



Participant Manual

Designed to empower educators to
effectively learn the functionality of Boom
reporting.

Arranged by:

Stefanie Claros
Yanichelle Rosado
Kyle Savchuk

www.boomlearning.com

GOALS

- Understand how Boom generates student reports
- Learn how to read student report data
- Use Presentation Mode to generate and assign reports
- Delete classrooms and student accounts

AGENDA:

- Student and Class Reports
- Reports by Deck
- Delete classrooms and student accounts
- Post-Test
- Feedback

MODULE 1

STUDENT AND CLASS REPORTS

MODULE 1

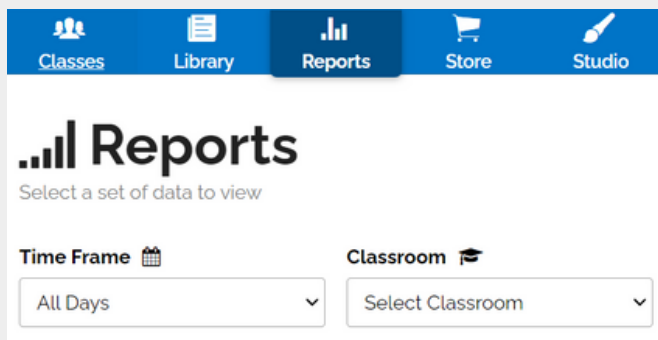
STUDENT & CLASS REPORTS

Reports 1 serves as a guide for finding, filtering, and printing Boom Reports, but does not include student account creation or play. Students create Boom reports when they sign in to a Boom Student account and play assigned Boom Cards.

If you do not have student accounts setup yet, some steps of Module 3 will not be able to be completed.

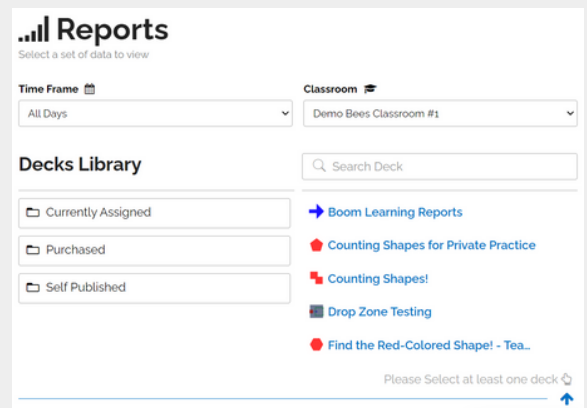
1

For student and Classroom report data, click the **Reports** tab.



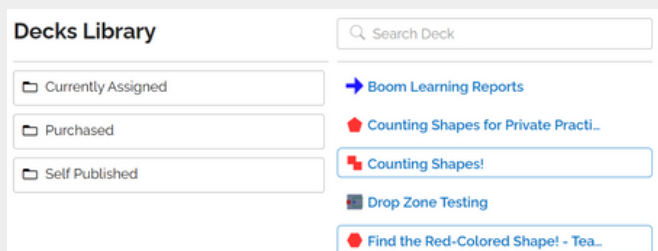
2

Select **All Days** in Time Frame and the **Demo Class** in Classroom:



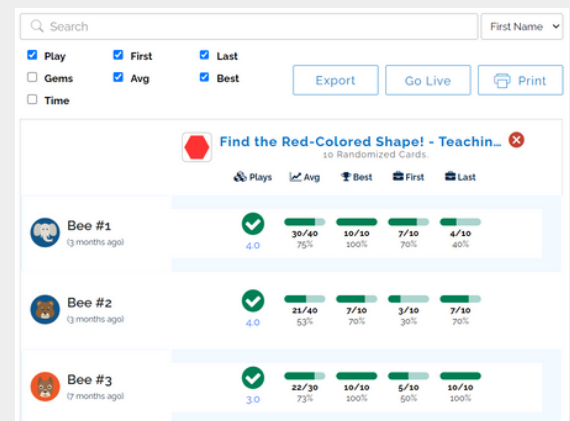
3

With **All Days** and the demo class selected, highlight the demo Boom Cards deck below. The demo students from the setup portion of this module will become visible below.



4

Scroll down to review the student report data.



MODULE 1

STUDENT & CLASS REPORTS

5

You can select which metrics to display in the performance report.

Search First Name

☒ Play ☒ First ☒ Last
☒ Gems ☒ Avg ☒ Best
☒ Time

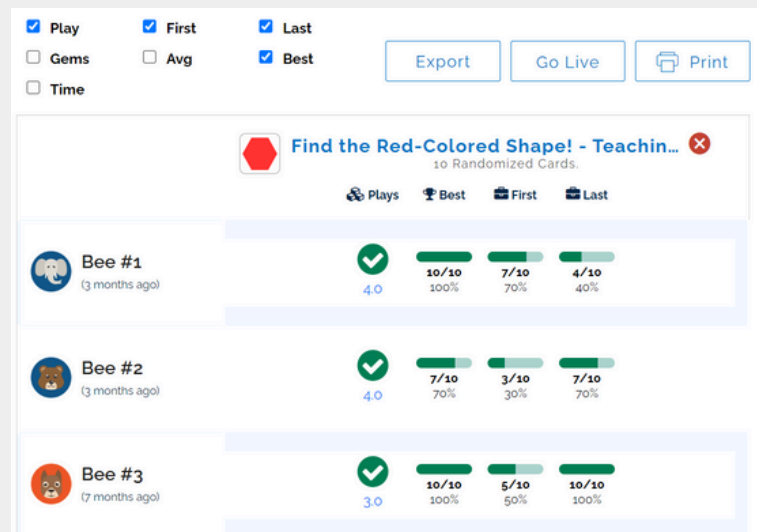
[Export](#) [Go Live](#) [Print](#)

6

- **Play** indicates how many times the student completed the deck.
- **First** indicates the score the student received when first completing the deck.
- **Last** indicates the score the student received on their most recent completion of the deck.
- A **Gem** is awarded when a student answers a card correctly, and there is **only 1 Gem** to earn per card in a deck.
- **Avg** displays the total number of correct answers divided by the total number of questions answered.
- **Best** indicates the session where the student submitted the greatest number of correct responses.
- **Time** indicates how much time the student has spent playing the deck.

7

Data points that are selected will appear on screen and in saved reports (.PDF and .CSV files).

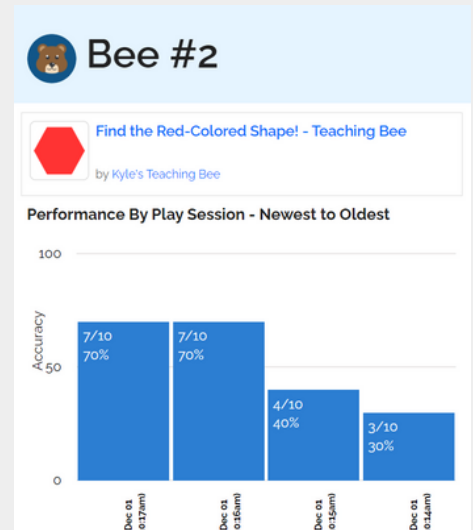


MODULE 1

STUDENT & CLASS REPORTS

8

Each student in the selected Classroom will display in a row. Click the **green play circle with the check** in the center to view a specific student's reports in more detail and see an accuracy map.



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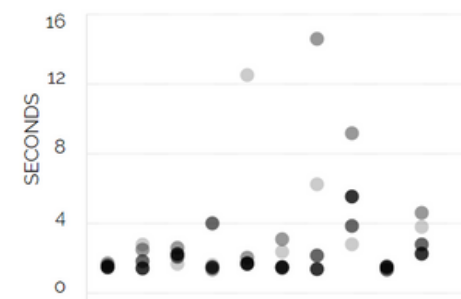
Students who play a deck more than once will generate multiple results, represented as:

- **Blue bars** in a graph showing scores (above right).
- **Red and green cells** represent correct and incorrect responses on individual cards. Click on any cell to see student responses to each card.
- **Response time dots** indicate how much time a student spent looking at the card before submitting a response. Clicking on a dot will show the card. A more **opaque** dot represents results from the most recent play session. A more **transparent** dot represents results from earlier play sessions.

Accuracy Map - Most Recent Data



Response Time



MODULE 2

REPORTS BY DECK

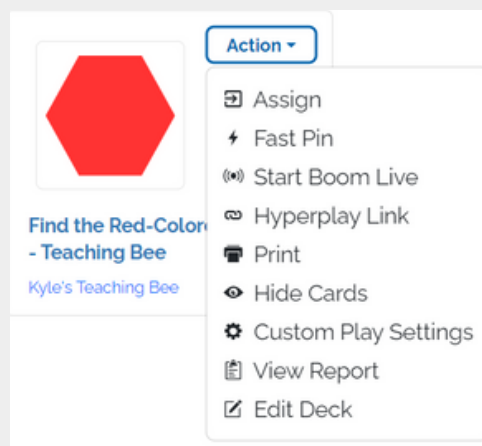
MODULE 2

REPORTS BY DECK

1

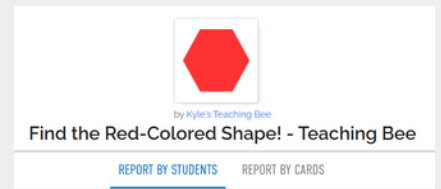
Report data about a deck is also available.

Navigate to the Library, click **Action** on a deck, then click **View Report**.



2

Two gray tabs will be available, **Report by Students**, and **Report by Cards**.



3

Date and time a student played the deck will be displayed in a row. Data is arranged by column and can be sorted.

ACTIVE means the student has not completed the session.

Sort by tapping column titles						
Name	Username	Time	Time Spent	Status	Correct	InCorrect
Bees #1	bee_1	2022-10-05 17:15		ACTIVE	0	0
Bees #1	bee_1	2022-10-05 17:15	0:45	Done	4	6
Bees #3	bee_3	2021-12-01 11:19	0:18	Done	10	0
Bees #3	bee_3	2021-12-01 11:19	0:36	Done	7	3
Bees #3	bee_3	2021-12-01 11:18	0:17	Done	5	5
Bees #2	bee_2	2021-12-01 11:17	0:32	Done	7	3
Bees #2	bee_2	2021-12-01 11:16	0:39	Done	7	3
Bees #2	bee_2	2021-12-01 11:15	0:18	Done	4	6
Bees #2	bee_2	2021-12-01 11:14	0:16	Done	3	7
Bees #1	bee_1	2021-12-01 11:12	0:09	Done	10	0
Bees #1	bee_1	2021-12-01 11:12	0:10	Done	9	1
Bees #1	bee_1	2021-12-01 11:12	0:10	Done	7	3

Delete All Data... Help

4

Deck reports may be deleted by clicking the **Delete All Data** button at the bottom.

Do not click this, but know that you can delete if you need to.

MODULE 2

REPORTS BY DECK

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Columns represent progress metrics.

Name	Username	Time	Time Spent	Status	Correct	InCorrect
Bee #1	bee_1	2022-10-05 17:15		ACTIVE	0	0
Bee #1	bee_1	2022-10-05 17:15	0:45	Done	4	6
Bee #3	bee_3	2021-12-01 11:19	0:18	Done	10	0

Name is the student account's nickname. This does not refer to their sign in credential. You may click their name to view their report card for the deck.

Username is the student's sign in username.

Time refers to the date and time that the student last played the activity.

Time Spent refers to how long the recorded session lasted.

Status will read as:

- **ACTIVE**
- **Done**

ACTIVE means the student exited prior to answering all of the cards, used the back button, or hit **Save & Quit**.

Done means the student completed the deck.

Correct indicates the number of correct answers submitted during the session.

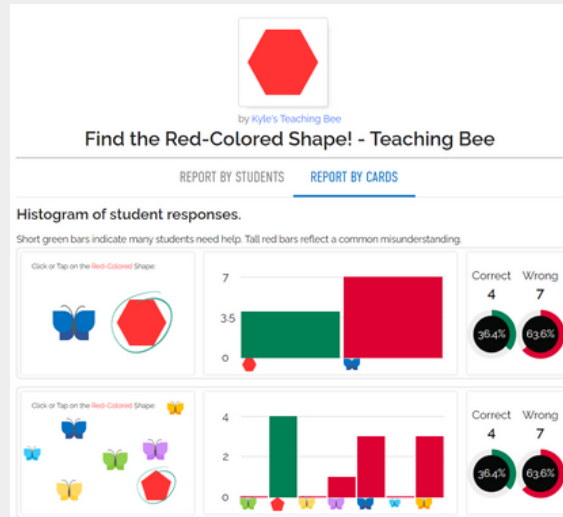
Incorrect indicates the number of incorrect answers submitted during the session.

MODULE 2

REPORTS BY DECK

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The **Report by Cards** tab displays each card in the deck along with the total number of correct and wrong responses by students during all play sessions of the selected deck.



A card that has received the highest number of incorrect responses will always sort to the top.

A card that has received the highest number of correct responses will always sort to the bottom.

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A **Red Bar** on the graph will show an incorrect option on the card that students are submitting.



A **Green Bar** on the graph indicates cards that have been answered correctly by students.

NOTE

- On the left, you'll see a visual indication of what the answer choices look like in the card's design. On the right, you'll see correct and wrong answers as a bar chart. Green indicates correct choices. Red indicates incorrect choices. The height of the bars in the chart represents the number of responses.

MODULE 3

PRESENTATION MODE REPORTS

MODULE 3

PRESENTATION MODE

1

Report data about a deck is also available.

Navigate to the Library, click **Action** on a deck, then click **View Report**.

2

Two gray tabs will be available, **Report by Students**, and **Report by Cards**.

3

Date and time a student played the deck will be displayed in a row. Data is arranged by column and can be sorted.

ACTIVE means the student has not completed the session.

4

MODULE 1

STUDENT & CLASS REPORTS

5

You can select which metrics to display in the performance report.

6

7

MODULE 4

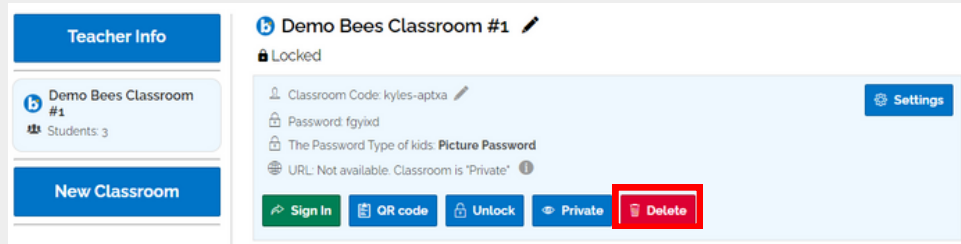
DELETING CLASSROOMS AND STUDENTS

MODULE 3

DELETING CLASSROOMS AND STUDENTS

1

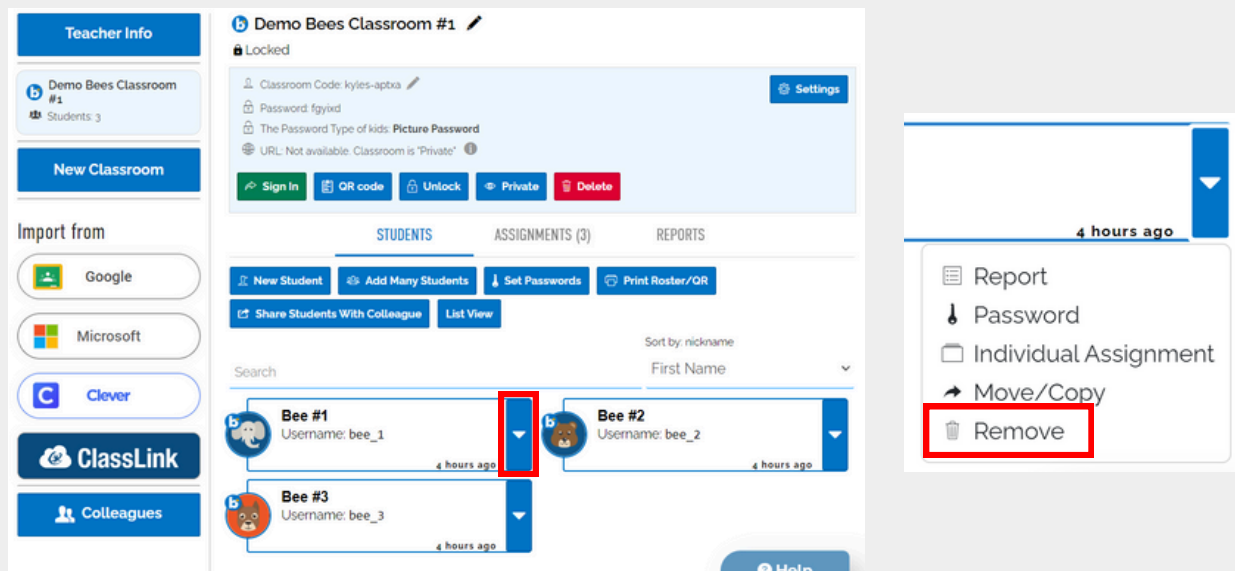
To delete all student records from an account by Classroom:



- Navigate to **Classes**.
- Select the Classroom to be deleted.
- Click the red **Delete** button.
- Type **DELETE** in all capital letters to confirm.

2

To delete a student's account and records:



- Navigate to **Classes**.
- Click the Classroom with the student you want to delete.
- Click the drop down arrow on that student.
- Click **Remove**. This deletes the student's account permanently!

POST-TEST

Scan the QR Code to complete the post-test.



<https://forms.office.com/r/dMxabr74Cq>

CONTACT US

- **Info Website:**
 - www.boomlearning.com
- **App:**
 - wow.boomlearning.com
 - [Apple AppStore](#)
 - [Google Play](#)
 - [Amazon AppStore](#)
- **Emails:**
 - help@boomlearning.com
 - sales@boomlearning.com
- **Phone:**
 - **1-833-WOW-BOOM**



FEEDBACK FORM

Instruct participants to scan the QR Code to complete the Boom Training Academy feedback form.



Link:

<https://forms.office.com/r/uNhBpBMAFf>