

Reporting Menu

Administration Menu

Manage Children

Quest Blocks

Get Rumbles

Manage Groups

How to use

My Account

Align Responses

Generate Report

Summary Report

Featured Child Report

Child Scores Report

Assets Report

# Group Summary Report - Berryville State School

Select Quest Block(s)

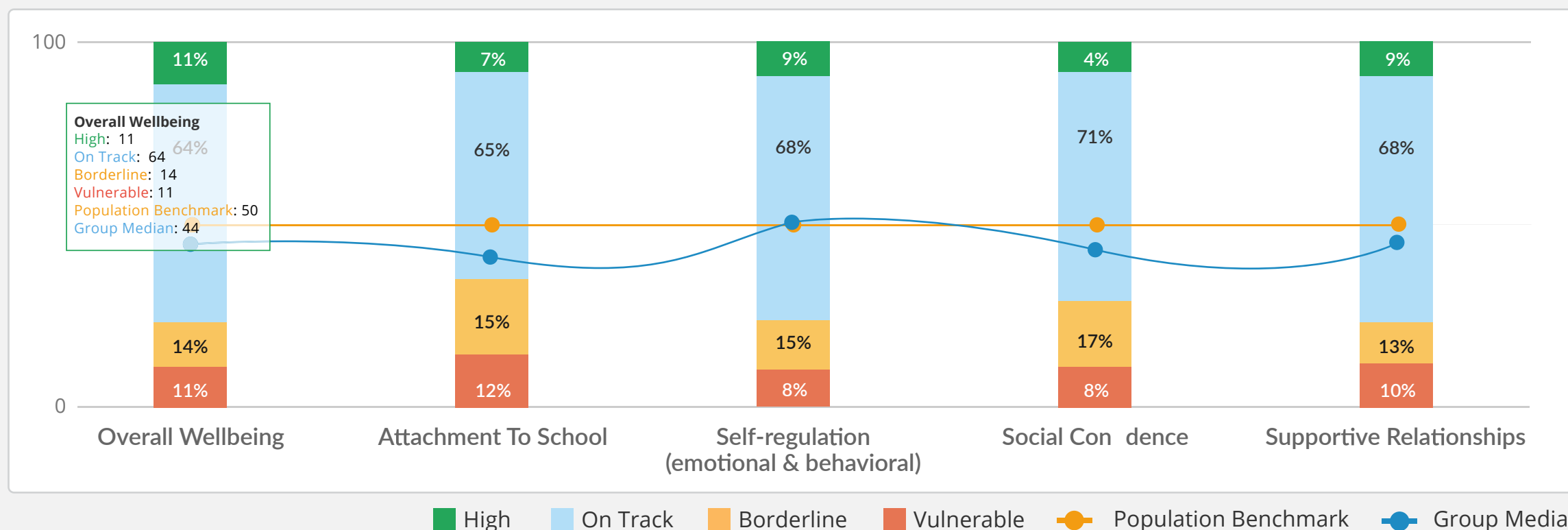
Print

Quest Block: Term 2 2017

## Wellbeing Report

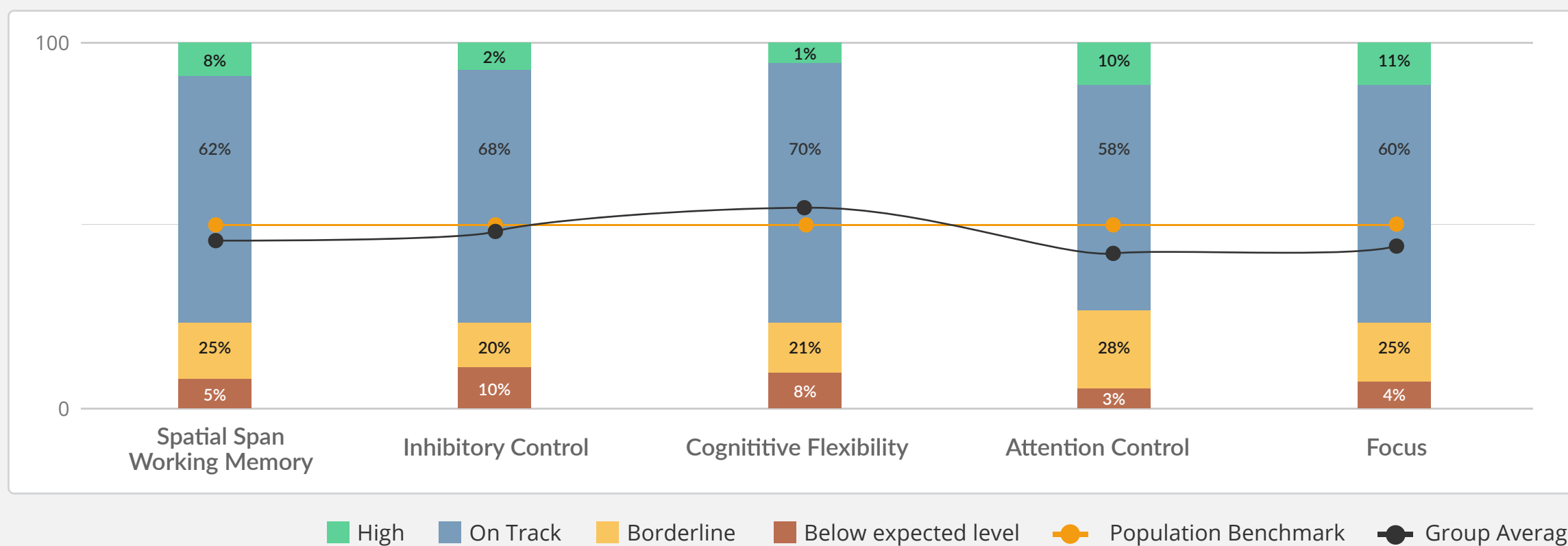
Filter by

Group size = 430



## Executive Function Report

Filter by



- Reporting Menu
- Administration Menu
- Align Responses
- Generate Report
- Summary Report
- Featured Child Report**
- Child Scores Report
- Assets Report

- Manage Children
- Quest Blocks
- Get Rumbles
- Manage Groups
- How to use
- My Account

## Featured Child Report - Berryville State School

Select Quest Block(s) Print

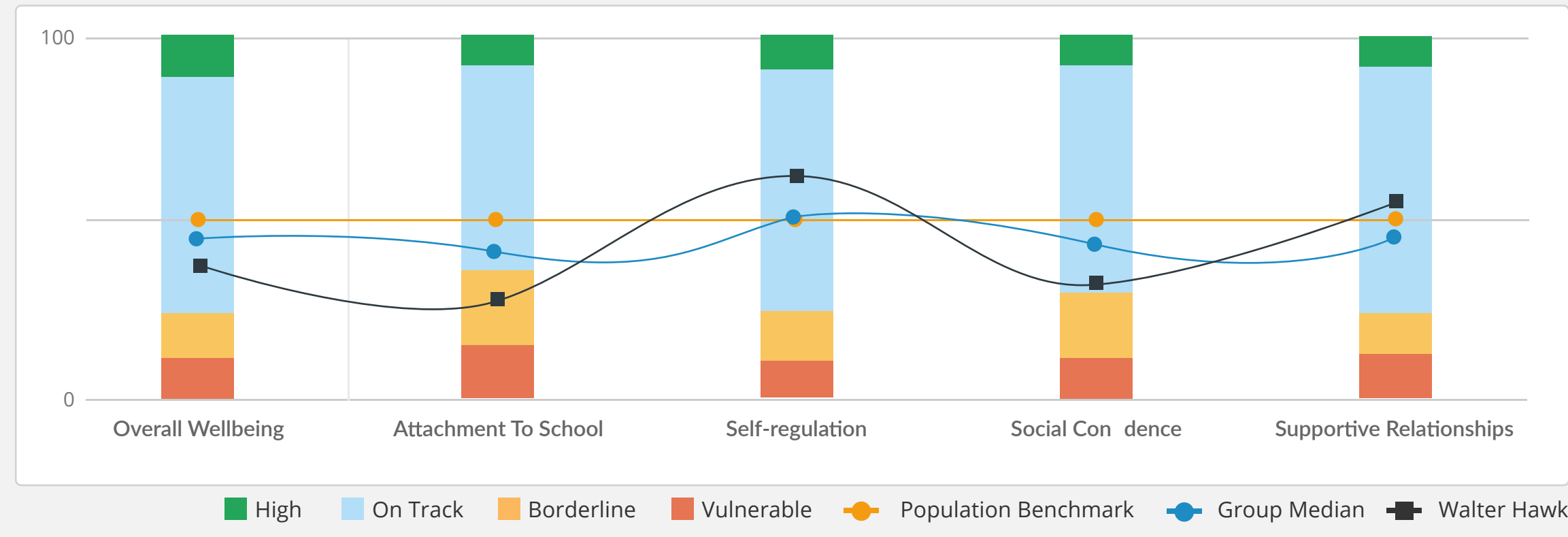
Filter by

Quest Block: Term 2 2017

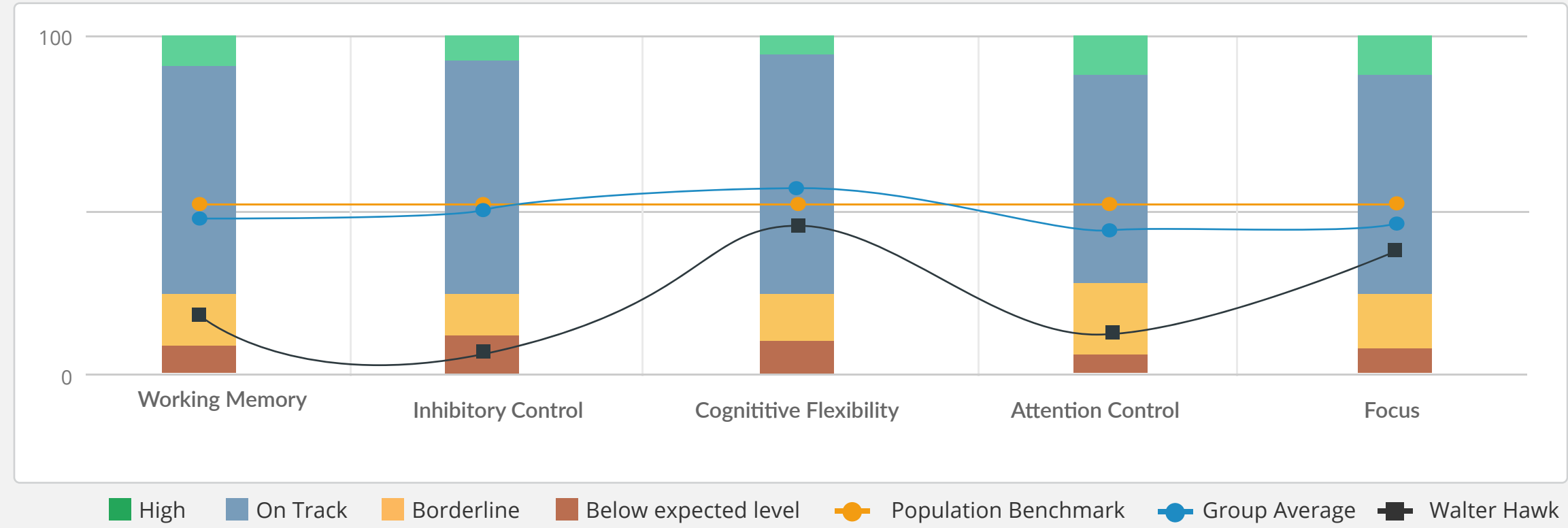
### Walter Hawk

Grade Year 6, Class 6F  
Quest Block Date: 24/01/2018

#### Wellbeing



#### Executive Function



### About this report

This report shows your child's results from Rumble's Quest. When children participate in Rumble's Quest they complete fun challenges and answer questions about the way they experience the world.

The questions are grouped into four areas:	The challenges call on the following "executive" skills:
<ul style="list-style-type: none"> <li>- Attachment to School - how children feel about school</li> <li>- Social Confidence - how children feel about themselves and how they relate to others</li> <li>- Self Regulation - how children manage their feelings and actions</li> <li>- Supportive Relationships - how children feel nurtured within secure environments.</li> </ul>	<ul style="list-style-type: none"> <li>- Memory - in the Working Memory game children tap a sequence of squares in the same order they saw them light up</li> <li>- Concentration - in the Inhibitory Control and Flexible Thinking game children use the shape of the objects presented on screen to decide whether or not to tap an object as soon as they see it</li> <li>- Attention - in the Attention and Focus game children search through a screen filled with many shapes to find all the ones that look the same</li> </ul>

# Child Scores Report - Berryville State School

Select Quest Block(s)

Print

Sort by Year Level Class Age Gender Gender

Filter by Year Level Class Age Gender Gender

Sort Overall Wellbeing None [Download CSV](#)

Child Id	First Name	Last Name	Overall Wellbeing	Attachment To School	Self-regulation (emotional & behavioral)	Social Confidence	Supportive Relationships	Spatial Span Working Memory	Inhibitory Control	Cognitive Flexibility	Attention	Focus
123456	James	Wobacky	80 (+)	60 (+)	70 (+)	50 (+)	90 (+)	60 (+)	70 (+)	50 (+)	60 (+)	65 (+)
123456	Paige	Huskervar	70 (+)	60 (+)	60 (+)	60 (+)	80 (+)	80 (+)	65 (+)	55 (+)	45 (+)	30 (-)
654321	Peter	Parker	25 (-)	25 (-)	8 (-) ■	30 (+)	5 (-) ■	20 (-)	25 (-)	30 (-)	30 (-)	30 (-)
123456	Michael	Kalker	65 (+)	60 (+)	12 (-) ■	60 (+)	60 (+)	45 (+)	20 (-)	30 (-)	50 (+)	50 (+)
654321	Katie	Wong	10 (-) ■	7 (-) ■	6 (-) ■	6 (-) ■	30(+)	30 (-)	20 (-)	25 (-)	30 (-)	25 (-)
123456	Ian	Walter	85 (+)	60 (+)	50 (+)	80 (+)	90 (+)	60 (+)	50 (+)	50 (+)	70 (+)	65 (+)
654321	Denise	Parker	60 (+)	50 (+)	65 (+)	60 (+)	60 (+)	60 (+)	70 (+)	50 (+)	55 (+)	55 (+)
123456	Wally	West	75 (+)	60 (+)	80 (+)	60 (+)	70 (+)	50 (+)	75 (+)	65 (+)	90 (+)	90 (+)
654321	Haami	Skywalker	90 (+)	90 (+)	85 (+)	90 (+)	90 (+)	90 (+)	80 (+)	85 (+)	80 (+)	90 (+)
123456	Jason	Andrew	10 (-) ■	10 (-) ■	15 (-)	5 (-) ■	20 (-)	20 (-)	10 (-)	20 (-)	25 (-)	25 (-)
654321	Laura	Robertson	40 (+)	40 (+)	40 (+)	35 (+)	45 (+)	50 (+)	50 (+)	50 (+)	50 (+)	50 (+)

(+) Within Expected Range  
 (-) Below Expected Range  
 ■ Vulnerable range

- Reporting Menu
- Administration Menu
- Align Responses
- Generate Report
- Summary Report
- Featured Child Report
- Child Scores Report
- Assets Report

# Assets Report - Berryville State School

Select Quest Block(s) [Print](#)

## Child Assets

- Commitment to Learning
- Positive Values
- Positive Identity
- Safe Protective Environment**

### Safe Protective Environment Summary

**Grand Mean** **3.24**  
n = 430

- High Band **37%**
- Medium Band **51%**
- Low Band **12%**

### Key Highlights

- 24%** of children in the group report they do not really know how to get help when needed
- 12%** of children in the group report they do not really have a caring adult available to help when they need them
- 5%** of children in the group report they do not really feel safe at home [Click to see who](#)
- 16%** of children in the group report they do not really feel safe at school [Click to see who](#)

Questions	Mean Response Rating	Response Ranking - % Who scored
Safe Protective Environment (n = 33)		Lowest Low - Mod Moderate Mod - High Highest
Q11 When things go bad, do you know how to get help?	3.61	20 4 21 50 5
Q16 Do good things happen to you	3.38	7 22 36 28 7
Q17 Do you get to do things that you enjoy?	3.7	4 32 36 16 12
Q18 Do your parents make you feel happy?	3.69	3 15 28 49 5
Q19 Do other kids make you feel happy?	3.44	6 7 49 32 21
Q37 Does a grown-up always know where you are?	3.17	4 13 47 31 5
Q38 Does a grown-up always listen and help when needed?	3.43	10 2 20 38 30
Q40 Do the adults you know protect you from danger and harm?	3.68	4 32 36 16 12
Q41 Do you have to go to bed by a set time on school nights?	3.68	3 15 28 49 5
Q42 Do you feel safe at home?	3.94	3 2 5 30 60
Q43 Do you feel safe at your school?	3.44	4 12 47 32 5
Q44 Do you feel safe in your neighbourhood?	3.42	7 22 36 28 7
Q45 Do you have dinner together with your family?	3.82	4 32 34 18 12
Q47 Participation in out-of-school activities?	3.42	3 15 28 49 5
Q49 Do you do fun things with your parents?	3.63	6 7 49 32 21
Q50 Do you ever play at your friend's house?	3.16	4 12 47 32 5
Q51 Do you ever see someone fighting?	3.03	7 22 36 28 7
Q53 Are the people you know good to each other?	3.23	4 32 36 16 12
Q54 Do your parents think school is important	3.63	3 15 28 49 5
Q55 Do people treat you in a fair way?	3.27	6 7 49 32 21
Q56 Are people mean to you?	2.36	4 12 47 32 5
Q57 Do bad things happen to you?	2.13	7 22 36 28 7

## Child Assets Breakdown - Commitment to Learning

Filter	Mean	Percent Low, Medium and High On Asset
Gender	Girls 3.9 n = 150	Female 21 47 32
	Boys 3.0 n = 151	Male 23 33 44
Indigenous	No 3.9 n = 150	Female 21 47 32
	Yes 3.0 n = 151	Male 23 33 44
Age	6: 3.9 n = 150	Female 21 47 32
	7: 3.0 n = 151	Male 23 33 44

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Administration Menu

Manage Children

Quest Blocks

Get Rumbles

Manage Groups

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My Account

Align Responses

Generate Report

Summary Report

Featured Child Report

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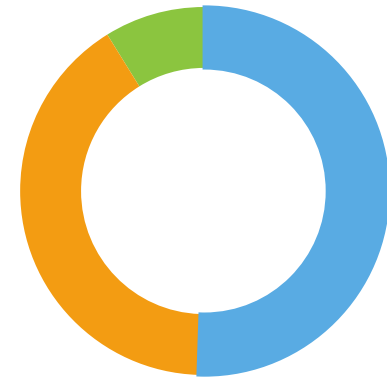
Assets Report

# Assets Report - Berryville State School

Select Quest Block(s) Print

- Commitment to Learning
- Positive Values
- Positive Identity
- Safe Protective Environment**

## Safe Protective Environment Summary



**Grand Mean** 3.24  
n = 430

- High Band 37%
- Medium Band 51%
- Low Band 12%

### Key Highlights

- 24%** of children in the group report they do not really know how to get help when needed
- 12%** of children in the group report they do not really have a caring adult available to help when they need them
- 5%** of children in the group report they do not really feel safe at home [Click to see who](#)
- 16%** of children in the group report they do not really feel safe at school [Click to see who](#)

## Not Safe at School (X) Close

The following children said they do not really feel safe at home

- **Peter Parkinson** Age 8 Class 3F [Read more](#)
- **Leia Organa** Age 7 Class 2B [Read more](#)
- **Bruce Davis** Age 11 Class 6C [Read more](#)
- **Holly Hunter** Age 9 Class 4A [Read more](#)
- **Joséphine Walker** Age 8 Class 3G [Read more](#)

## Holly Hunter

### Holly's answers to the following questions indicated

Question	Lowest wellbeing		Moderate wellbeing		Highest wellbeing
Q42 Do you feel safe at home	●	●	●	●	●
Q40 Do adults you know protect you from danger and harm	●	●	●	●	●
Q56 Do bad things happen to you	●	●	●	●	●
Q11 When things go wrong do you know how to get help	●	●	●	●	●
Q38 Does a grown up always listen and help when you need them	●	●	●	●	●
Q16 Do good things happen to you	●	●	●	●	●
Q12 Do you feel like you have problems	●	●	●	●	●

## Questions

### Response Ranking - % Who scored

Question	Mean Response Rating	Lowest	Low - Mod	Moderate	Mod - High	Highest
<b>Safe Protective Environment (n = 33)</b>						
Q11 When things go bad, do you know how to get help?	3.61	20	4	21	50	5
Q16 Do good things happen to you	3.38	7	22	36	28	7
Q17 Do you get to do things that you enjoy?	3.7	4	32	36	16	12
Q18 Do your parents make you feel happy?	3.69	3	15	28	49	5
Q19 Do other kids make you feel happy?	3.44	6	7	49	32	21
Q37 Does a grown-up always know where you are?	3.17	4	13	47	31	5
Q38 Does a grown-up always listen and help when needed?	3.43	10	2	20	38	30
Q40 Do the adults you know protect you from danger and harm?	3.68	4	32	36	16	12