gooru Navigator

Exploration Guide

What is Navigator?

Think of Navigator as a GPS for learning. It locates each learner's current knowledge and skills and then designs a personalized route to their destination.

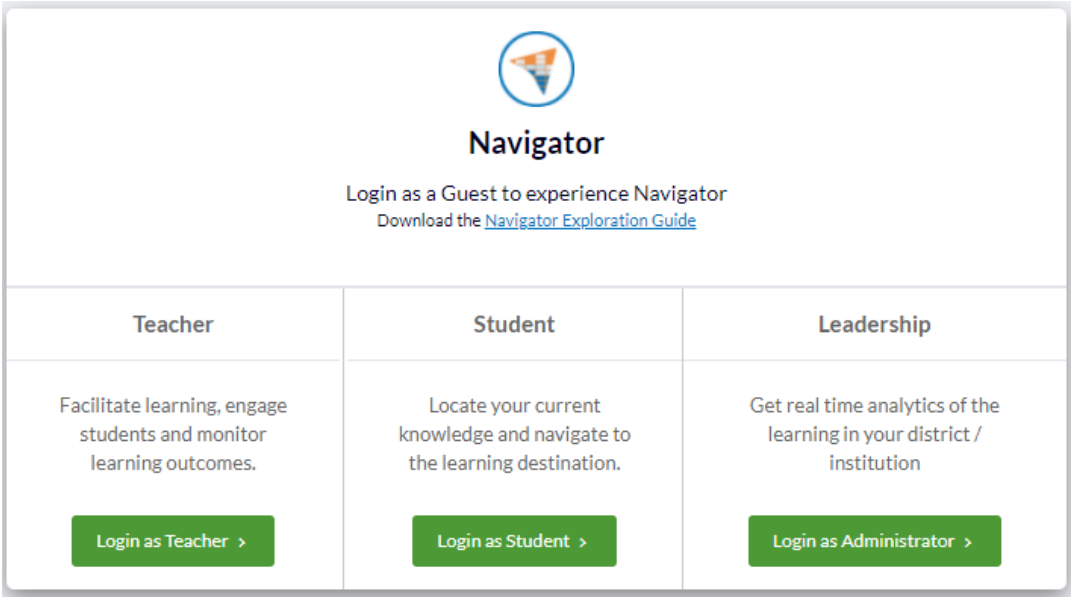
Using Navigator, instructors have access to thousands of curated and standard-aligned resources to enrich and support students' personalized learning journeys. And like any good GPS, Navigator uses data to adjust each student's path to their destination, making re-route suggestions in real-time.

What is this document?

This document is your map to Navigator. It will provide step-by-step instructions to a sample course called Math Navigator (INTM), allowing you to explore as a student or a teacher.

Start exploring!

Go to gooru.org/guest. You can opt to demo the site as a teacher or student by clicking the green login buttons. Feel free to navigate on your own or by following the steps provided in this document. Happy exploring!



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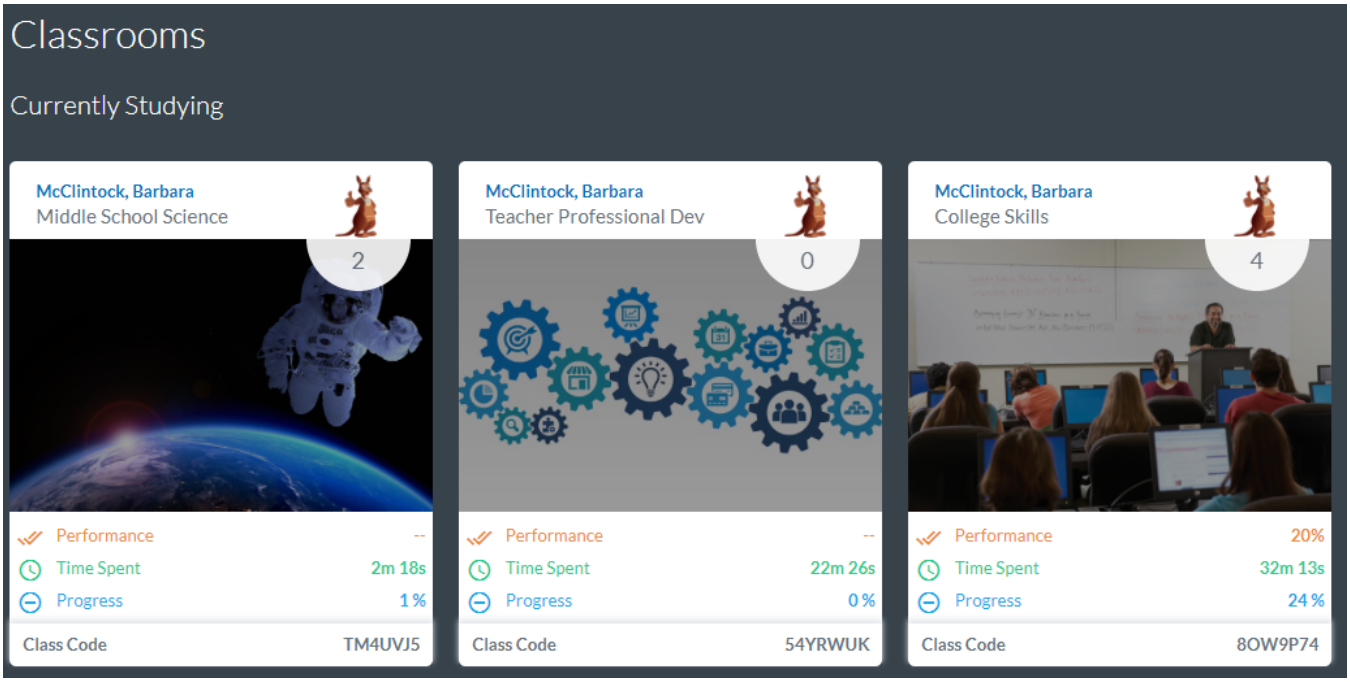
Exploring as a Student:

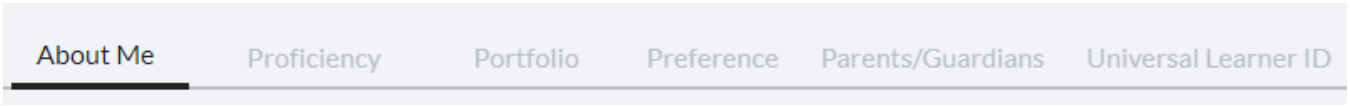
Overview:

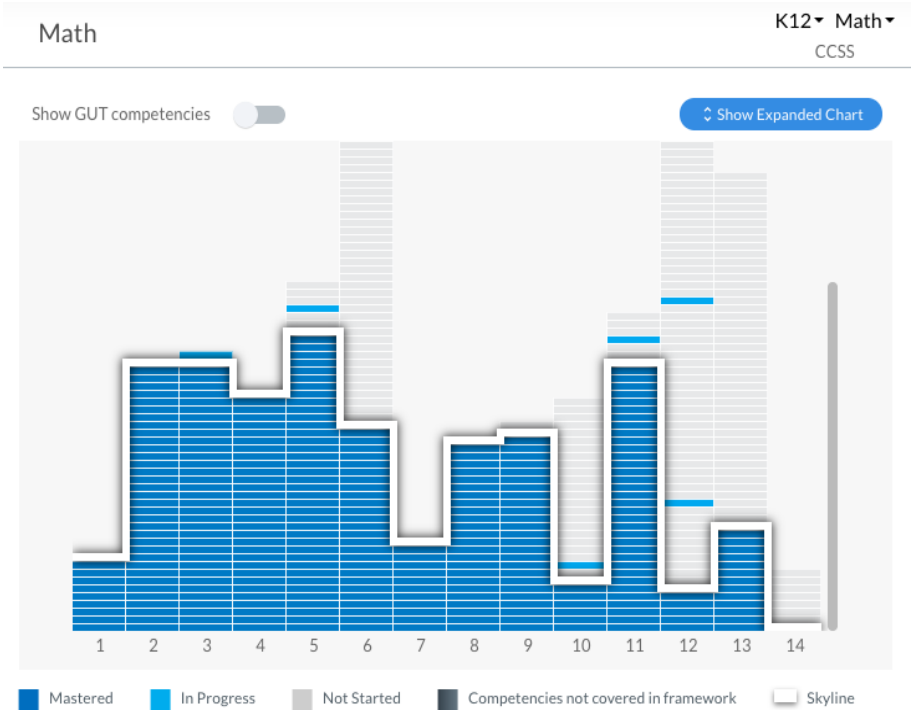
Once you log in, you'll see the **My Study** page, showing all of the classes you're enrolled in. Enter any class by clicking on its picture.



Your Profile:

Clicking on your name at the top right of the screen will open your **Profile** page. Here, you can adjust your settings and preferences. By selecting "Proficiency" you can view your **Skyline**, which shows the highest competency levels you have achieved across all of a subject's domains.





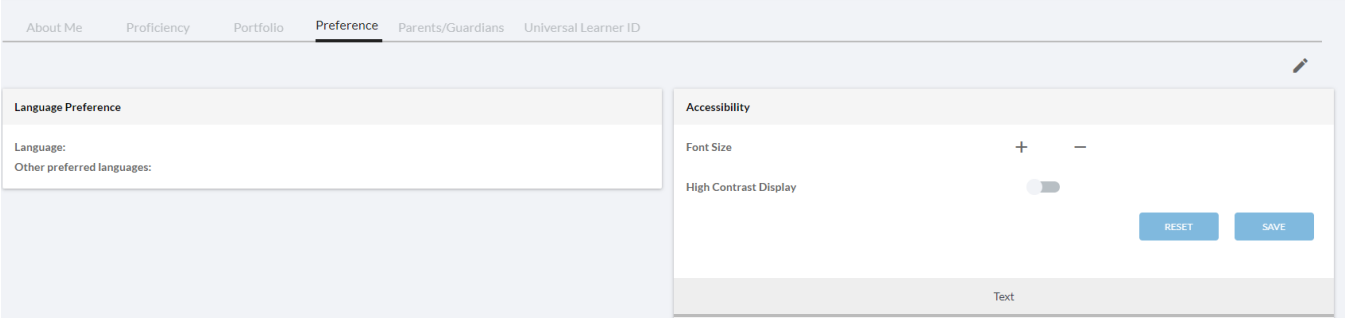
This is a sample math skyline. The white line shows the highest competency levels achieved so far. The numbers along the bottom represent each domain in the math curriculum.

Initial skyline data are collected from in-system diagnostics, benchmark data, and work done on Navigator in previous years.

The Skyline is **dynamic**, growing block by block as competencies are mastered along your Learning Journey.

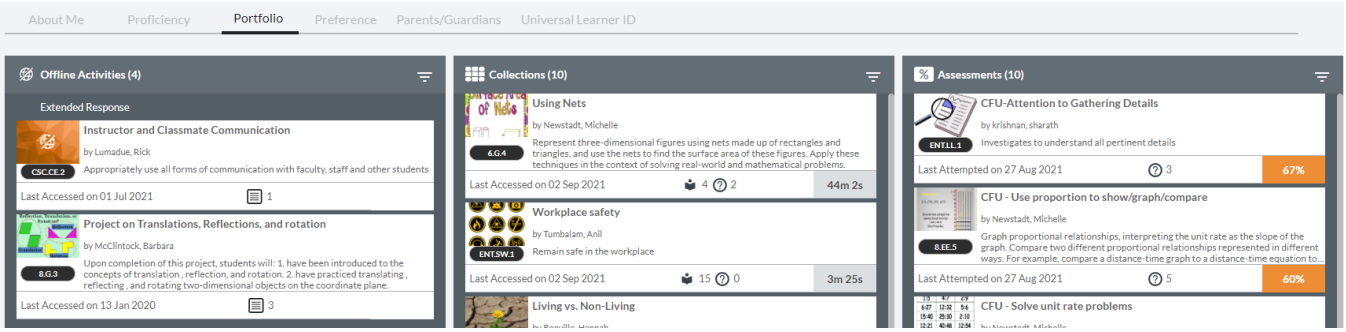
Preferences:

Clicking on Preferences enables you to select a language and utilize accessibility features like font size.



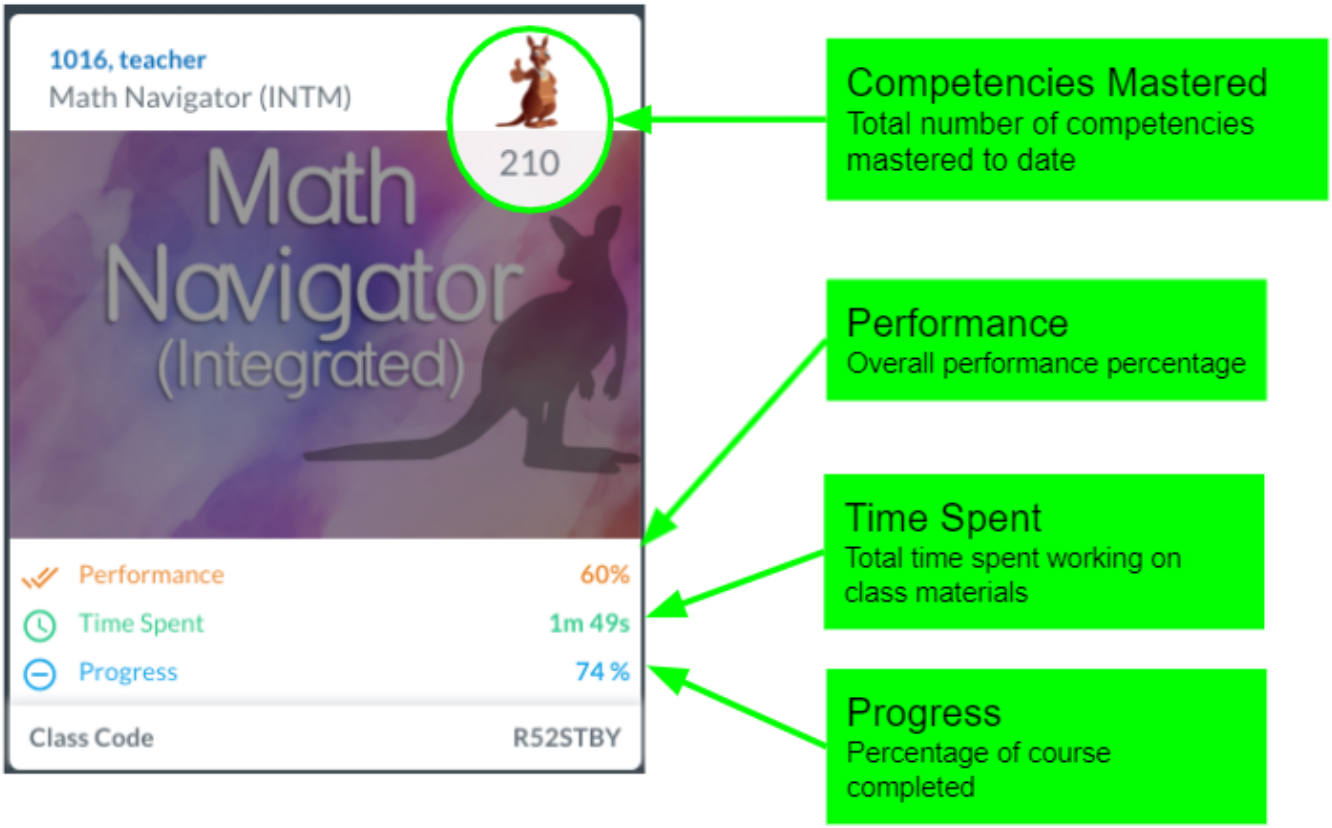
Portfolio:

The Portfolio allows you to view all of the Offline Activities, Collections, Assessments, and Diagnostics that you have accessed. You can see the time spent on whole collections and on each resource. The score received on each assessment and individual question is viewable.



Class Card:

Student class cards showcase four different types of data. Additionally, they display important class information, such as the class code, course name, and teacher's name.

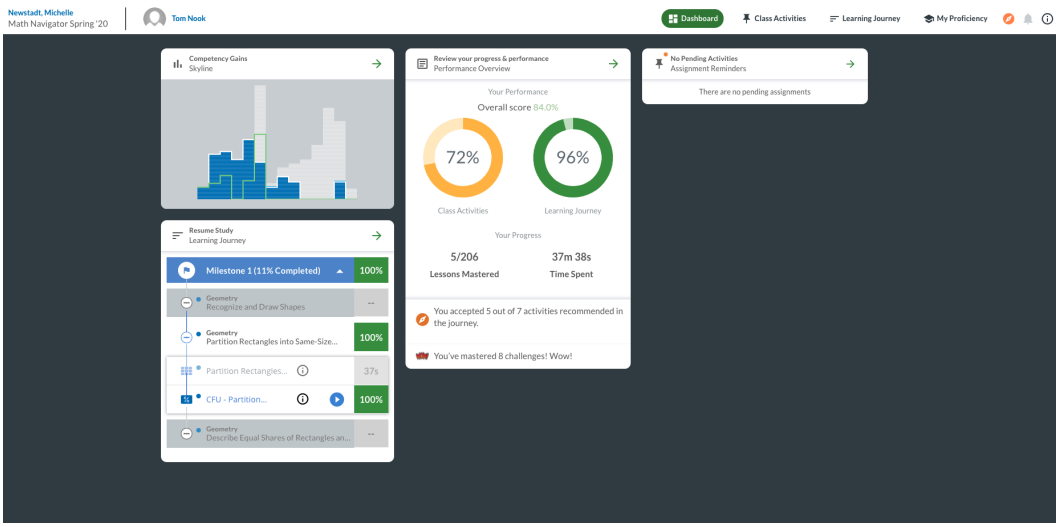


Entering Navigator:

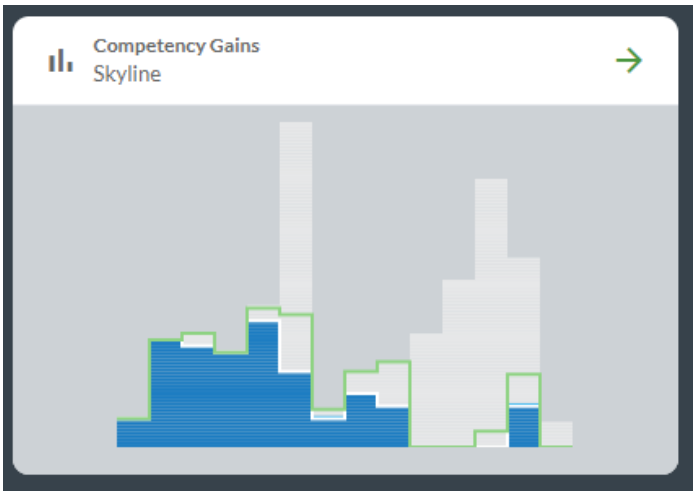
Enter your Navigator course by clicking on its picture on your My Study page. Inside, you will find the **Student Dashboard**.

Student Dashboard:

The **Student Dashboard** is divided into four sections, **Proficiency Profile**, **Learning Journey**, **Performance Overview**, and **Class Activities**.

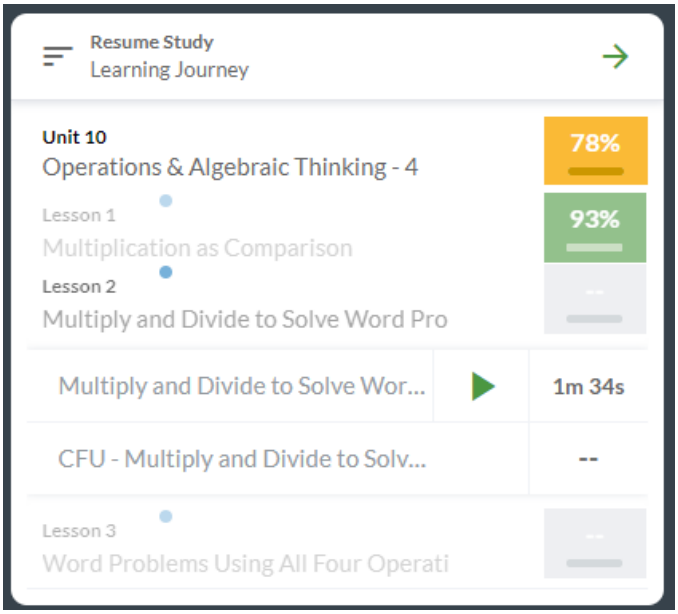


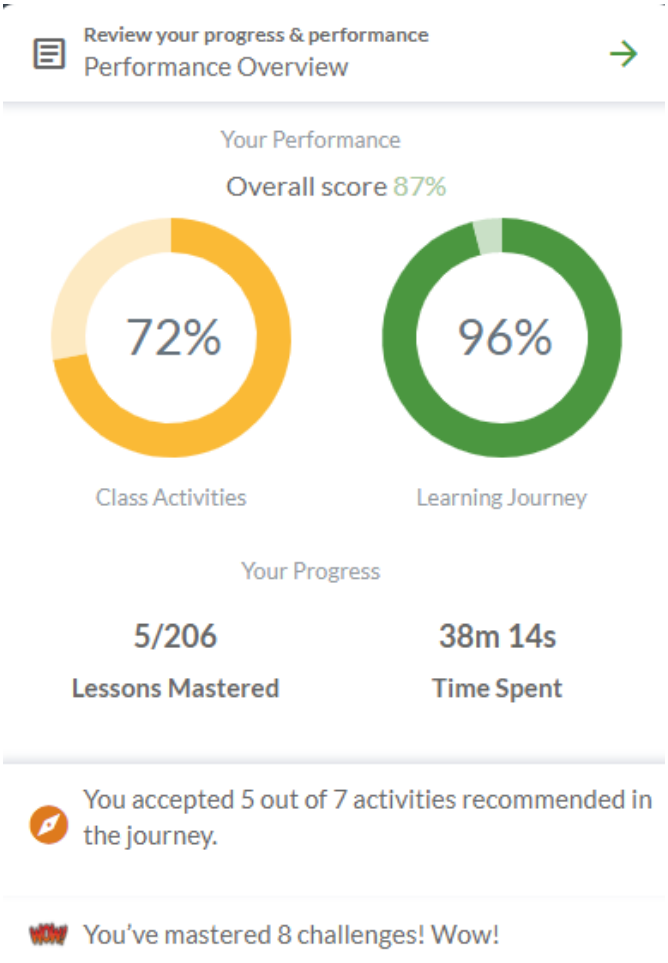
On the upper left-hand side, the competency gains section shows the student's current Skyline. Clicking on the header will lead you to the **Proficiency Profile**.



The lower left-hand corner contains the section for the **Learning Journey**, which displays the learner's current and upcoming lessons.

Clicking on the header will take you to the Learning Journey. To pick up what you were last working on, just hover over the collection or assessment and click the play button.





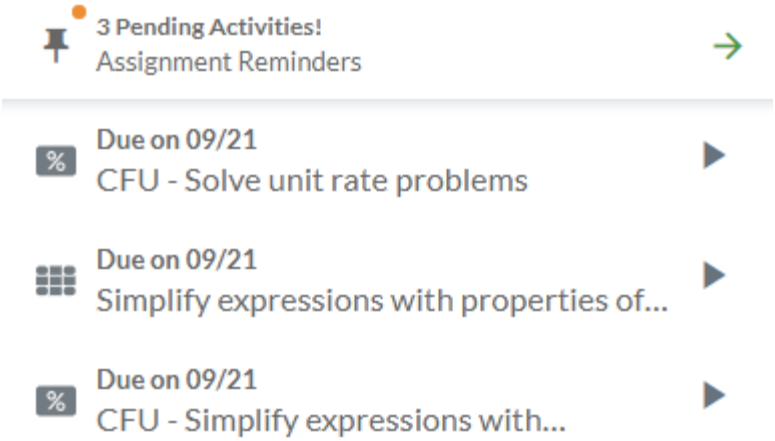
The center section calls out the learner's progress and accomplishments.

It lists the overall score for the class and the score for Class Activities.

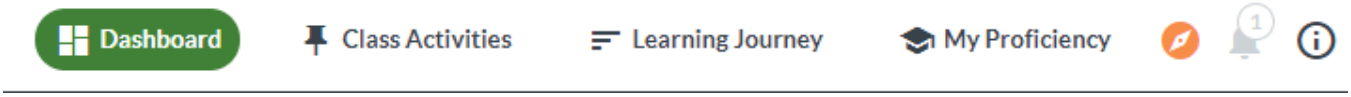
It calls out the number of lessons mastered, the overall time spent in the class, and the estimated time to completion. The number of system recommendations taken is also displayed.

Clicking on the header will lead you to the **Performance Overview**.

The card on the right-hand side shows pending assignments. Clicking on the header will take you to the Class Activities page, where you can see the activities your teacher has assigned. Clicking on the play button next to an activity will open that activity.

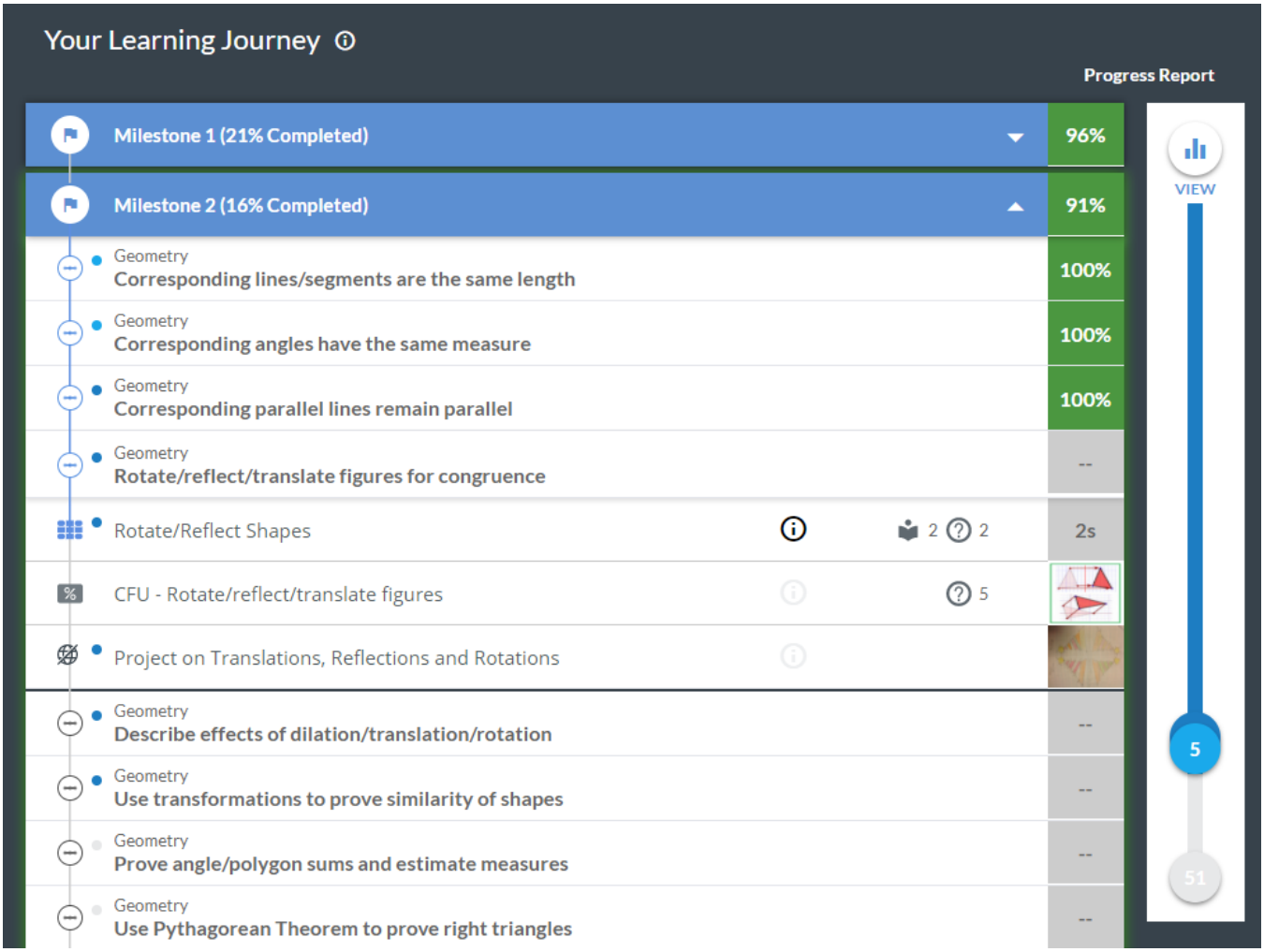


At the top of your screen, you'll see four tabs: **Dashboard, Class Activities, Learning Journey,** and **My Proficiency**.



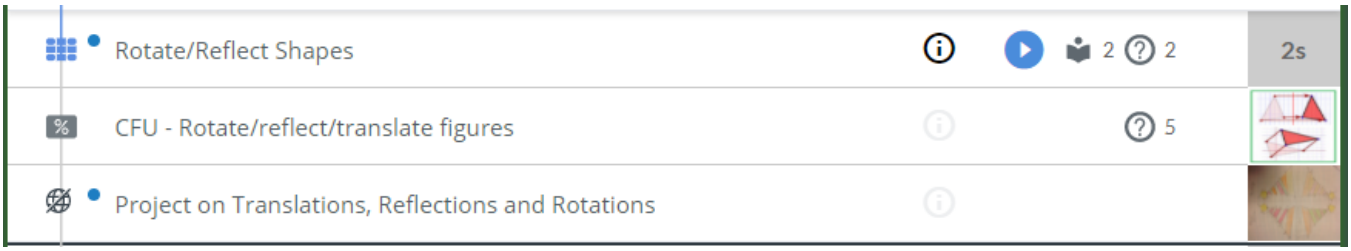
Learning Journey:

Clicking on the **Learning Journey** tab brings you to your personalized learning journey. Learning journeys typically include several grade-levels of resources and content. It all depends on what your starting point is, what your Skyline looks like, and what gaps need to be filled.



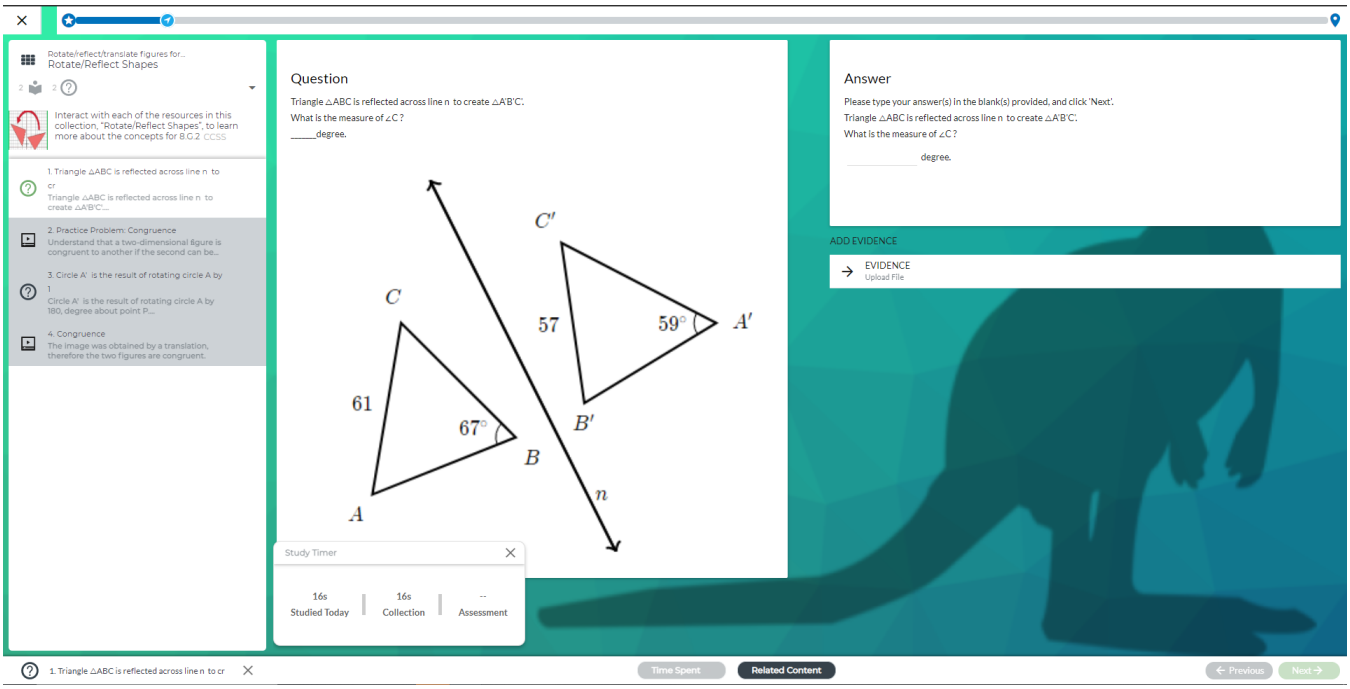
You can click on your Learning Journey to get a closer look at units, lessons, and even individual collections and assessments. You can also track your progress using the scores posted next to each grade level, unit, lesson, and assessment. Everything is color-coded to help you see what topics you might need to revisit.

To view a collection or work on assessment, just hover over it and click the play button. This launches your **Study Player.**



Study Player:

The **Study Player** launches collections and assessments in your learning journey. By entering from the Course Map, you can pick up right where you left off.

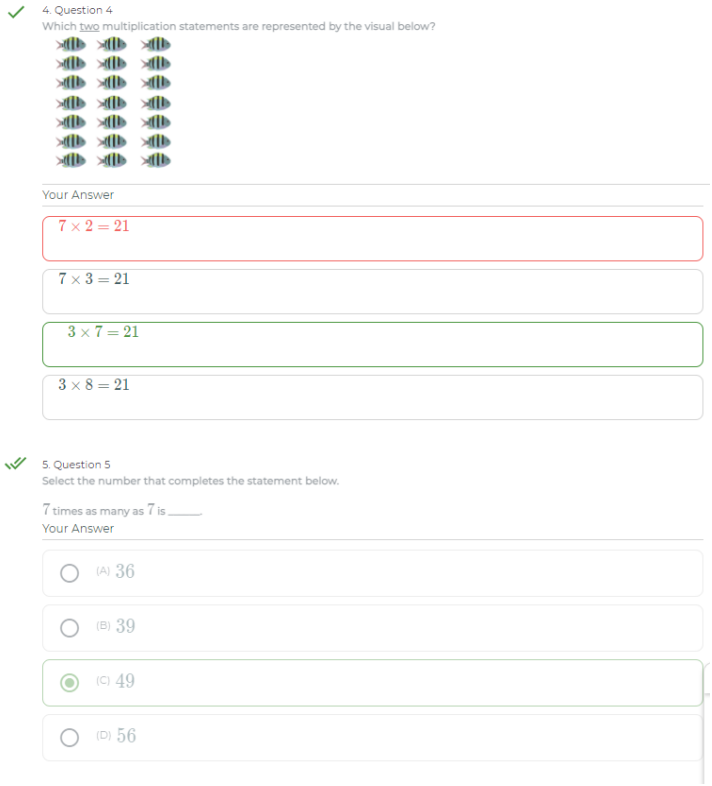


The left hand side of the study player lists the resources and questions associated with the collection or assessment. You can click the x beneath this list to hide it.

The study player also displays the time spent learning for the day. If you click the x on the pop-up, the time spent will be minimized to the bottom bar. If you want to reopen the time spent pop-up, click on the Time Spent button on the bottom.

If there are instructions for the resource or question you are viewing, it will pop-up and minimize in the same way as the study timer. Related content shows collections and assessments related to the lesson you are currently working on.

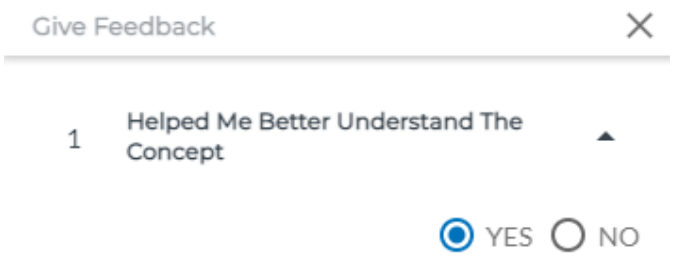
A collection can include a range of resources, including videos, interactive web pages, and slideshows. These resources have been curated to supplement what you are learning in class and to help you succeed on the assessment afterwards.



The assessment can include a variety of question types, including machine graded multiple choice, short answer, and fill in the blank.

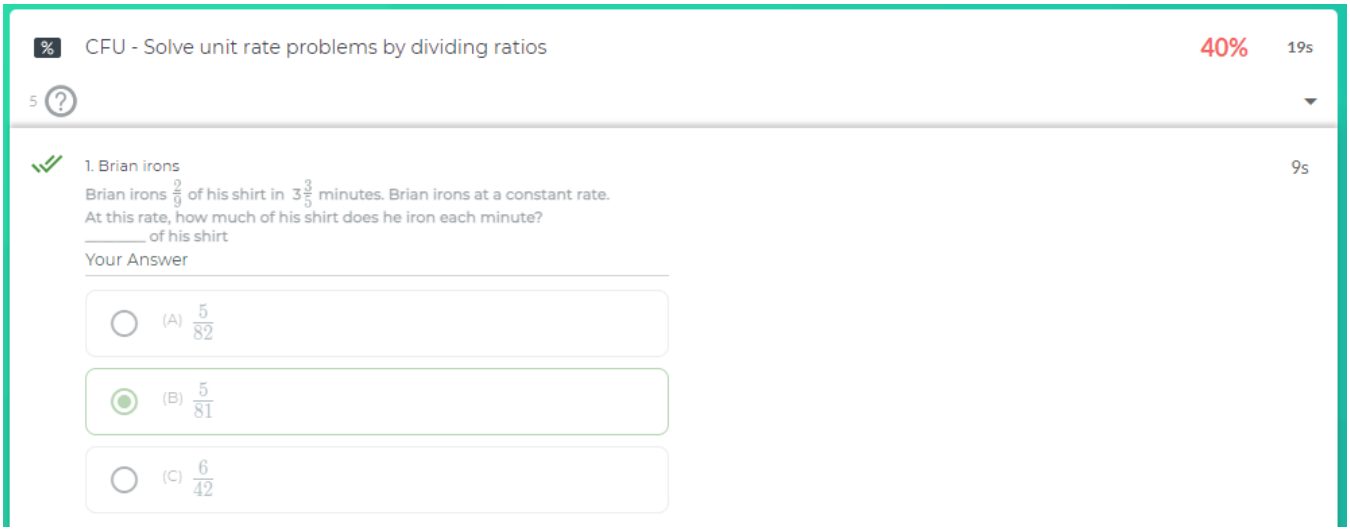
Correct answers will have two green check marks, partially correct will have one checkmark, and incorrect answers have a red X.

After you complete a collection or assessment, you can let your teacher know how you feel about a question or concept by clicking on the feedback button on the bottom of the screen. You will be given a prompt like “Helped me better understand the concept.”

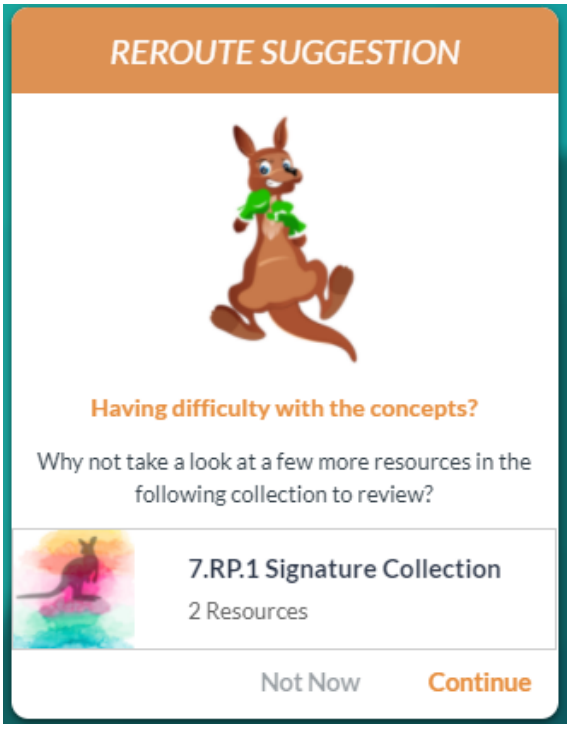


After each collection and assessment, you have the opportunity to provide feedback on its accuracy, clarity, and accessibility.

Navigator will automatically give suggestions of additional resources and support after any assessment on which you score less than 80%. Think of this like a **re-route**, when your GPS adjusts to get you back on track.



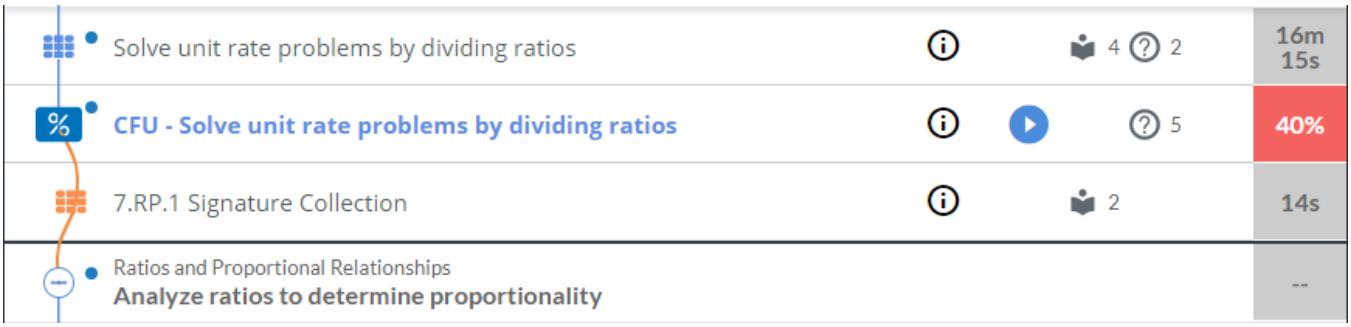
You can access these suggestions by clicking “Next” (on the bottom right of your screen) once you receive your score.



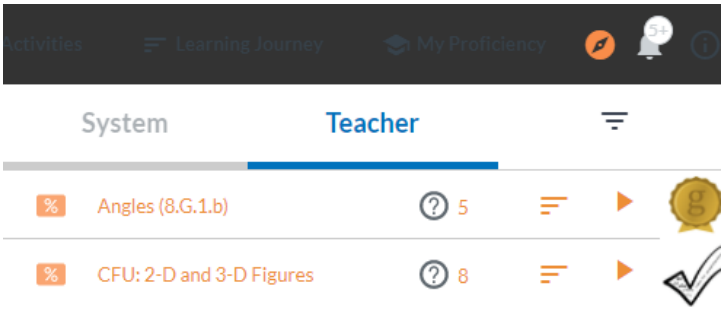
Reroute suggestions look like this. You can choose to take the suggestion (click “Continue”) or not. In this example, you can see that the suggestion includes two resources on explaining how to make equal fractions.

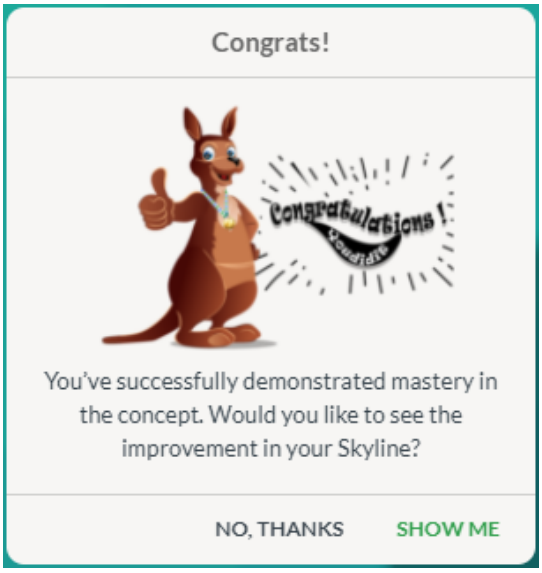
Once you work through the reroute suggestion, Navigator will bring you back to the assessment to give it another try.

Every reroute suggestion you take is added to your course map in orange, so you can keep track of the steps you have taken towards your destination.



Your teacher can use Navigator to offer you suggestions too. You can access these by clicking the compass icon in the upper right corner of your screen.



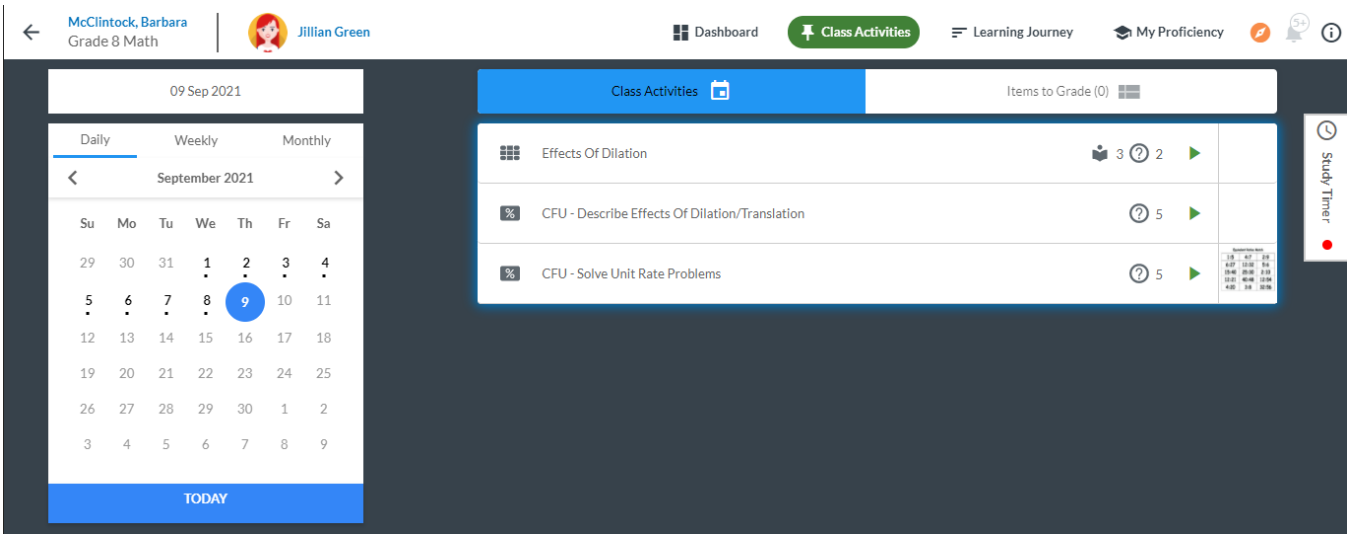


Scoring an 80% or higher on an assessment will earn you a Mastery Badge.

For each competency you master, a block is added to your skyline. Click “Show Me” (in green) to watch your skyline grow, bringing you one step closer to your destination.

Class Activities:

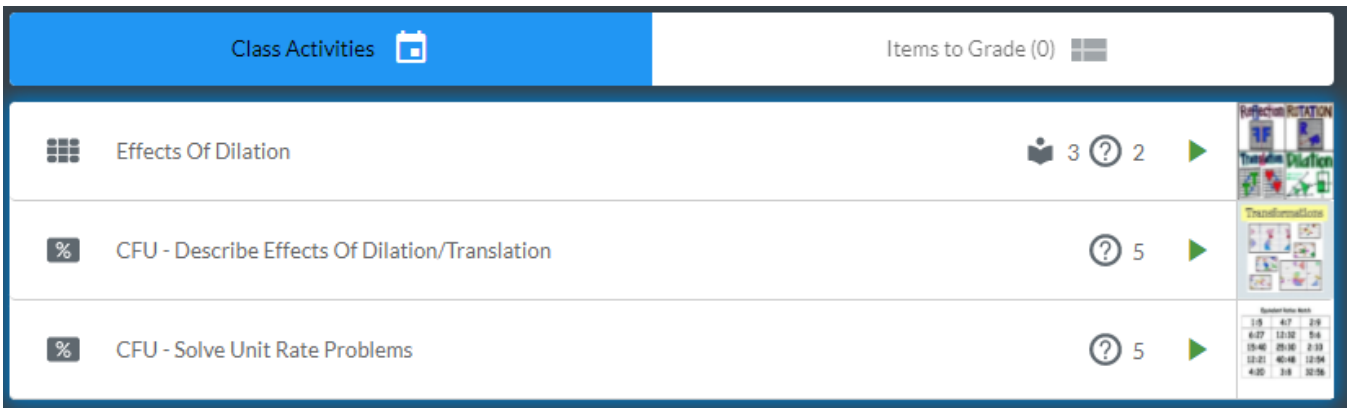
The **Class Activities** tab allows you to access activities your teacher has assigned to supplement your Learning Journey.



Your teacher can post resources, assessments, and offline activities on your Class Activities page.

The assessments can be scheduled to be completed in the future or in real-time. We call this **Going Live**; you can see your score as soon as the activity is over.

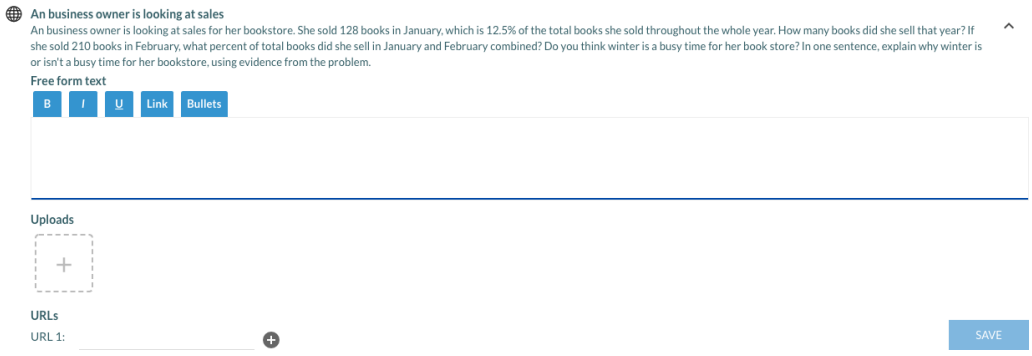
Some class activities are **Offline Activities**. In the example below, there are two Class Activities assigned: Circle Formulas (a five-question assessment) and Listing Cubes (an offline activity).



To begin work on any Class Activity, click the green play arrow.

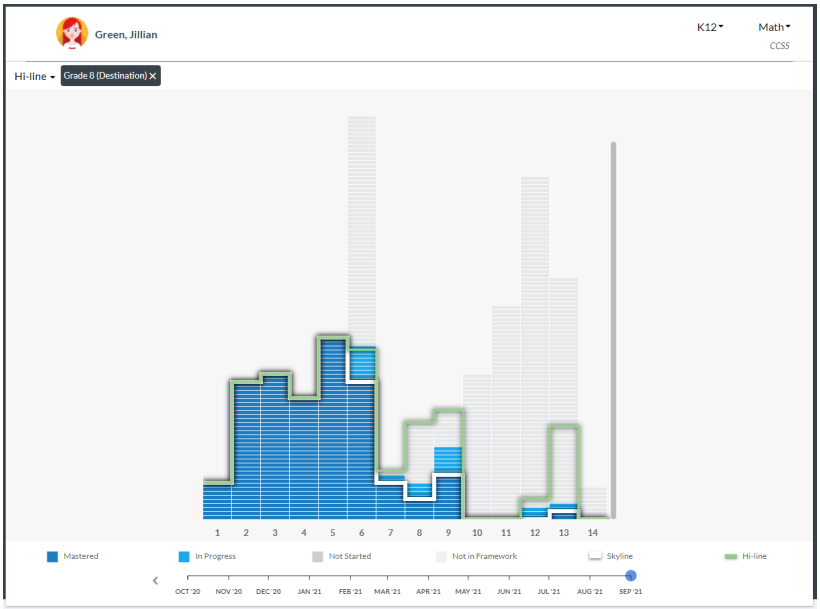
Offline activities often require you to provide a typed response or explanation.

They also enable you to upload attachments or link websites before submitting them for grading.



My Proficiency:

Clicking on the **My Proficiency** tab brings you to your skyline.



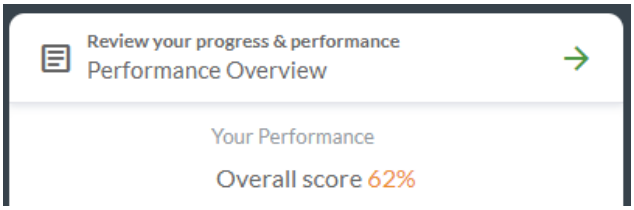
Your skyline shows you how many competencies you have mastered so far.

The green line is your **destination**.

You can click the blue “Show Expanded Chart” to zoom into your skyline and click on individual blocks to find out what competencies they represent.

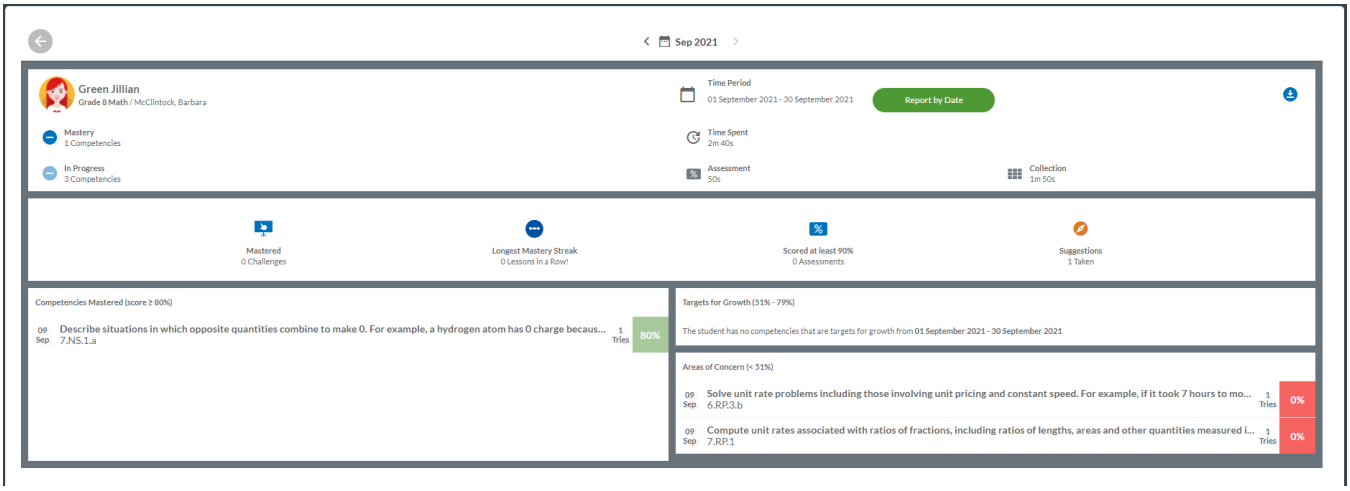
Progress Report:

The Progress Report can be accessed from the Learning Journey.



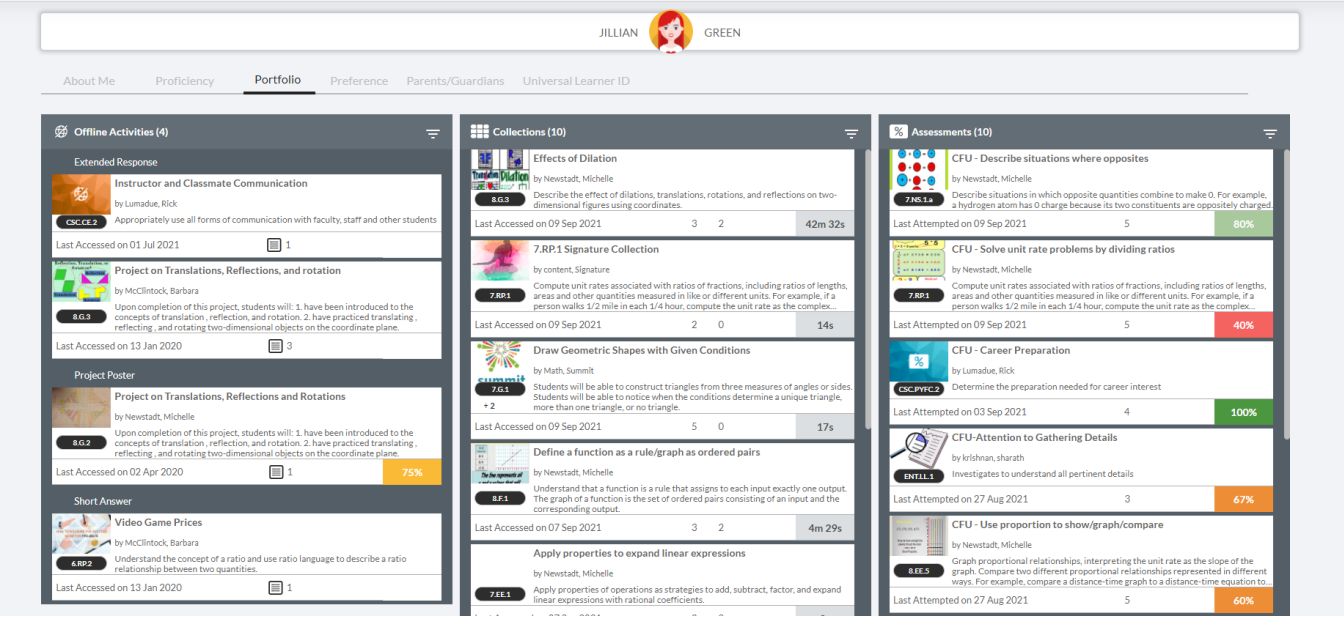
It can also be accessed by clicking the header Performance Overview in the center of the Dashboard.

The Progress Report showcases the achievements and progress that the student has made. By default, the report shows assessments grouped in three categories: those that the student mastered (80% or better), those in need of improvement (51-79%), and those with significant struggle (50% or lower). The student can also click on the green “Report by Date” button to sort the report by date, with most recent assessments listed first.

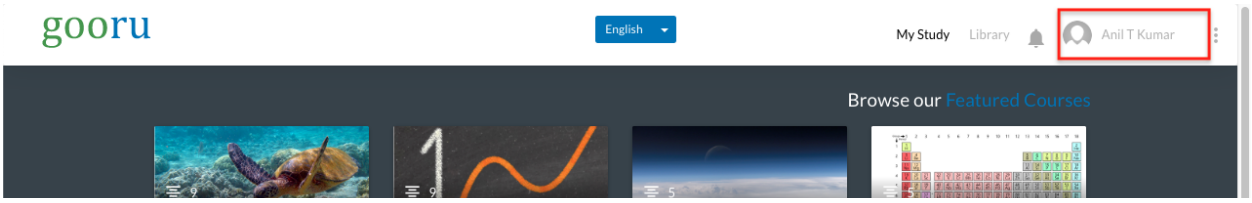


My Portfolio:

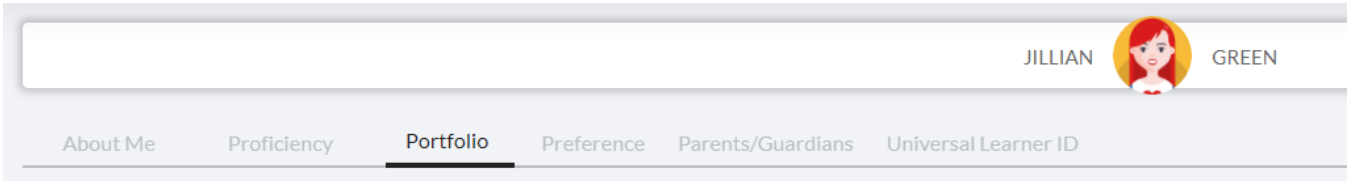
You can see all of the collections, assessments, and offline activities you have already completed by accessing your portfolio.



You can access your portfolio by clicking on your name in the upper right corner of the home screen.



Then, click the “Portfolio” tab.

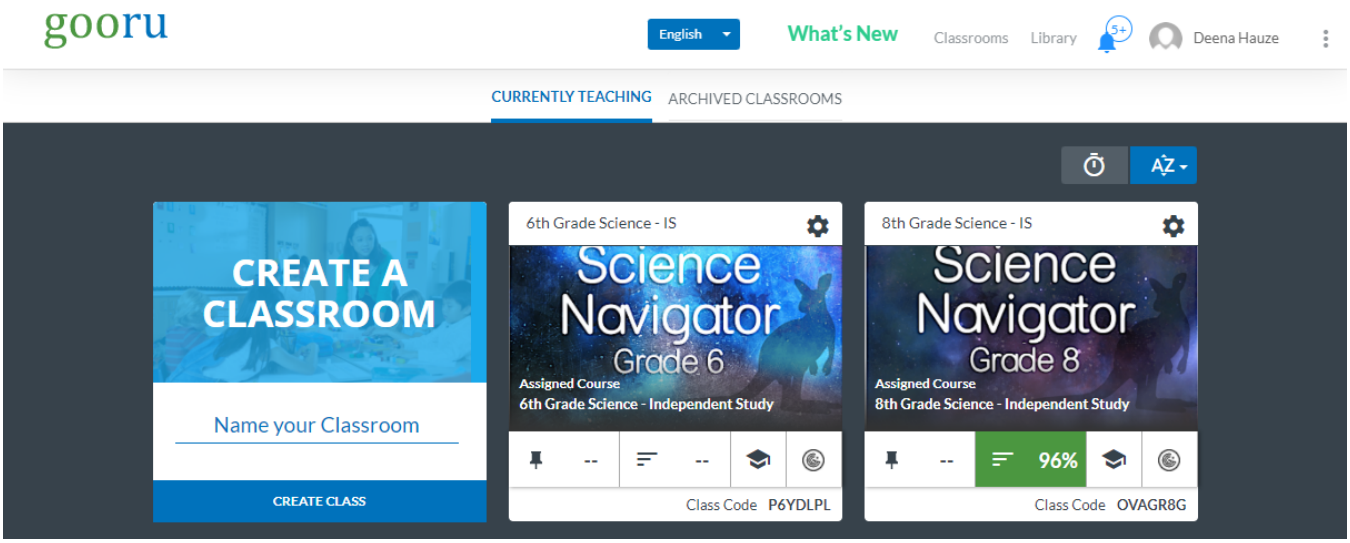


To explore as a teacher, log-out and re-enter using the teacher demo account.

Exploring as a Teacher:

Overview:

Once you log in, you'll see your **Classrooms** page, showing your active and archived classrooms. Access any class by clicking on its picture. You can also create a new classroom from this page by clicking "Create Class."



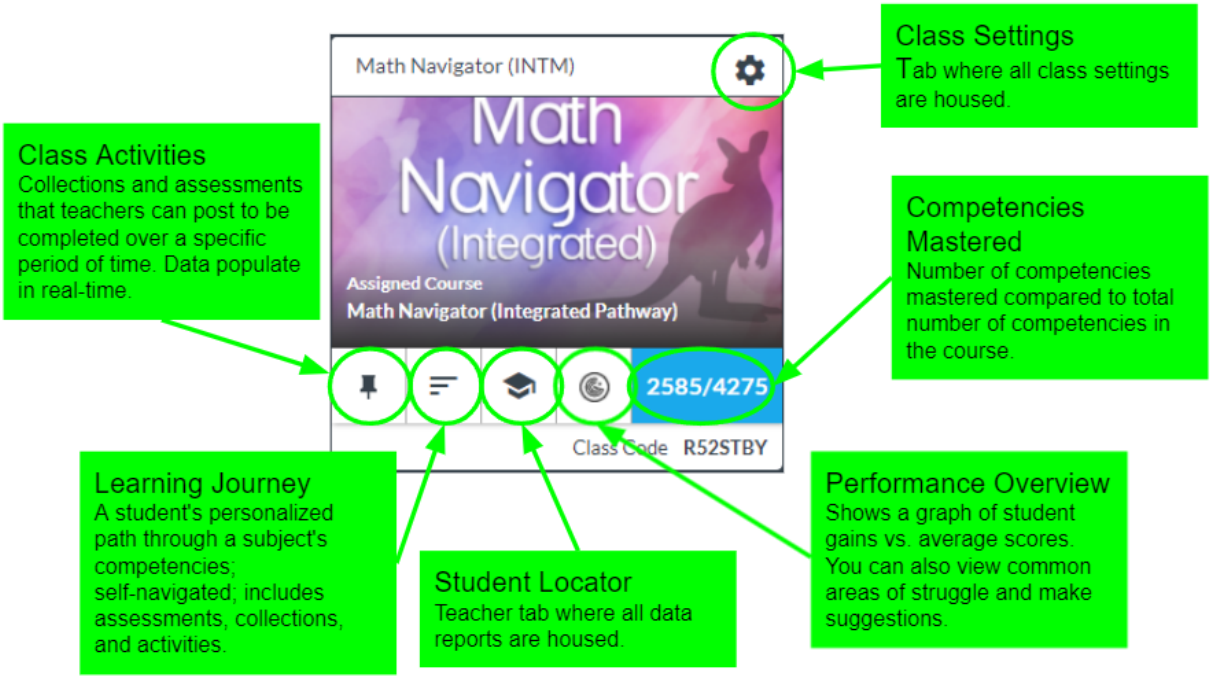
Once created, each class has a **class code**.

One way to enroll students in your class is to give them this code. On the My Study page, students can enter the code and click "Join Class."

If Math Navigator is being implemented schoolwide, Gooru will roster all of your students and their data for you.

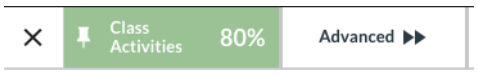
Entering Your Navigator Class:

Class cards have a variety of icons that, when clicked, will take you to different parts of your Navigator classroom:



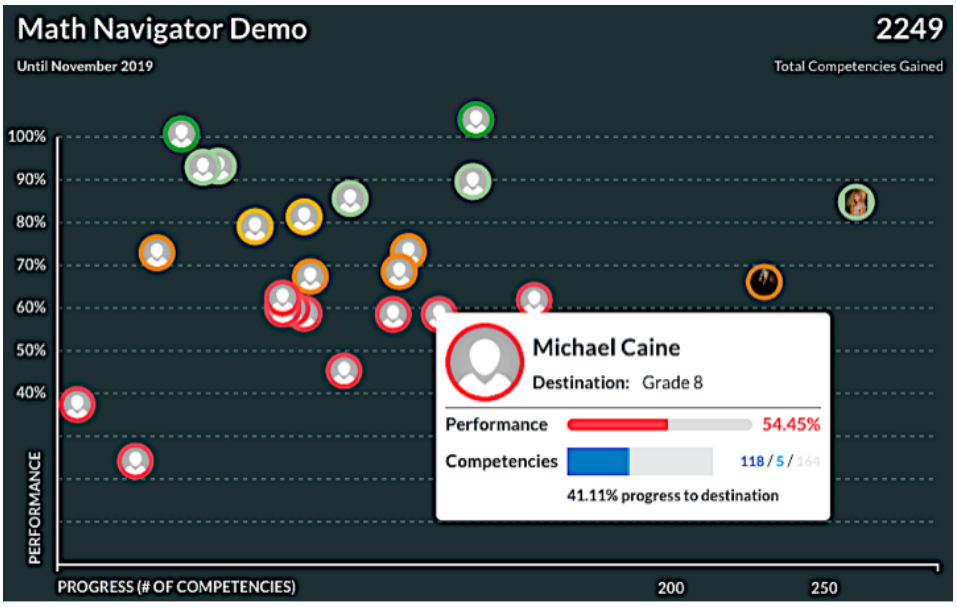
Clicking into any of the icons on the class card. Inside, you'll find four tabs at the top of your screen: **Performance Overview, Student Locator, Class Activities,** and **Learning Journey.**

Click "Advanced" to expand the menu.



Performance Overview:

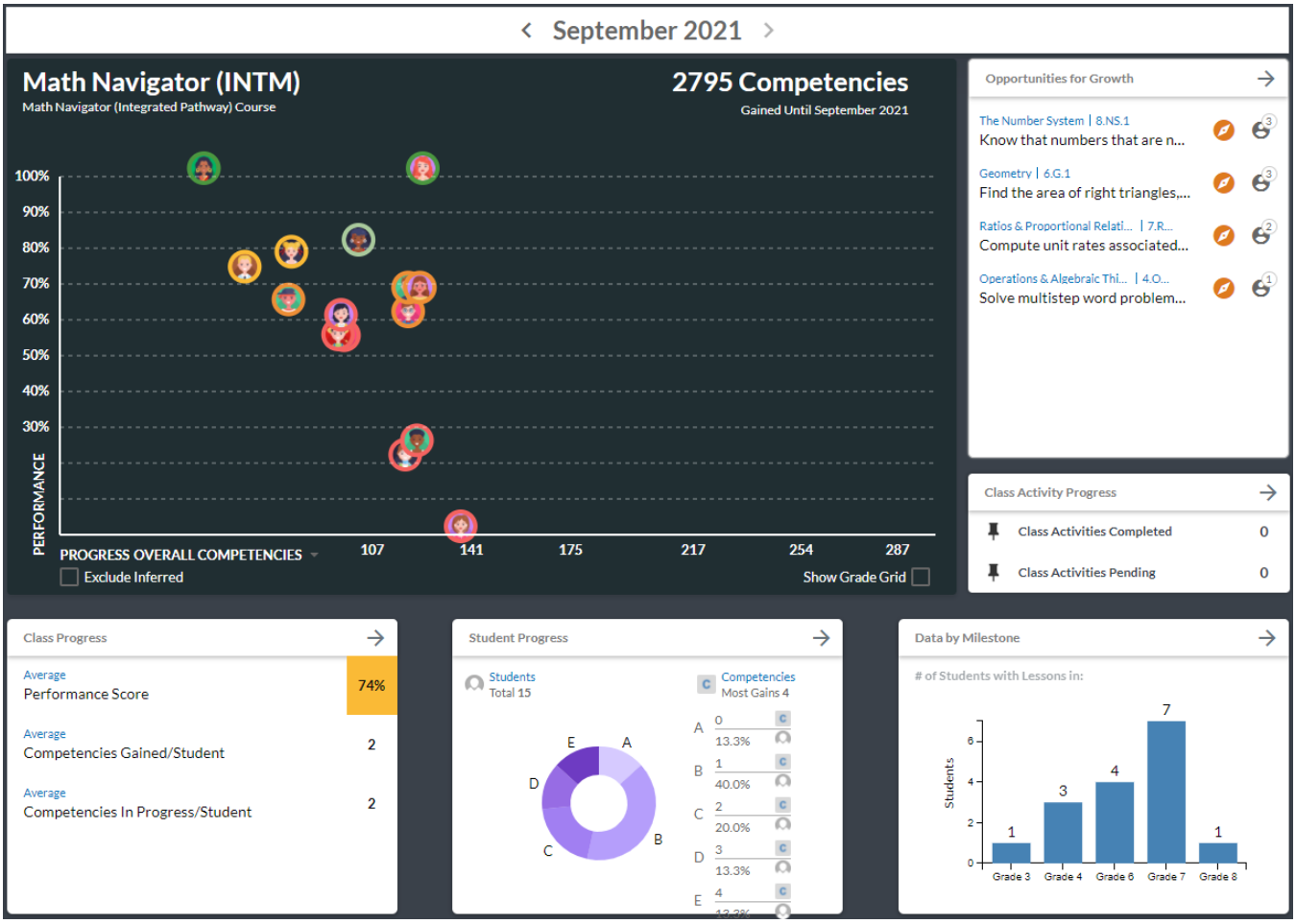
Clicking on the **Performance Overview** tab provides a quick snapshot of how your students are doing. You'll see a plot charting performance and progress for each student. The plot is dynamic, updating as your students work.



Hovering over a student's avatar will produce a pop-up with more details about the student's performance.

Performance is measured by the student's mean score on assessments, and progress is measured by the number of competencies mastered.

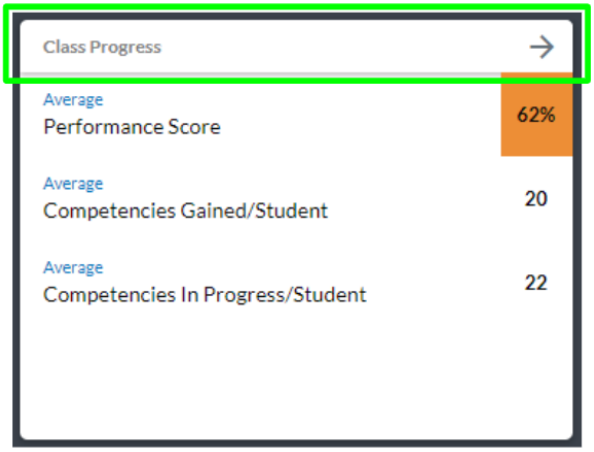
The Class Progress Report, Student Progress Reports, and Data by Milestone pages are accessible from the Performance Overview page. Additionally, Opportunities for Growth (areas where students are struggling) and Class Activities are shown on the right-hand side.

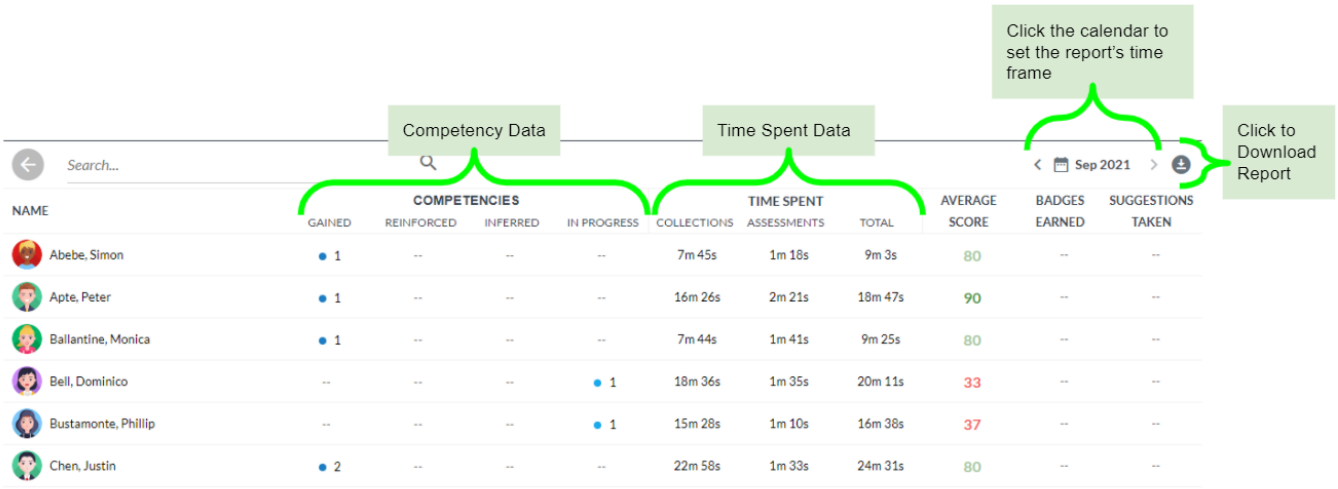


Class Progress Report:

Click on the header that says Class Progress.

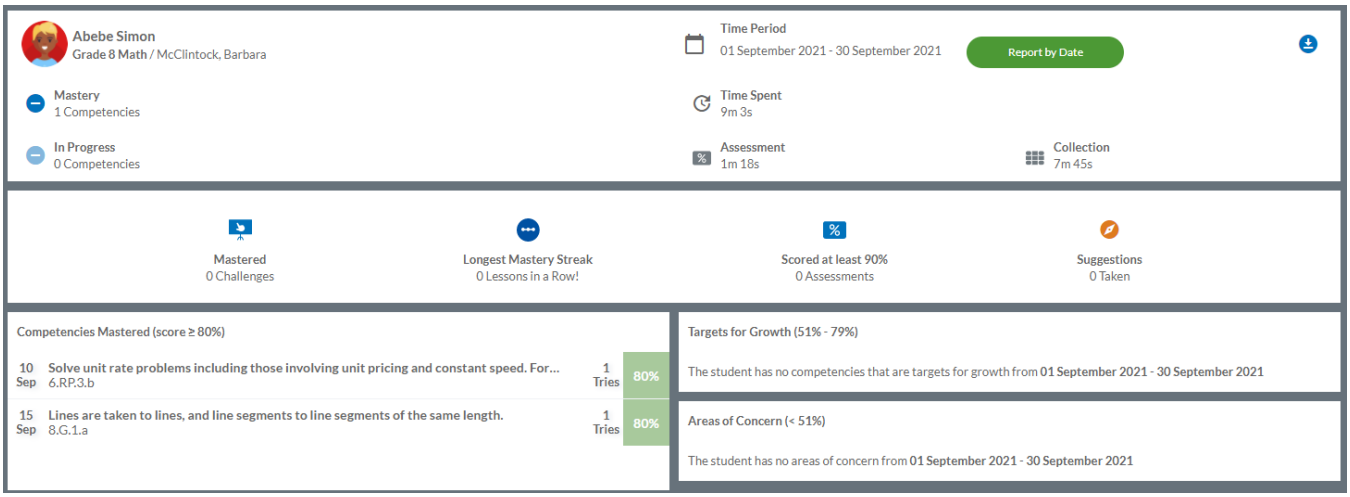
The Class Progress card directs you to the Class Progress Report page. This page showcases the comprehensive progress of each student over the last day, the last week, the last month, since the beginning of the course, or during a custom date range.



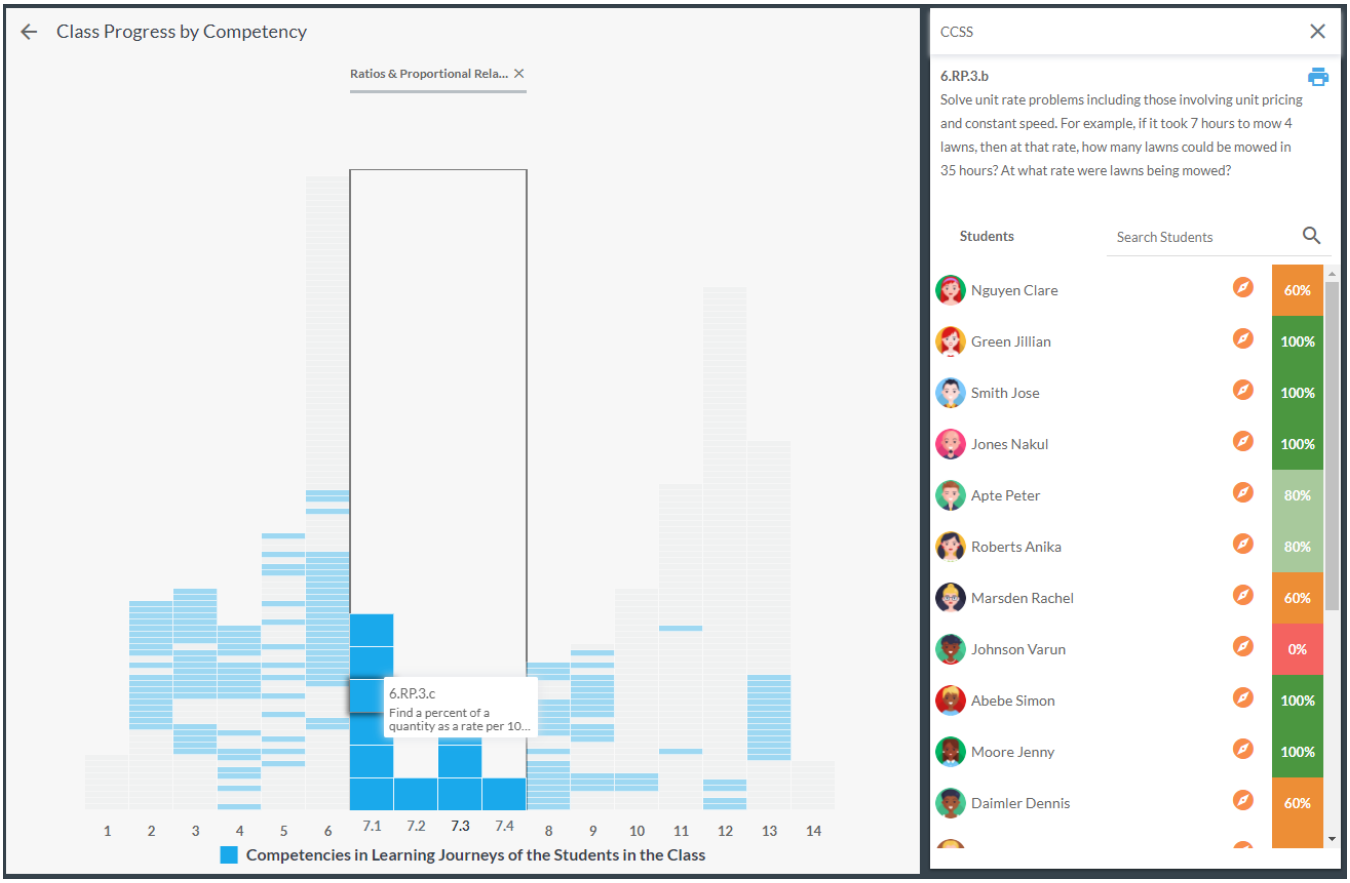


Data includes competencies gained (mastered), competencies in progress, time spent, and average score.

You can click on a student's name to see which lessons have been mastered and which are in progress. You can also sort the student's data by date; to do this, click on the green "Report by Date" button. These reports are downloadable and printable via the icon in the upper right corner.



Competency Progress Report:

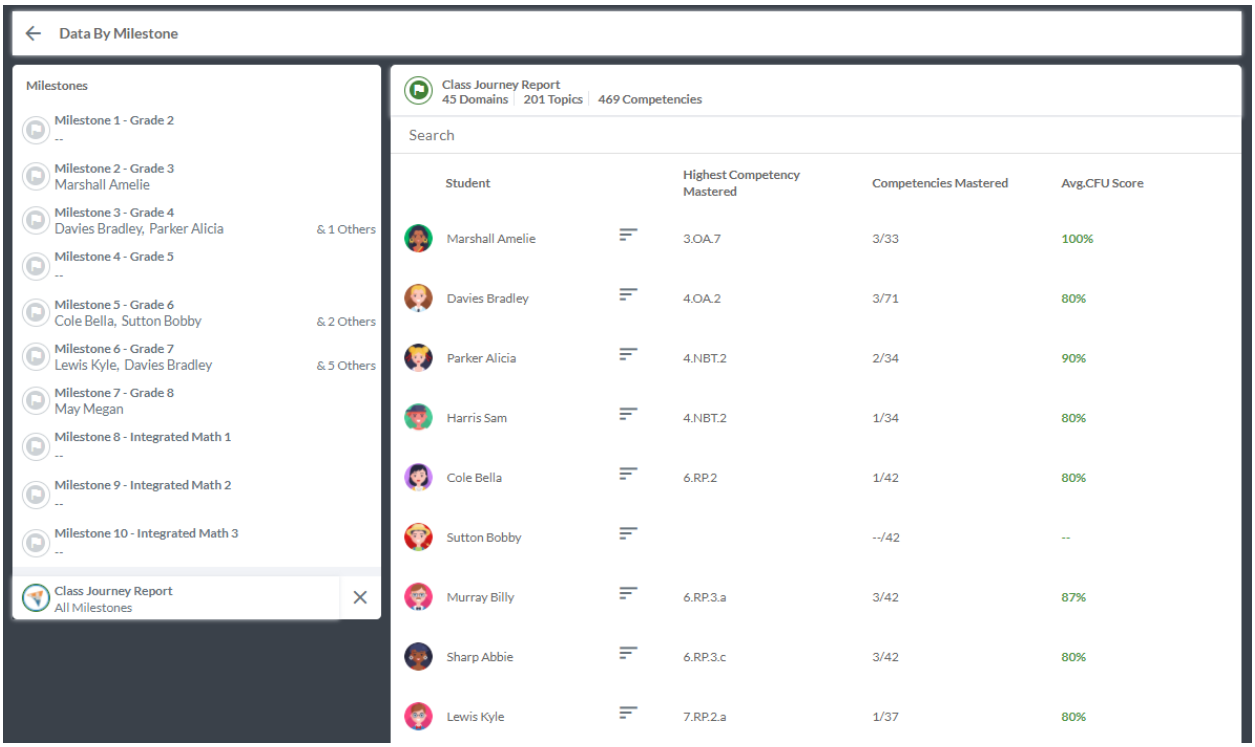


The Competency Progress Report shows class-level progress on your course's competencies or learning standards. The report's main page shows a class Skyline. Each block in the graph is one competency. All competencies that your students have studied so far appear in light blue. Competencies that no students have yet attempted appear in gray. As your students encounter more content and move through their Learning Journeys, more of the graph will turn blue.

Clicking into any block in the Skyline will zoom in to the graph. If the block is blue, you will be able to view the scores of the students who have studied that competency.

Along the right side of the page, you can search for a specific competency by keyword or competency code. From there, you can see lesson scores for all students that have worked on that competency so far.

Data by Milestone Report:

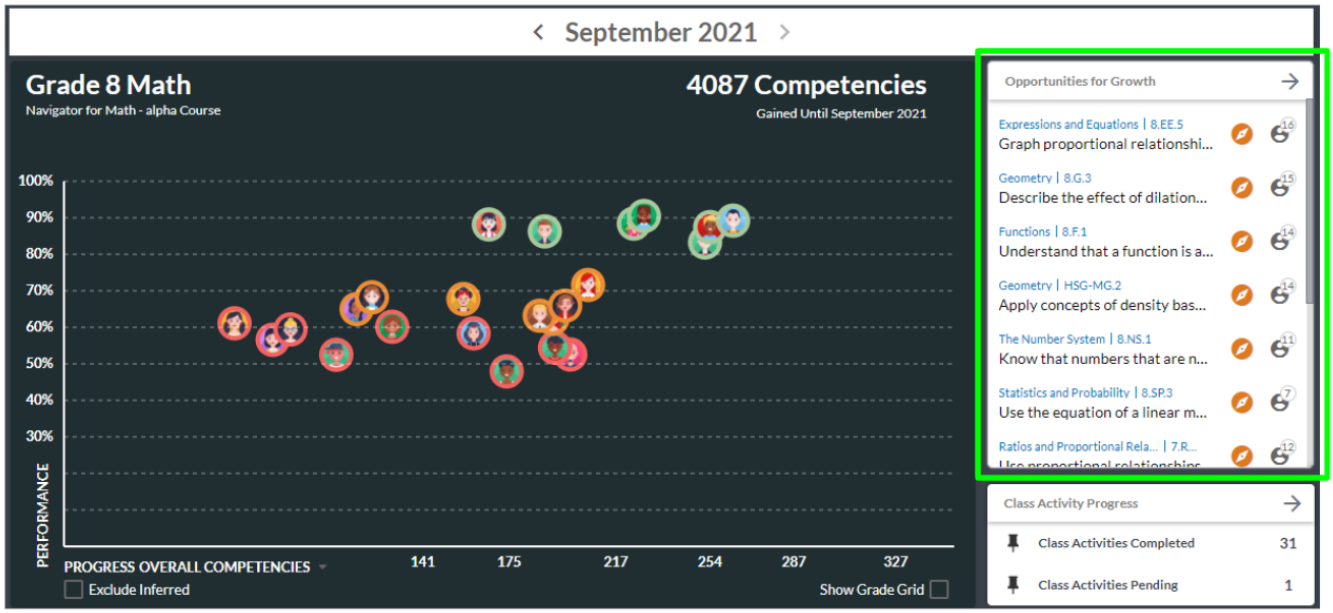


The Data by Milestone report shows each student's progress by Milestone. In courses that cover multiple grades, like math and ELA, Milestones are usually grade levels. By clicking on a Milestone on the left side of the page, you can see the most challenging competency each student has mastered in the Milestone, the total number of competencies they have mastered in the Milestone, and their average score on assessments. If you click on the three bars to the right of a student's name, you will be able to see that student's individual Learning Journey.

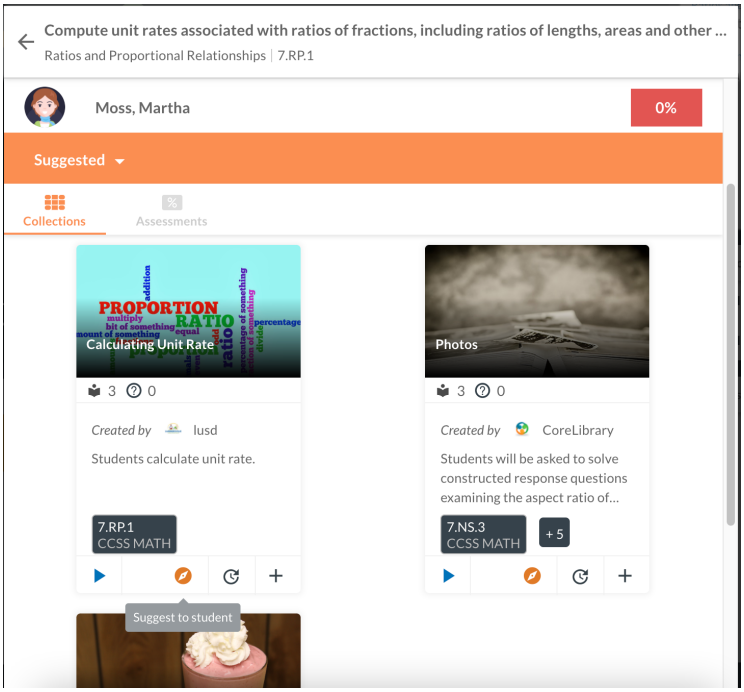
By clicking on "Class Journey Report" at the bottom of the menu on the left side of the page, you can see course-level data, including the most challenging competency each student has mastered across the course, total number of competencies mastered, and overall average assessment score.

Opportunities for Growth:

Competencies with which students may need additional support (scoring <80%) are listed on the right side of the Performance Overview page. Suggestions can be assigned to struggling students directly from this box by clicking the orange suggestion icon.



The system automatically offers suggested collections when struggle is demonstrated. Suggested assessments are offered when students prove evidence of mastery. Students have the agency to decline all suggestions made from the system. All suggestions can be found under the orange compass icon.



Alternatively, suggestions can be made from other places in Gooru.

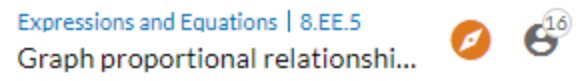
Making Suggestions:

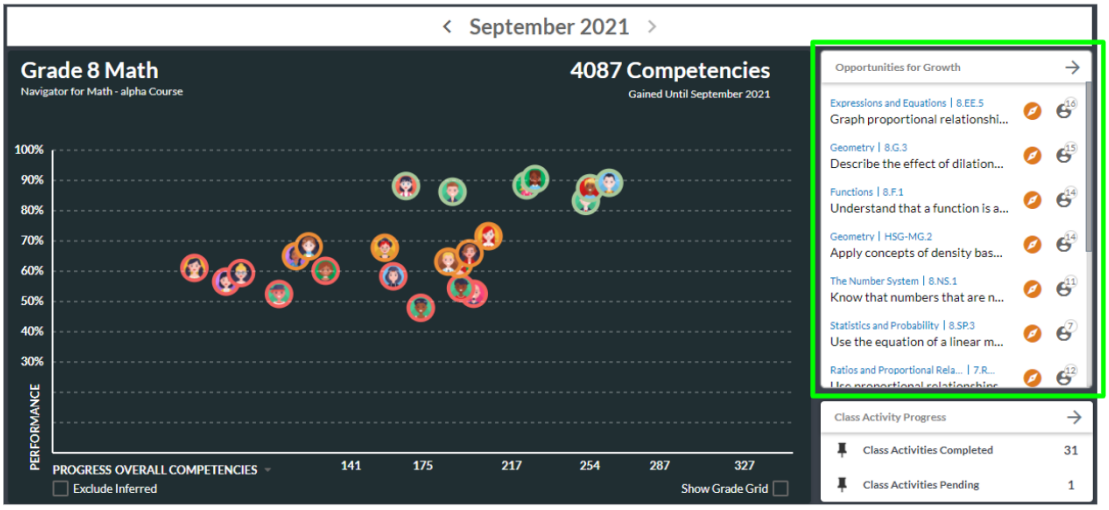
Even the best drivers need to be rerouted once in a while. The same is true for students.

Gooru automatically makes suggestions of additional resources and assessments when students are struggling with a concept. You can choose recommended collections or assessments from a list of suggestions.

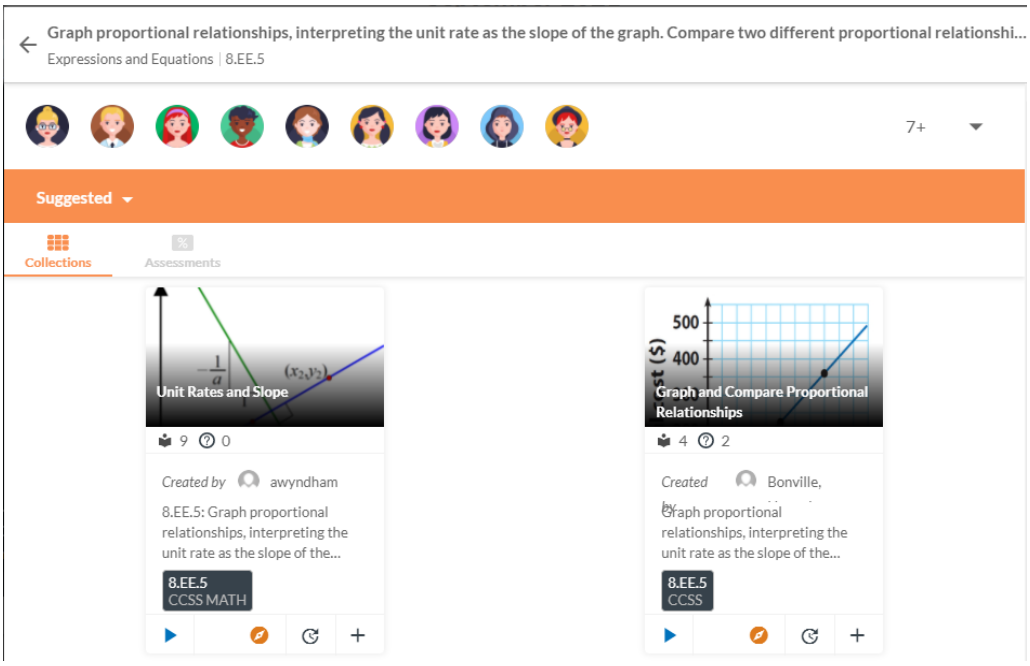
Making Suggestions via Opportunities for Growth:

Suggestions can be assigned to struggling students directly from the Opportunities for Growth box by clicking the orange suggestion icon. Each suggestion is related to one specific competency. You can see the domain associated with the struggle, the lesson title, and the competency.





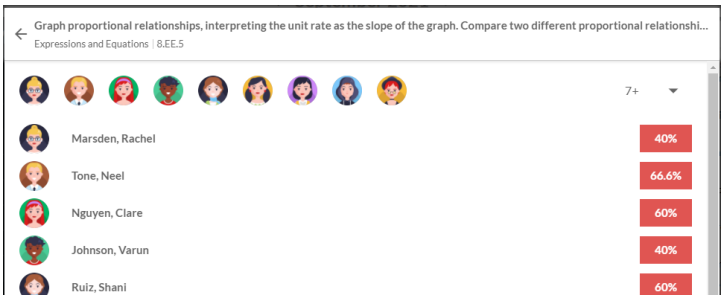
You will immediately see a popup that shows the avatars of the students and suggested collections. You can click the down arrow next to Suggested on the left hand side to see other libraries of content.



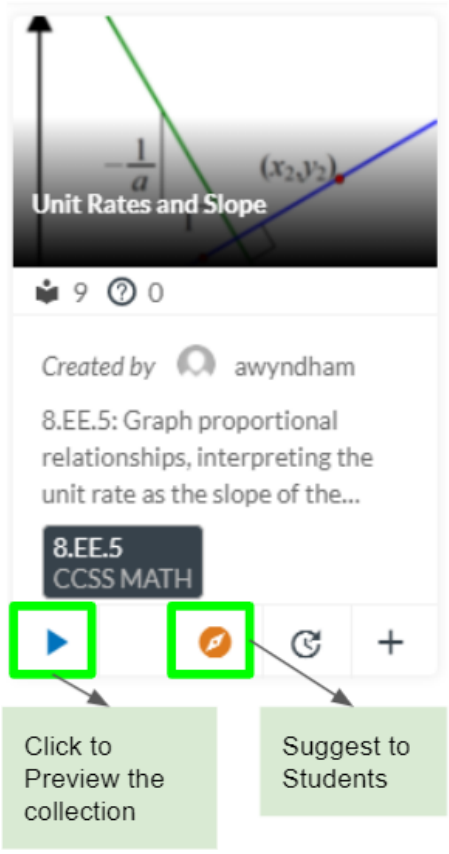
You can also click the tab labeled Assessments next to the tab for Collections.

This will allow you to view and assign suggested assessments.

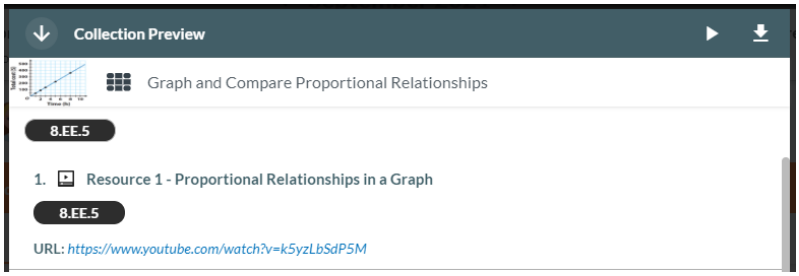
Click on any of the student avatars to see a list of students who struggled on the competency and their associated scores.



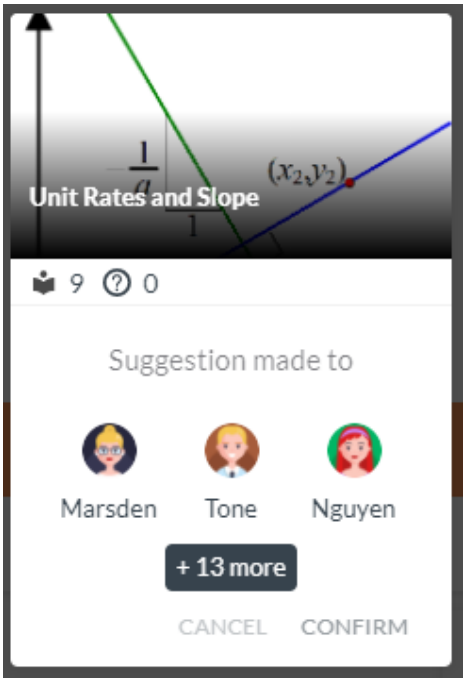
You can preview the collection by clicking on the play arrow.



You will be brought to the preview window. Click on the play button again to preview the collection or assessment in the Study Player.



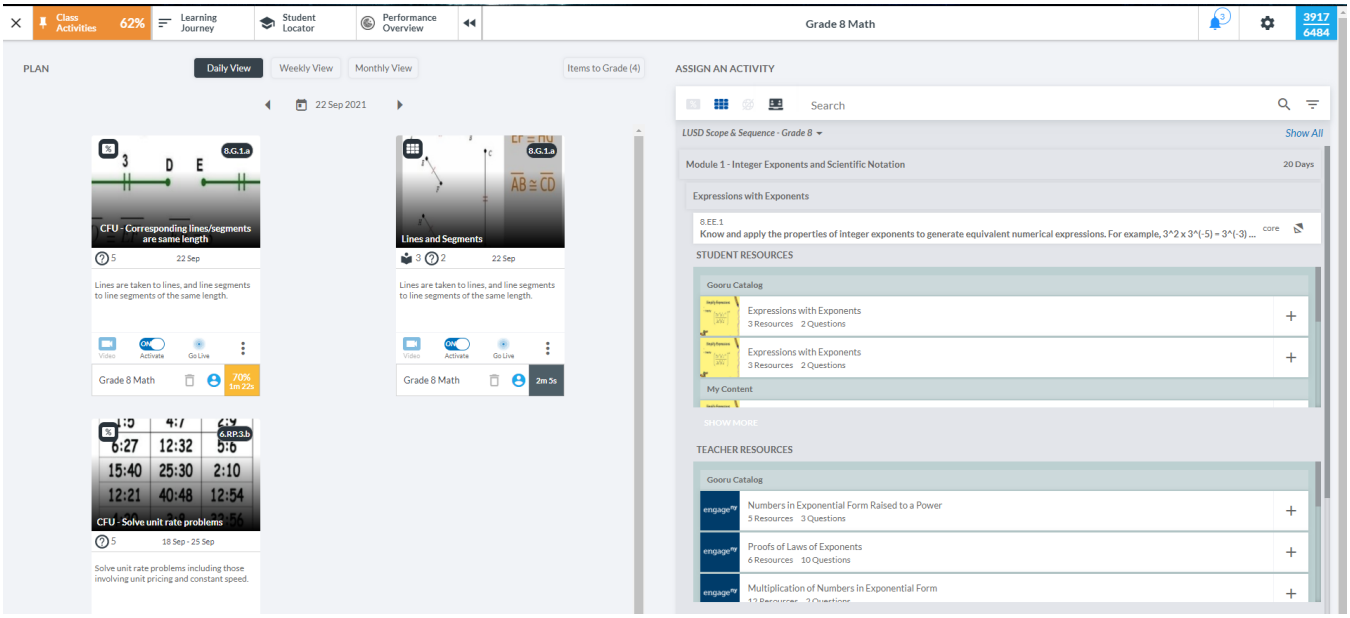
Then just click “Confirm” to assign it to your students.



Class Activities:

Clicking your **Class Activities** tab brings you to your activities dashboard, where you can search for and assign collections, assessments, and offline activities.

Class activities are a great way to formatively assess understanding, fill in gaps, and challenge accelerated learners. You can use all or part of an existing activity from Gooru's catalogs or you can create your own from scratch.



Once posted, Class Activities will appear on the left side of the page. Class Activities can be added from multiple sources to fit your needs:

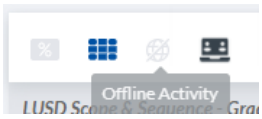
Assigning Class Activities:

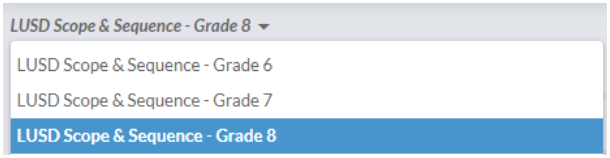
The Course Map allows you to assign collections and assessments from anywhere in the course. This is an easy way to find gaps in students' understanding.

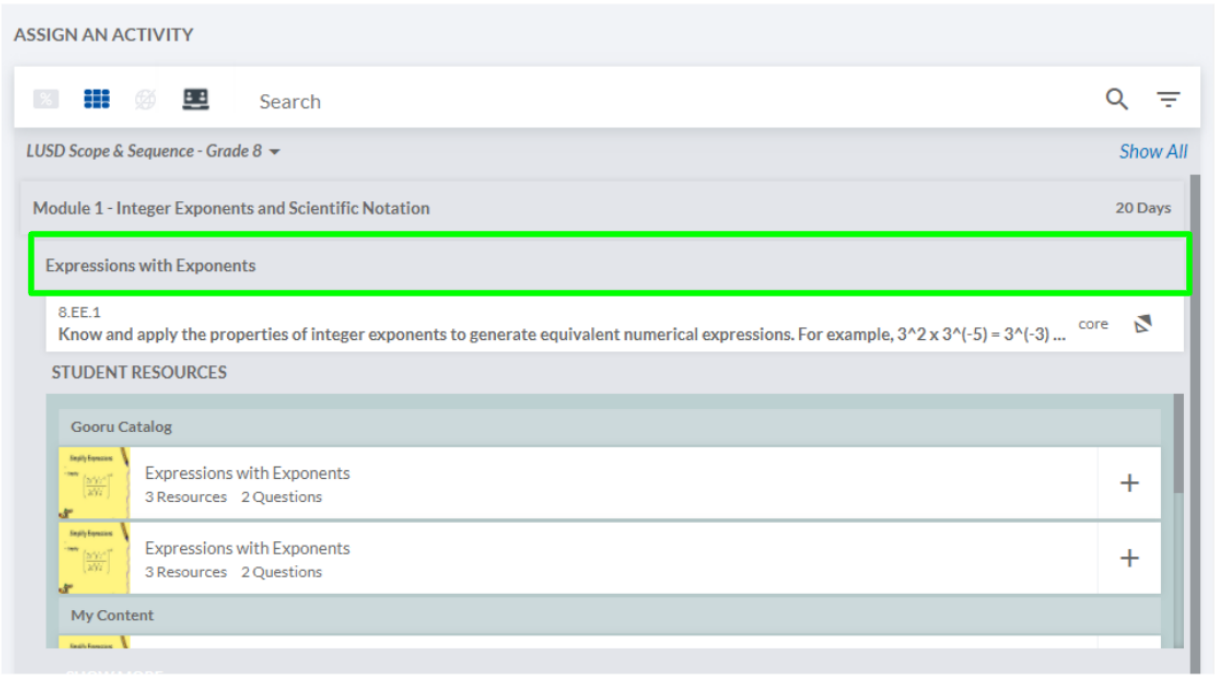
For instance, if you are teaching 6th grade but you're not sure how well your students really know a particular 2nd grade standard, select a 2nd grade assessment from the course map and assign it as a class activity. This is a great way to assess prior knowledge and to help kids fill in gaps.

To view the Scope and Sequence, click on the “Class Activities” tab at the top of the classroom page.

Select Assessment, Collection, Offline activity or Video Conference.
You can click on the dropdown menu to select the Scope & Sequence for different grades.

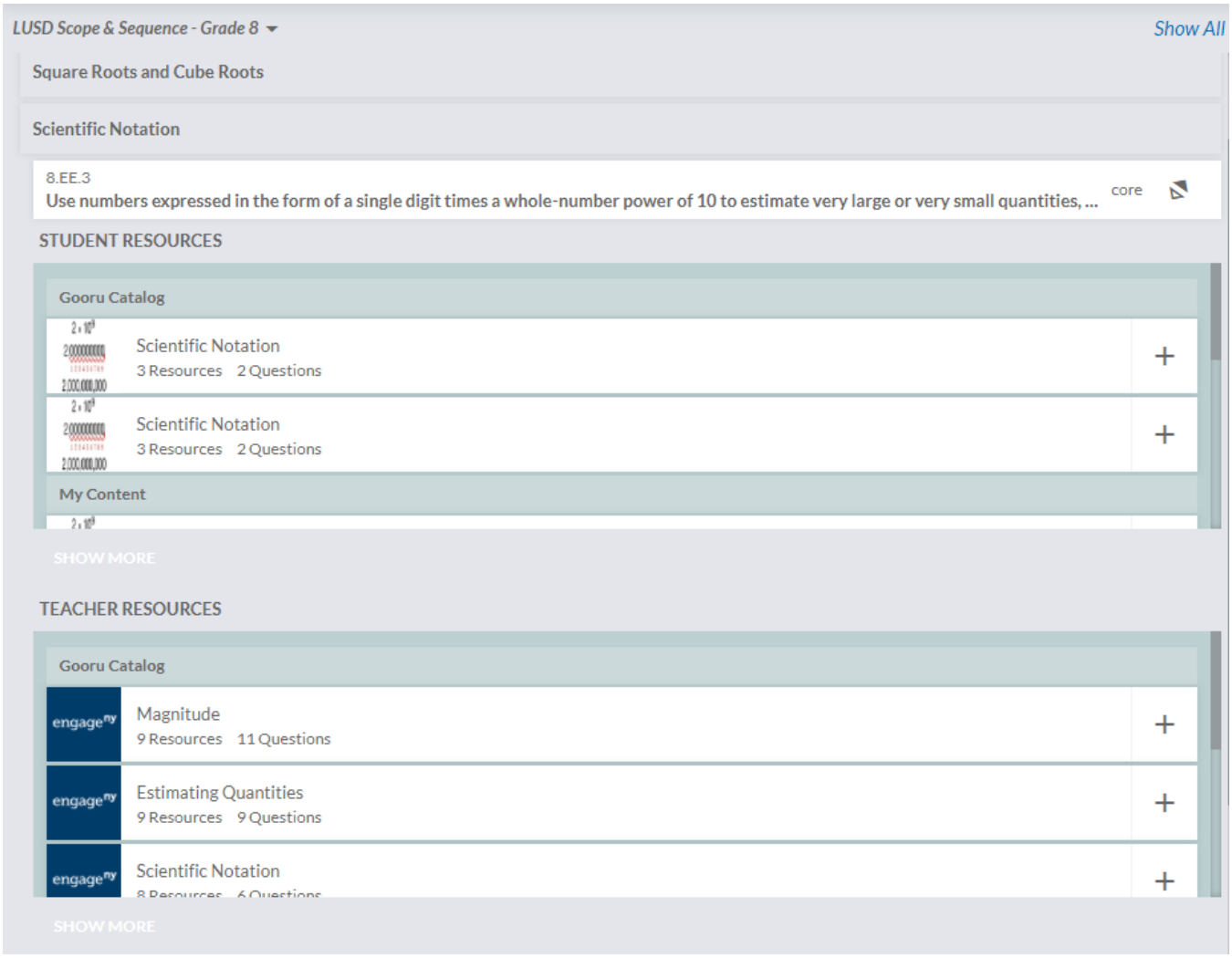




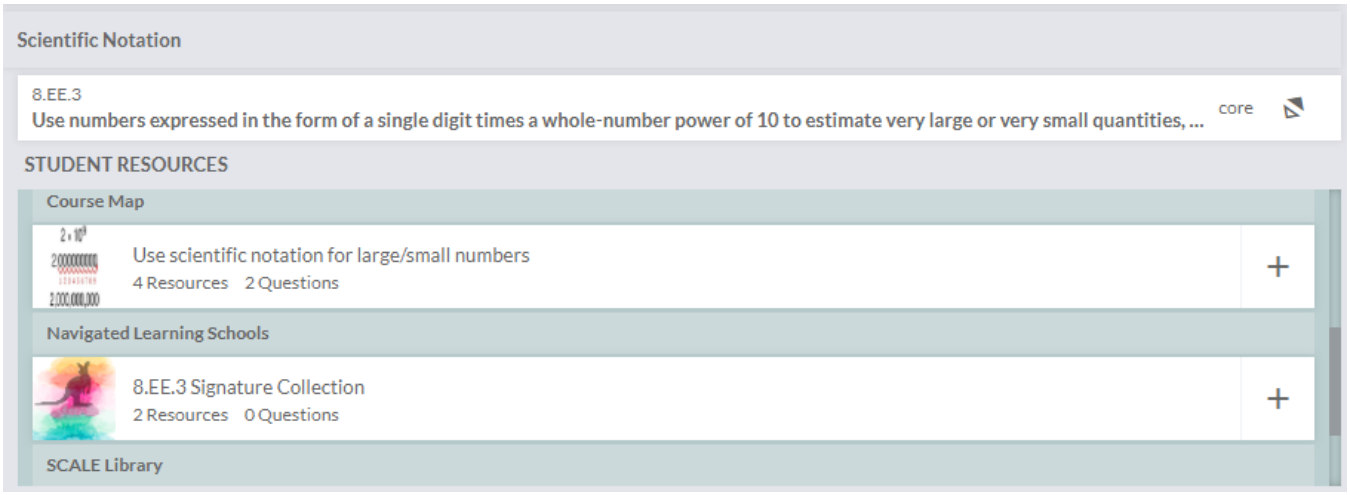


Click the lesson to collapse the list. You will see an outline of the lessons and modules associated with the course. You can click to expand or condense and Module or Lesson in this list.

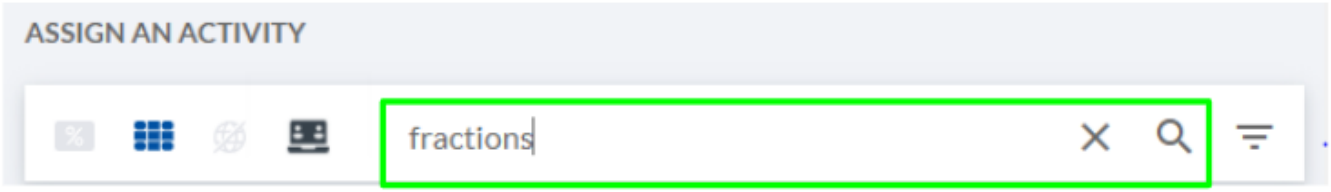
Click on a lesson to view the associated collections and assessments.



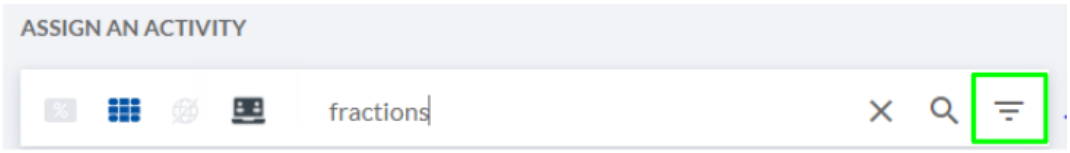
You will see collections, assessments, or offline activities from various libraries, including Gooru Content, Course Map, and SCALE.



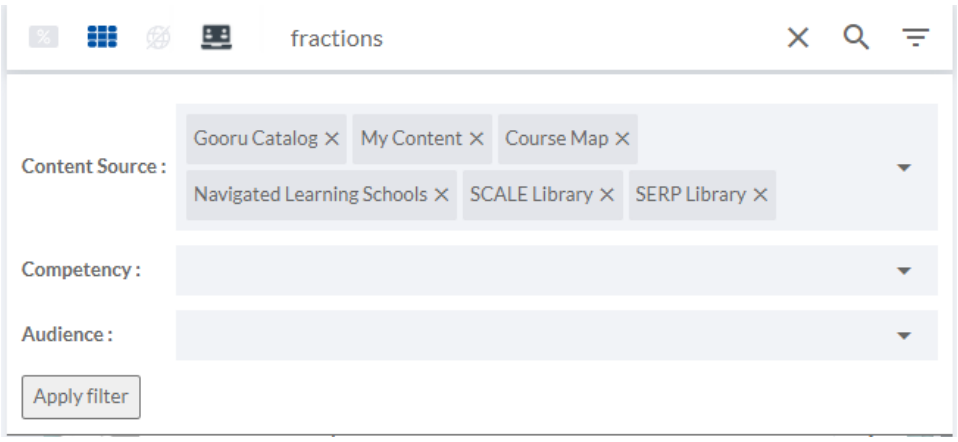
To preview the collection or assessment, click on its name. To assign, click the “+” icon. To schedule for later, click on the clock icon and select a date.

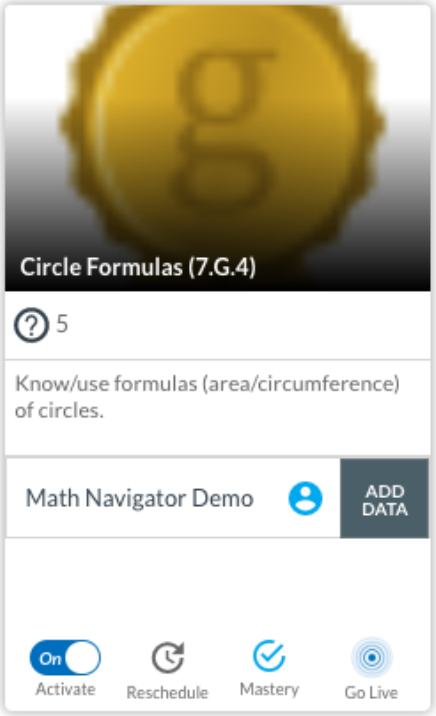


Use the search bar to narrow results.



You can narrow the results even further by clicking the filter icon. Select a framework and competency, and click “Apply Filter”.





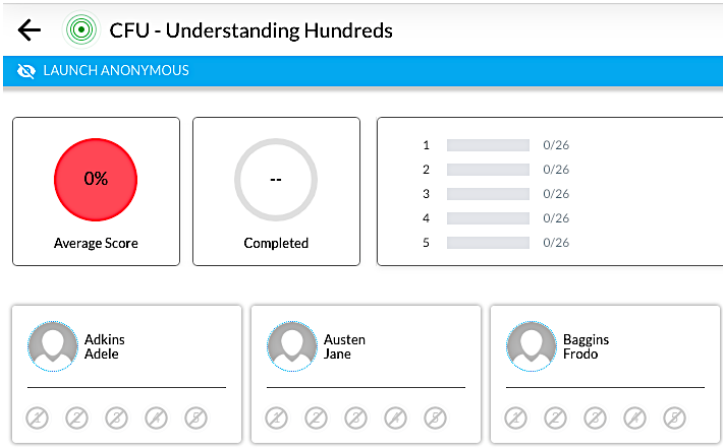
Once added to your class, activities can be viewed by day, week, or month. **To activate, toggle to "On."** Until you activate an activity, it is not visible to students.

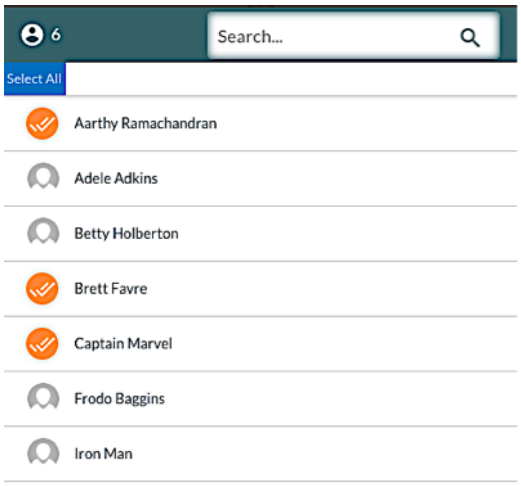
You can also reschedule the activity and allow it to be used for mastery (to build students' Skylines). You also have the option to select the students the activity assigned to by clicking the blue student icon next to the activity name.

Go Live:

Clicking the Go Live icon opens a new, dynamic window. As the activity runs, the dashboard updates in real-time, giving an in-the-moment snapshot of what topics you need to revisit and with which students.

Go Live can be run using student names or anonymously.





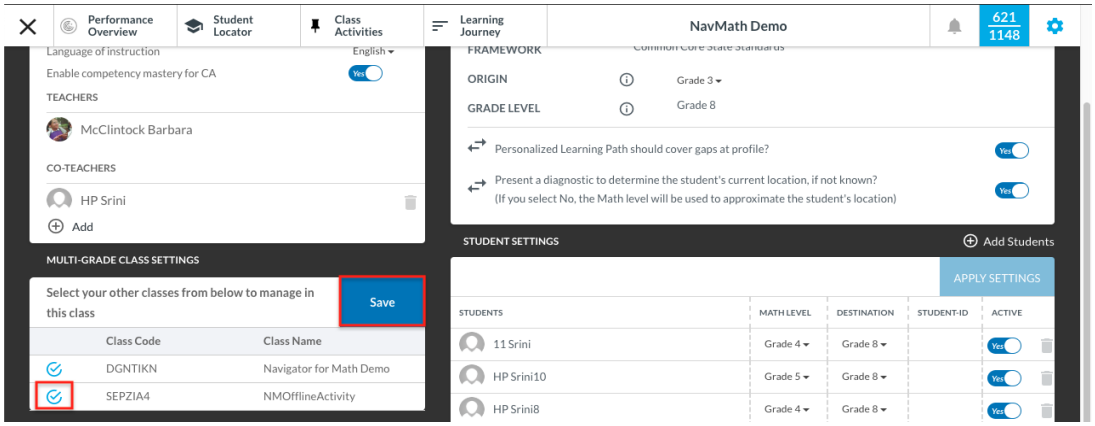
Teachers also have the option to select the students to whom each class activity is assigned. This allows you to provide personalized support and enrichment.

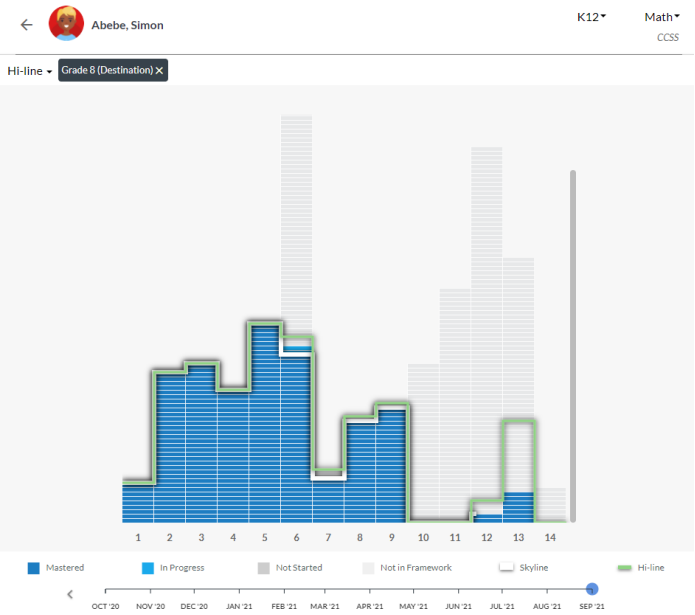
When you click the blue student icon next to the activity name, the pop-up window shows the selected audience for your activity. You can deselect students or select them by clicking on their avatars.

Multi-Grade Support (For Select Tenants Only):

The objective of this feature is to support a combined class view, allowing instructors to add and manage multiple classes without the need to click in and out of each one.

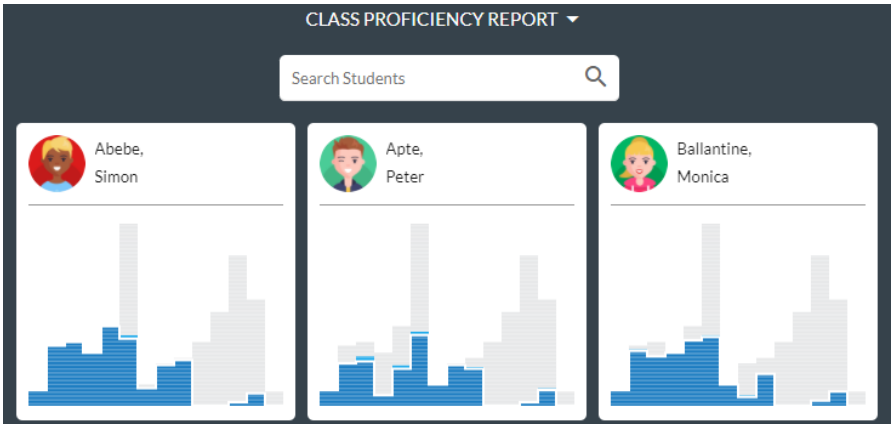
All classes of the same subject and using the same framework will appear under Multi-Grade Class Settings, as shown on the Class Settings page (below). To move between classes, click on the class name and press save.





Student Locator:

Clicking your **Student Locator** tab brings up your data dashboard. From here, you can access class- and individual-level reports on progress and proficiency.



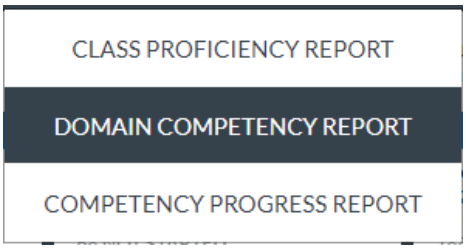
The default screen is the **Class Proficiency Report.**

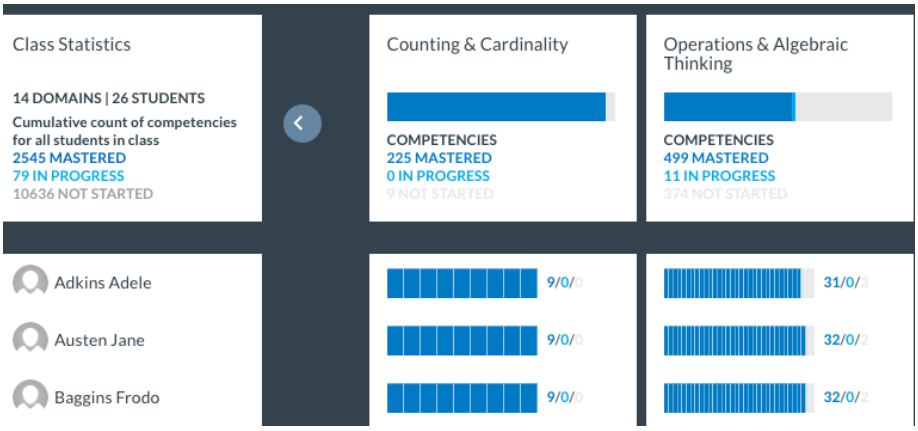
Click on individual student's graph to access their **Skyline**. The skyline is dynamic and updates as the student works.

Recall that on a student's Skyline, the white line shows their current level of proficiency while the green line is their destination.

If you click the blue "Show Expanded Chart" button, you can zoom into a student's skyline to click on any competency block for descriptions and data.

Selecting **Domain Competency Report** from the dropdown menu will bring up class and individual data broken down by the standards or competencies in your course.



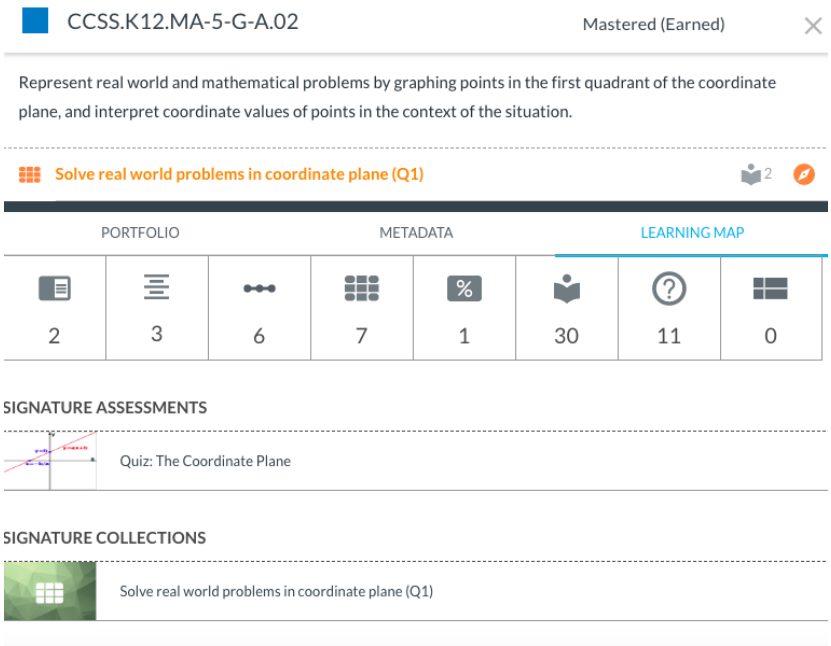


In this partial Domain Competency Report, we can see that 3 students (Adele, Jane, and Frodo) have each mastered all 9 competencies in the Counting and Cardinality domain.

That means that all 3 students will have 9 blocks in their skylines for this domain.

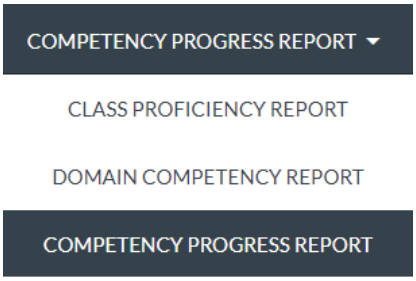
By clicking on an individual domain, you can access data broken down by competency.

Hovering over the “i” symbol produces a description of the competency. A dark blue check indicates mastery.



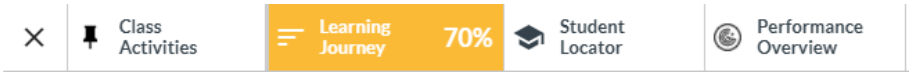
Clicking on any of the blue checkmarks will bring up a new window like this one, showing a description, student performance data, and the resources associated with the specific competency.

Selecting **Competency Progress Report** from the dropdown menu shows progress shows class-level progress on your course's competencies or learning standards. The report's main page shows a class Skyline.

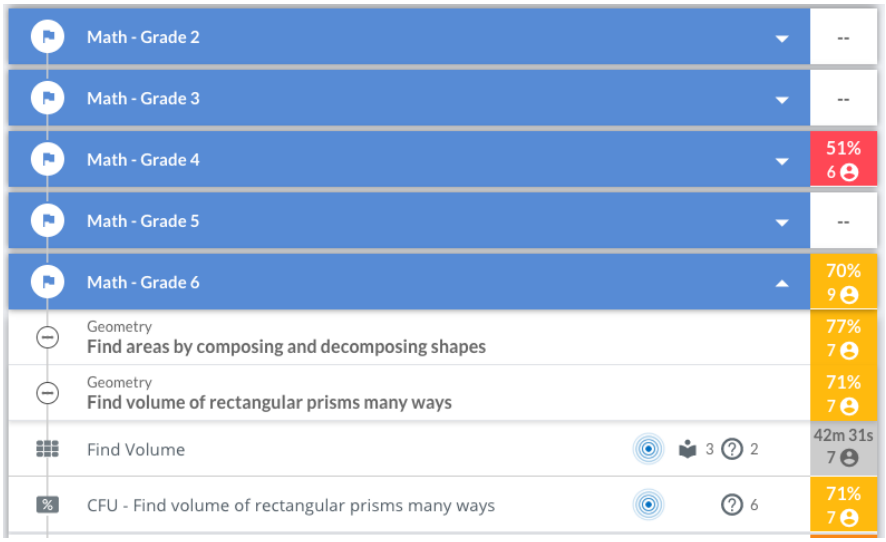


Each block in the graph is one competency. All competencies that your students have studied so far appear in light blue. Competencies that no students have yet attempted appear in gray. As your students encounter more content and move through their Learning Journeys, more of the graph will turn blue.

Learning Journey:



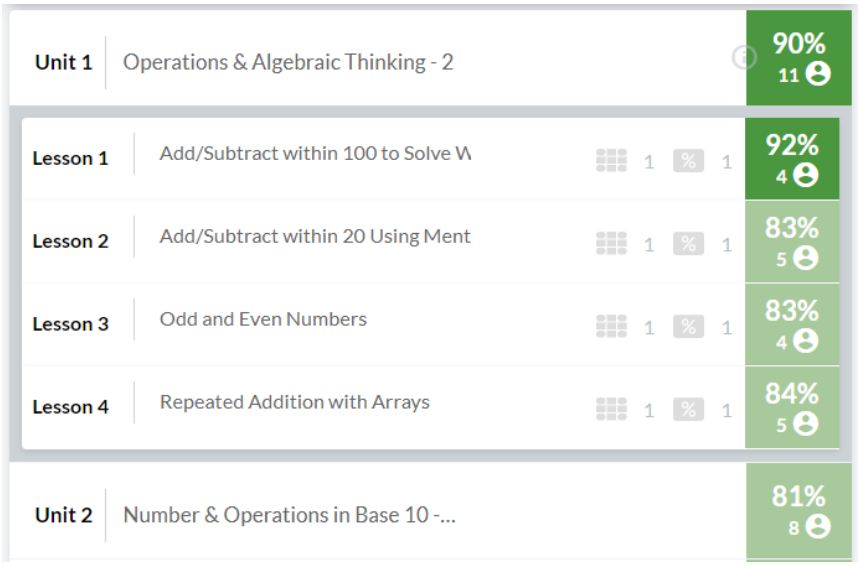
Click on the **Learning Journey** tab on your classroom page to view your course's content broken down by grade, domain, and competency. You can click into any competency to see the collections and assessments associated with it.



For example, here we have clicked on the competency "Find the volume of rectangular prisms many ways" in Grade 6 geometry.

There is a collection of resources ("Find Volume") and an assessment ("CFU") linked to this competency.

Reviewing your course Learning Journey can give you a quick summary of your students' average performance per competency. In the example above, 7 students scored an average of 71% on the assessment ("CFU").



All scores have been color-coded to help you make quick, in-the-moment decisions about re-teaching.

Clicking on the blue "Show Course Map" text in the upper right corner of your Learning Journey will show all Math Navigator content from grades 2-8.

The complete course covers all 268 Common Core Standards across 10 domains and 8 mathematical practices.

Gooru Glossary

Assessment	A set of scored questions tagged to a particular competency; used to judge mastery and build the Skyline. Also called a “CFU” (check for understanding).
CFU	Check for understanding; same as “Assessment”.
Class Activities (CAs)	Collections and assessments that teachers can post to be completed over a specific period of time. Data populate in real-time.
Class Card	Viewable upon log-in, one per Gooru class. Shows class name, icons for tabs (Learning Journey, Class Activities, etc.), and wheel icon for Class Settings.
Classroom	Virtual space managed by teachers in which students work through content from a given competency framework.
Classroom Code	Unique code students can use to join a classroom.
Collection	A playlist of resources (videos, website, images, etc.) and sample questions tagged to a competency.
Competency	Learning standard; typically, a Navigator course includes one lesson per competency.
Course Map	View of all content available in an assigned course.
Destination	Found in Class Settings, to the right of each student’s name. Indicates the highest level of material the student has in their Learning Journey; typically set at grade-level, can be adjusted by the teacher.
Diagnostic	Small, adaptive assessments given at the domain-level in some subject areas; used to approximate a student's starting point.
FRQ	Free response question; teacher-graded question type available in some Learning Journeys and in Class Activities.
Gain	Occurs when a student masters (≥80%) a competency for the first time.
Gooru Catalog	All published content available in Gooru from any/all Gooru users; searchable by competency.
Go Live	Launches an assessment “live” during class. Student data populate in real-time; teachers can display identified or anonymized results.
Hi-line	Green goal line in each student’s Proficiency Chart. The goal is to build up the Skyline so it reaches the hi-line; typically aligns with a student’s grade level.
Learning Journey	A student's personalized path through a subject's competencies; self-navigated; includes assessments, collections, and activities. Mastery is accrued as the student progresses.
Library	A searchable bank of resources typically grouped by source.
Mastery	Score of ≥80% on an assessment tagged to a competency; shades in a block on the Proficiency Chart (builds Skyline).

Offline Activities (OAs)	Activities that can be worked on offline and then submitted online; include projects and enrichment activities.
Proficiency Chart	Chart showing student's Skyline, hi-line, and mastered competencies. Each vertical column represents a domain. Within a domain, each competency is represented by a block. The goal is to close the gap between the Skyline and green hi-line.
Progress Report	Shows a range of student- and class-level data, including competency gains, time spent, and diagnostic status. Printable and downloadable over any date range.
Reinforced Mastery	Occurs when a student re-masters a competency they are already proficient in; useful in review activities, tracked on progress report.
Resource	A video, website, simulation, animation, interactive page, or uploaded file tagged to a competency; organized into collections.
Roster	List of students in your class; viewable in Class Settings by clicking wheel icon.
Scope and Sequence	Order and standards from your curriculum, filled with Gooru-crafted and open education resources. Searchable on your Class Activities tab.
Skyline	A thick white line on the Proficiency Chart that indicates a student's current understanding in each domain; grows vertically as the student gains mastery.
Student Locator	Teacher tab where all data reports are housed.
Study Timer	Viewable on student pages; accrues time spent on collections and assessments as students work.
Suggestion	Automatically offered but can also be assigned by the teacher. Suggested collections offered after signs of struggle; suggested assessments offered after evidence of mastery. Students have agency to decline; all suggestions are retrievable under the orange compass icon.
Time Spent	Student's active learning time in their Navigator course; includes time in assessments and on resources, and does not include time browsing or navigating between pages.