI Disclaimer

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Centervention®



Alex Kearney- Director of Customer Success

What We do

Centervention® provides the solution for improving behavior and social emotional skills for students in elementary and middle school using game-based interventions.

Our online games help students work toward mastery at their own pace, identify strengths and weaknesses automatically, and reinforce learning with supplemental lessons and worksheets.

Build a positive school climate



Grades K-1



Grades 2-4



Grades 3-5



Middle School



Students with Autism

- Gameplay and skill development is **personalized** for each student
- Setup and management is **quick and easy** for educators
- Multiple scientific studies provide **evidence-based** results for our programs
- Programs developed with grants from the **Department of Education**
- Used in **10,000+ schools** nationwide

Why Online Games?

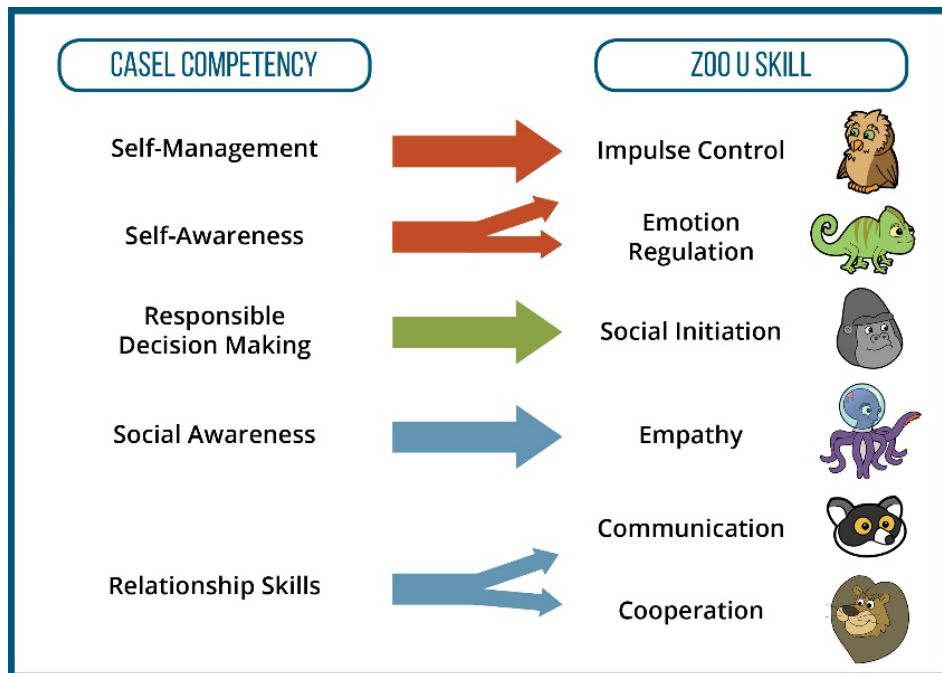
- Games are engaging and motivating for students.
- Digital games are appealing to children today because of technology being a huge part of their lives.
- Personalized experiences.
- Safe place for children to practice real life scenarios.
- Stealth Assessment : providing progress data and reports to educators.



Grades 2-4

- A behavioral intervention developed with funding from the US Department of Education and used by 1000's of educators across the country.
- An effective social skills intervention that uses data to intelligently guide children toward targeted social learning goal.

Alignment



Centervention: Zoo U Assessment Alignment with WDPI's Social Emotional Competencies

Emotional Development

No.	CASEL Domain	1st-3rd	4th-5th	Zoo U Assessment
1	Self-Awareness	Learners will be able to recognize and label a variety of their own basic emotions.	Learners will be able to recognize and label a variety of complex emotions in self and others.	<ul style="list-style-type: none"> Students create a personalized avatar to represent their character in the game. Students make choices on how to interact in social simulated scenarios
2	Self-Management	Learners will be able to use verbal and nonverbal language to demonstrate a variety of increasingly complex emotions.	Learners will be able to express their emotions to self and others in respectful ways.	<ul style="list-style-type: none"> Students will express their emotions by listening to choices throughout the scenes and choosing what they think is the best option.
3	Self-Management	Learners will be able to, with adult guidance, demonstrate a variety of strategies to manage strong emotions.	Learners will be able to, with minimal adult guidance, manage emotions (e.g., stress, impulses, motivation) in a manner sensitive to self and others.	<ul style="list-style-type: none"> During the Emotion Regulation scene, students will be measure on how they regulate emotions when faced with people blocking their path in the hallway. During the Impulse control scene, students follow directions and stay on task to perform a non-obvious job of feeding an elephant.
4	Focus Attention	Learners will begin to be able to, with adult guidance, focus their attention by demonstrating a variety of strategies to tolerate distractions.	Learners will be able to, with adult guidance, use organizational skills and strategies to focus attention in order to work toward personal and academic goals.	<ul style="list-style-type: none"> Throughout the assessment students will follow directions, to complete each scene.
5	Social Awareness	Learners will be able to, with adult guidance, identify how others are feeling, based on their verbal and nonverbal cues, and respond with compassion.	Learners will be able to identify others' need for empathy and respond in respectful ways.	<ul style="list-style-type: none"> During a scene focused on Empathy, students will identify a child in need and help him feel better.









In the program, students work towards mastery of six key social and emotional skills:

- **Communication**
- **Cooperation**
- **Emotion regulation**
- **Empathy**
- **Impulse control**
- **Social initiation**



Skill-building

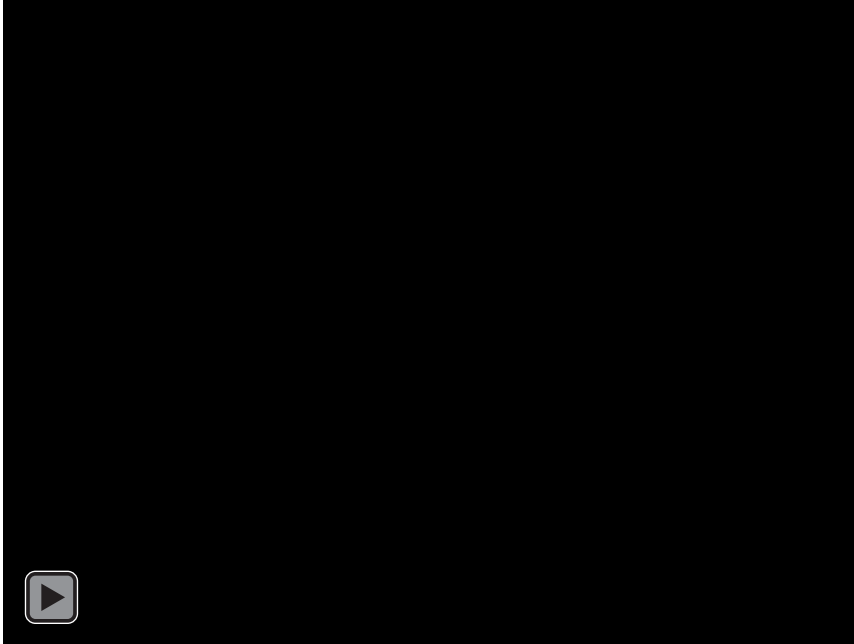
						
Mascot						
Skill	Impulse Control	Communication	Cooperation	Initiation	Empathy	Emotion Regulation

Zoo U Environment

a school for future zoo keepers



Student Driven Learning



Students customize their avatars



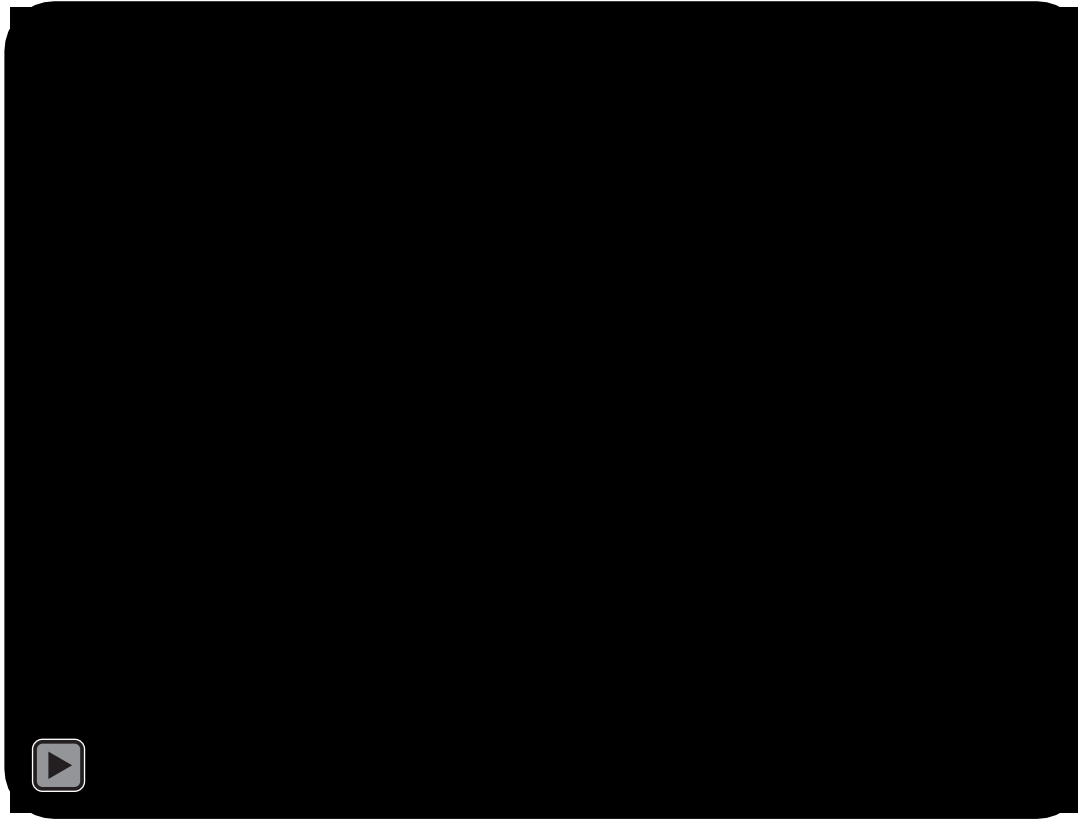
Student choices drive learning opportunities

Set Up

Logging in for the first time



Avatar Creator



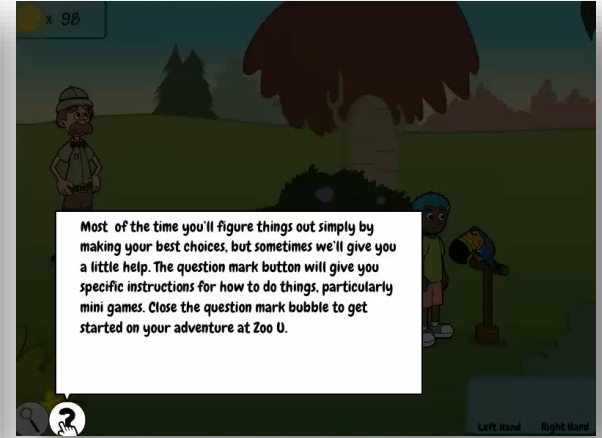
Game Mechanics



Screen Navigation

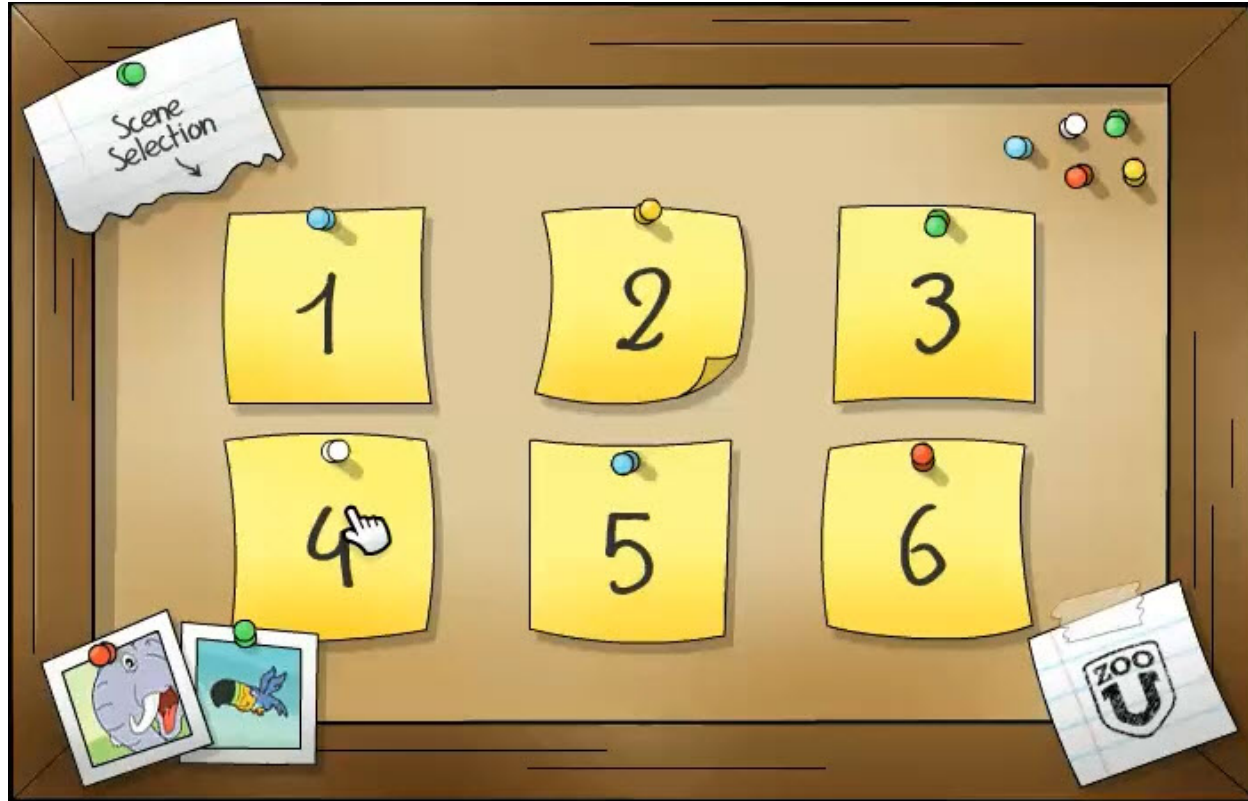


**Magnifying Glass –
Clickable Objects**



**Question Mark –
Mini Game Directions**

Assessment: First 6 Scenes



Critical Skills



Impulse Control



Communication



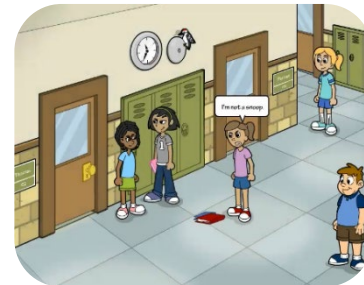
Cooperation



Social Initiation



Empathy



Emotion Regulation

Zoo U Assessment Example: Empathy



Stealth Assessment



How long do I listen to audio?



How many prompts do I need from my peers?



Do I choose to keep talking to Jimmy?

What's Being Measured?

Social Skill: Emotion Regulation

- Stays calm when teased
- Takes criticism without getting upset
- Resolves disagreements calmly
- Very good at controlling emotions
- Does not escalate situations

What's Being Measured?

Social Skill: Impulse Control

- Very good at controlling behavior
- Stays on task
- Avoids distractions
- Attends to important cues in his/her environment

What's Being Measured?

Social Skill: Communication

- Is polite
- Responds well when others start a conversation
- Very good at communicating thoughts to others
- Very good at communicating feelings to others
- Uses an appropriate tone of voice
- Responds to others' questions appropriately
- Asks questions appropriately

What's Being Measured?

Social Skill: Empathy

- Good at understanding other children's feelings
- Tries to comfort others
- Is nice to others when they are feeling bad
- Shows concern for others
- Aware of others' emotions

What's Being Measured?

Social Skill: Cooperation

- Very good at working with others as a team
- Able to recognize appropriate times to cooperate
- Participates well in group activities or games
- Obeys rules or requests by other children
- Doesn't break up, disrupt, or stop group activities

What's Being Measured?

Social Skill: Social Initiation

- Good at initiating play with other children
- Joins activities that have already started
- Invites others to join activities
- Starts conversations with peers

Web-based Educator Dashboard

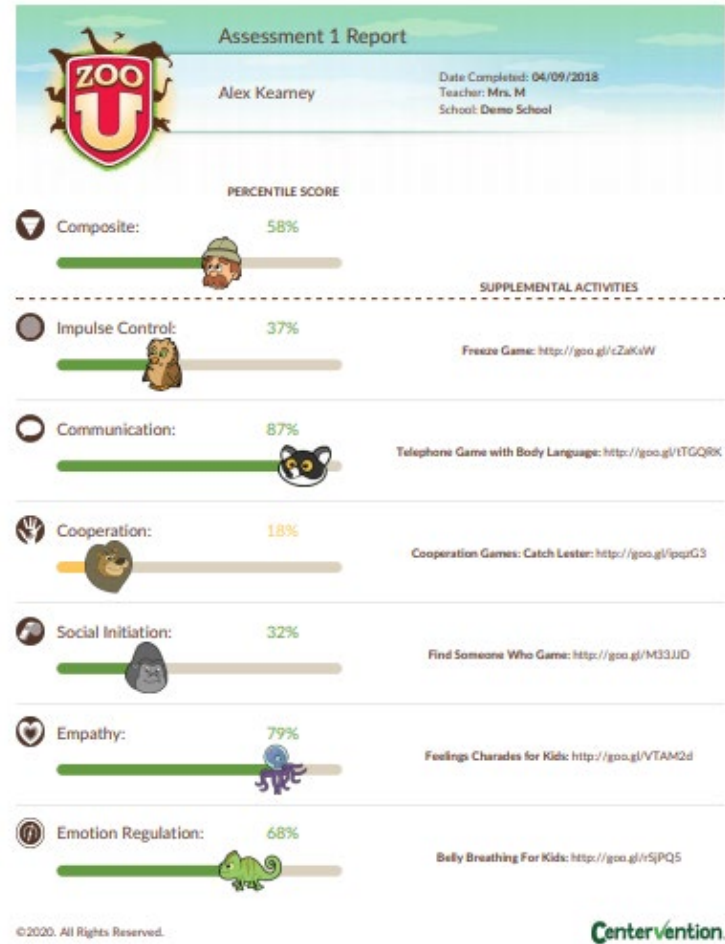
Add students, track progress, view and download reports

The dashboard features a dark sidebar on the left with navigation options: Home, Uber Admin, Schools, Families, Metrics, and Students. The main content area includes the Zoo U logo, a top navigation bar with icons for Student Login Information, Introducing Students, Scene Descriptions, Understanding Reports, and Completion Certificate, and a set of action buttons: Add student, Bulk Upload, and Game preview. A 'Select view' dropdown is set to 'Student Progress'. Below these are controls for 'Actions for selected rows' and 'Download Spreadsheet'. The main data table displays student information with columns for selection, actions, first and last names, usernames, teachers, schools, districts, and assessment scores. The first row is selected, and the second and third rows show progress bars for 'Skill Builder'.

<input type="checkbox"/>	#	Actions	First Name	Last Name	Username	Teacher	School	District	1st Assessment	2nd Assessment	3rd Assessment	Latest Assessment	Assessment Report	Skill Builder
<input checked="" type="checkbox"/>			Alex	Kearney										
<input type="checkbox"/>	1		Alex	Kearney	demo.1066	Mrs. M	Demo School	Demo District	04/09/2018			04/09/2018		<div style="width: 100%; height: 10px; background-color: green;"></div>
<input type="checkbox"/>	2		Alex	Kearney	ctvnc.1236	Kearney	Centervention Elementary	Centervention	0 of 6					
<input type="checkbox"/>	3		Alex	Kearney	ctvnc.1235	Kearney	Centervention Elementary	Centervention	0 of 6					

Easy-to-Read Data

View and download individual student reports from your dashboard





Alex Kearney

Date Completed: 04/09/2018

Teacher: Mrs. M

School: Demo School

PERCENTILE SCORE



SUPPLEMENTAL ACTIVITIES



Freeze Game: <http://goo.gl/cZaKsW>



Telephone Game with Body Language: <http://goo.gl/1TGQRK>



Cooperation Games: Catch Lester: <http://goo.gl/1pqrG3>



Find Someone Who Game: <http://goo.gl/M33JJD>



Feelings Charades for Kids: <http://goo.gl/VTAM2d>



Belly Breathing For Kids: <http://goo.gl/r5jPQ5>



Understanding Zoo U Reports: Assessment

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

Scoring

performance	Percentile Score
well above expectations	90 - 100
above expectations	75 - 89
meets expectations	25 - 74
below expectations	9 - 24
well below expectations	0 - 8

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.

View group data at a glance

Assessment Percentile	Assessment	Impulse Control Percentile	Impulse Control	Communication Percentile	Communication	Cooperation Percentile	Cooperation	Social Initiation Percentile	Social Initiation	Empathy Percentile	Empathy	Emotion Regulation Percentile	Emotion Regulation
32	Meets	100	Exceeds	4	Well Below	100	Exceeds	3	Well Below	0	Well Below	23	Below
50	Meets	79	Meets	66	Meets	87	Above	50	Meets	0	Well Below	82	Meets
32	Meets	73	Meets	2	Well Below	87	Above	88	Above	0	Well Below	82	Meets
0	Well Below	30	Meets	9	Below	58	Meets	1	Well Below	1	Well Below	1	Well Below
96	Above	99	Exceeds	73	Meets	91	Above	94	Above	12	Below	84	Meets
40	Meets	61	Meets	63	Meets	16	Below	42	Meets	12	Below	84	Meets
77	Meets	63	Meets	73	Meets	98	Exceeds	23	Below	16	Below	84	Meets
75	Meets	82	Meets	86	Above	98	Exceeds	42	Meets	16	Below	23	Below
81	Meets	100	Exceeds	66	Meets	98	Exceeds	27	Meets	19	Below	13	Below
100	Exceeds	100	Exceeds	66	Meets	58	Meets	1	Well Below	2	Well Below	1	Well Below
86	Above	95	Above	73	Meets	100	Exceeds	82	Meets	23	Below	3	Well Below
58	Meets	45	Meets	66	Meets	58	Meets	96	Above	27	Meets	13	Below

Skill Builder: 30 intervention scenes



- Five scenes for each of the six skills
- A skill builder report is available after the student completes the 5 scenes for that skill.

Map of Scenes by Social Emotional Skill Area



IMPULSE CONTROL

ASSESSMENT SCENE

Follow directions & stay on task to perform a non-obvious job

COMMUNICATION

ASSESSMENT SCENE

Be respectful and appropriate with different types of authority figures

COOPERATION

ASSESSMENT SCENE

Cooperate with another student to perform a difficult task

SOCIAL INITIATION

ASSESSMENT SCENE

Engage with 3 others who initially reject your offer

EMPATHY

ASSESSMENT SCENE

Identify a child in need and help him feel better

EMOTION REGULATION

ASSESSMENT SCENE

Regulate emotions when faced with a difficult situation

Skill Builder Component

SCENE ONE

STAY ON TRACK/
FOLLOW MULTI-STEP PLAN

SCENE ONE

BE RESPECTFUL

SCENE ONE

KNOW WHEN TO COOPERATE

SCENE ONE

INITIATE WHEN TEACHER-DIRECTED

SCENE ONE

TAKE ANOTHER'S PERSPECTIVE

SCENE ONE

MANAGE EMOTIONS WHEN REJECTED

SCENE TWO

WAIT PATIENTLY IN LINE

SCENE TWO

SHOW CLEAR VERBAL COMMUNICATION

SCENE TWO

COOPERATE WITH A GROUP

SCENE TWO

INITIATE INDEPENDENTLY

SCENE TWO

IDENTIFY EMOTIONS

SCENE TWO

MANAGE EMOTIONS WHEN EMBARRASSED

SCENE THREE

MAKE GOOD CHOICES

SCENE THREE

TAKE TURNS IN CONVERSATION

SCENE THREE

COMPROMISE

SCENE THREE

JOIN OTHERS IN PLAY

SCENE THREE

EMPATHIZE TEACHER DIRECTED

SCENE THREE

MANAGE EMOTIONS WHEN ANGRY

SCENE FOUR

ASSESS SHORT-TERM VS. LONG-TERM GOALS

SCENE FOUR

SHOW CLEAR NONVERBAL COMMUNICATION

SCENE FOUR

COOPERATE WITH ONE PERSON

SCENE FOUR

JOIN A GROUP CONVERSATION

SCENE FOUR

EMPATHIZE INDEPENDENTLY

SCENE FOUR

MANAGE EMOTIONS WHEN JEALOUS

SCENE FIVE

FOLLOW DIRECTIONS

SCENE FIVE

SHOW REFLECTIVE LISTENING

SCENE FIVE

NEGOTIATE SHARING RESOURCES

SCENE FIVE

JOIN A NOVEL ACTIVITY

SCENE FIVE

EMPATHIZE DESPITE NEGATIVE PEER PRESSURE

SCENE FIVE

MANAGE EMOTIONS WHEN WORRIED

Customer Testimonials

“Zoo U is engaging for our students, is providing meaningful data for our teachers and counselors, and is a valuable component of our overall curriculum to improve social and emotional skills.”

Randi Peterson

Social and Emotional Learning Curriculum Developer
Bellevue School District, WA

“In eight years as a school counselor, very rarely have I found a program that I feel is worth the time and investment. I piloted Zoo U, and am very impressed with the data report that targets individual needs. I’m planning to get funds to use Zoo U with more of my students..”

Matthew Tolliver

School Counselor
Skyview Elementary, WV

Free Educator Trial

Explore Zoo U and our other programs with a free 30-day trial for educators.

www.centervention.com

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