



Rumble's Quest

Sample Report

This sample report contains data for the purposes of demonstration only. It illustrates the following report types:

Page 2 **Summary Report**

The Group Summary section uses bar graphs to present scores for your group, and to show how the group compares to the norming benchmark. It also shows the percentage of children in your group whose scores fall within what might broadly be considered “healthy” and “vulnerable” ranges.

Page 3 **Featured Child Report**

The Featured Child Report is the recommended format for sharing information about a child's Rumble's Quest results with their carers. It shows where the child's scores sit within the distribution

Page 4 **Child Scores Report**

This section presents 10 scores (5 wellbeing scores and 5 executive skill indicator scores) that have been calculated for each child in your group. Children's scores are based on the responses they make as they play the game.

Page 5 **Assets Report**

The Assets Report combines items into four asset areas (Commitment to Learning; Positive Values; Positive Identify; Safe Protective Environment). Then it shows the proportion of children in your group who responded in particular ways to each of the items associated with each asset.

Page 6 The Assets Report also includes a drill down feature that lets you know who reported not feeling safe.

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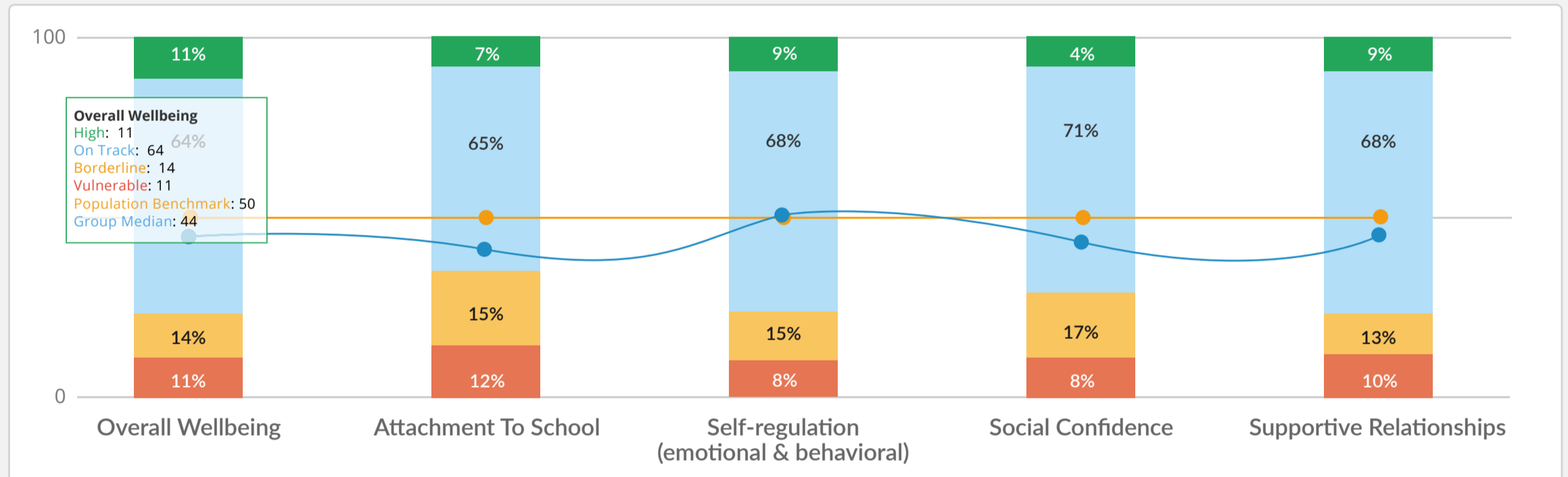
Quest Block: BERR001-NB

Date: 24 Jan 2018 — 29 Aug 2019

Summary Report

Filter by

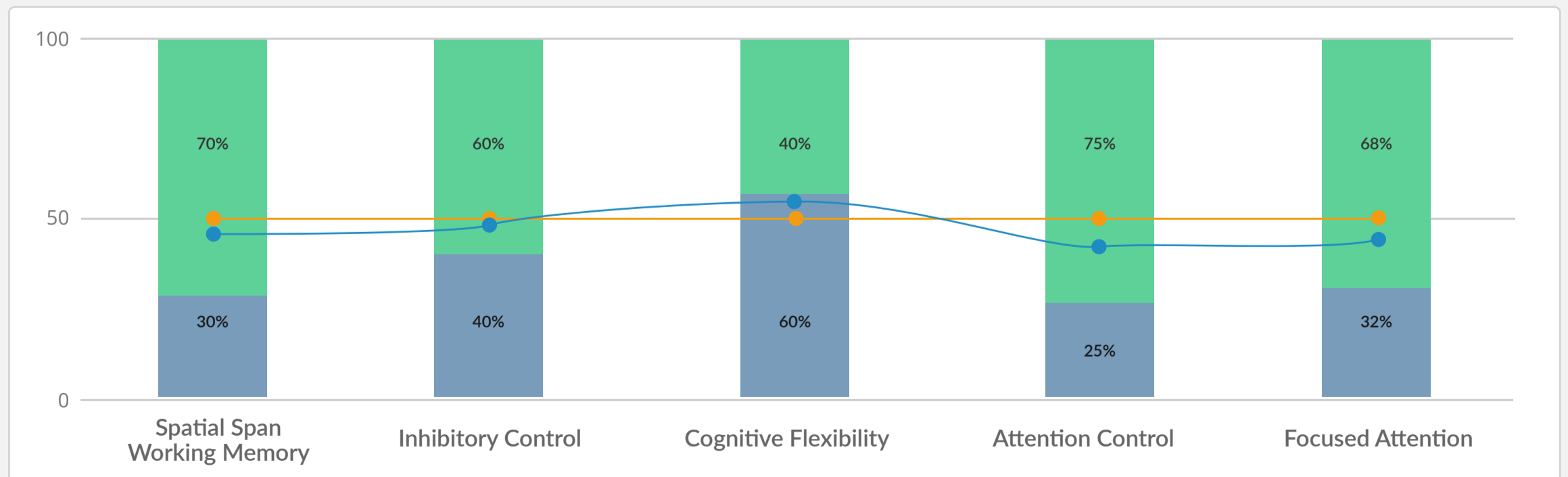
Wellbeing Summary Report (n = 435)



■ % of Group in High Range
 ■ % of Group in On Track Range
 ■ % of Group in Borderline range
 ■ % of Group in Vulnerable Range
● Population Benchmark
 ● Group Median

Filter by

Executive Function Summary Report (n = 435)



■ at or above expected level
 ■ below expected level
 ● Population Benchmark
 ● Group Average

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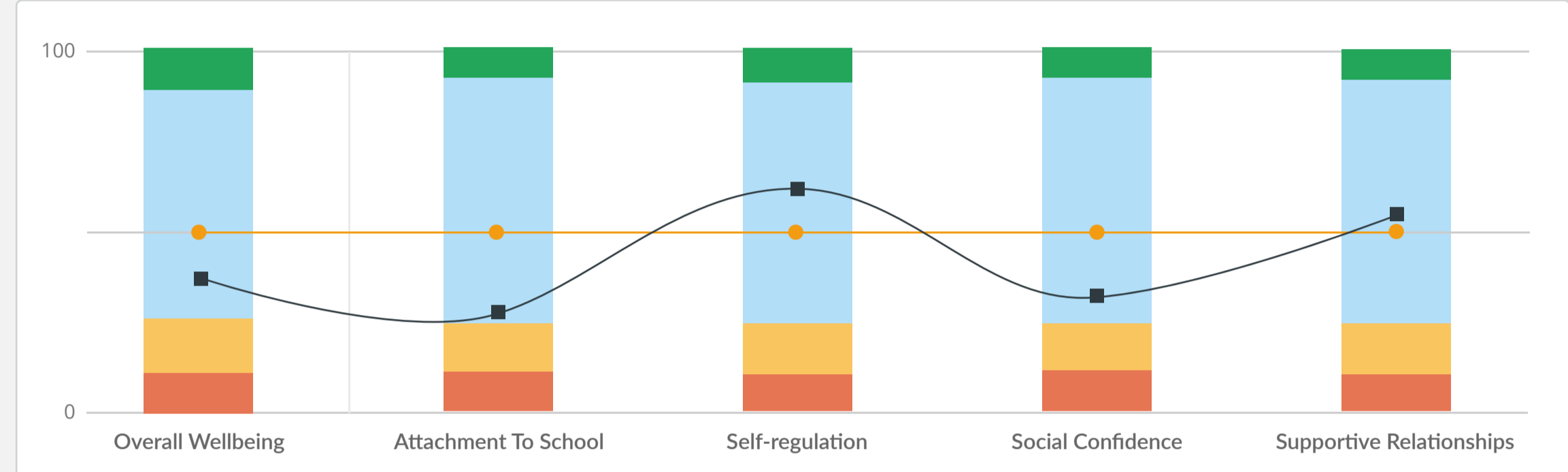
Date: 24 Jan 2018 — 29 Aug 2019

Featured Child Report

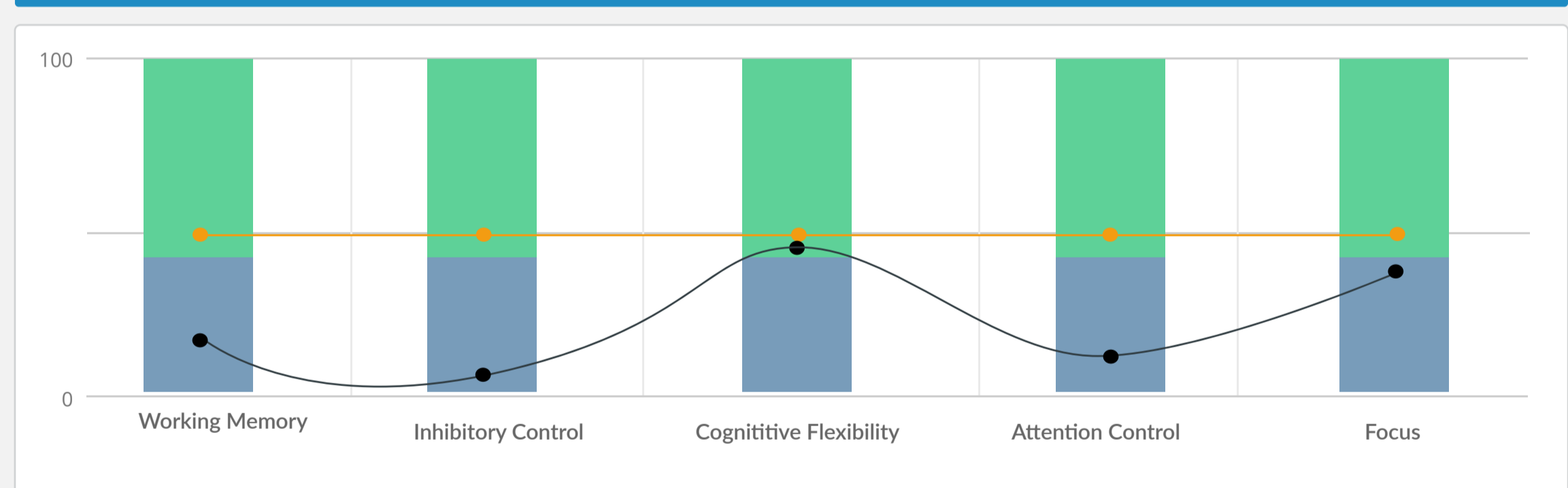
Select

Gary Grey

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"> Attachment to School - how children feel about school Social Confidence - how children feel about themselves and how they relate to others Self Regulation - how children manage their feelings and actions Supportive Relationships - how children feel nurtured within secure environments. 	<ul style="list-style-type: none"> Memory - in the Working Memory game children tap a sequence of squares in the same order they saw them light up 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 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

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Child Scores Report

Filter by Name Class Age First Peoples

Export CSV

Id	Name	Overall Wellbeing	Attachment To School	Self-regulation	Social Confidence	Supportive Relationships	Working Memory	Inhibitory Control	Cognitive Flexibility	Attention Control	Focussed Attention
123456	Peter Green	80	60	70	50	90	60	70	50	60	65
434514	Paige	70	60	60	60	80	80	65	55	45	30 (-)
654321	[Redacted]	25 (-)	25 (-)	8 (-) ■	30	5 (-) ■	20 (-)	25 (-)	30 (-)	30 (-)	30 (-)
782576	[Redacted]	65	60	12 (-) ■	60	60	45	20 (-)	30 (-)	50	50
412455	[Redacted]	10 (-) ■	7 (-) ■	6 (-) ■	6 (-) ■	30	30 (-)	20 (-)	25 (-)	30 (-)	25 (-)
132972	[Redacted]	85	60	50	80	90	60	50	50	70	65
645528	[Redacted]	60	50	65	60	60	60	70	50	55	55
336288	[Redacted]	75	60	80	60	70	50	75	65	90	90
147259	[Redacted]	90	90	85	90	90	90	80	85	80	90
197524	[Redacted]	10 (-) ■	10 (-) ■	15 (-)	5 (-) ■	20 (-)	20 (-)	10 (-)	20 (-)	25 (-)	25 (-)
997524	[Redacted]	40	40	40	35	45	50	50	50	50	50

(-) Low Range
■ Vulnerable range

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Assets Report

- [Commitment to Learning](#)
- [Positive Values](#)
- [Positive Identity](#)
- [Safe Protective Environment](#)**

ASSET GRAND MEAN 3.24

Mean Rating (scale 0 - 4)
n = 321

- High 37%
- Medium 51%
- Low 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](#)

Breakdown by Question		Percent of Answers in Each Response Category		
Item	Mean Rating	Low	Medium	High
Q11 When things go bad, do you know how to get help?	3.61	20	28	52
Q16 Do good things happen to you	3.38	16	38	46
...	3.7	11	47	42
...	3.69	31	34	35
...	3.44	20	28	52
...	3.17	16	38	46
...	3.43	11	47	42
...	3.68	31	34	35
...	3.68	20	28	52
...	3.94	16	38	46
...	3.44	11	47	42
...	3.42	31	34	35
...	3.82	20	28	52
...	3.42	16	38	46
...	3.63	11	47	42
...	3.16	31	34	35
...	3.03	20	28	52
...	3.23	16	38	46
...	3.63	11	47	42
...	3.27	31	34	35
...	2.36	11	47	42
...	2.13	31	34	35

Child Assets Breakdown		Percent of Answers in Each Response Category			
Filter	Mean	Filter	Low	Medium	High
Gender	2.987 (n = 21)	Male	21	47	32
	3.145 (n = 10)	Female	23	33	44
First Peoples	2.997 (n = 27)	No	21	47	32
	3.318 (n = 4)	Yes	23	33	44
Age At Test	2.841 (n = 4)	6	21	47	32
	3.436 (n = 5)	7	23	33	44
	2.631 (n = 8)	8	21	47	32
	3.114 (n = 2)	9	23	33	44
	3.5 (n = 1)	10	21	47	32
	3.148 (n = 4)	11	23	33	44

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Not Safe at School

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

Billy Brown	Age 8 Class 3F	Read more
<i>Child Profile</i>	<i>Age 7 Class 3B</i>	<i>Read more</i>
<i>Quest Block</i>	<i>Age 11 Class 5C</i>	<i>Read more</i>

Billy Brown

Billy's answers to the following questions indicated	Lowest wellbeing		Moderate wellbeing		Highest wellbeing
Q43 Do you feel safe at your school?	●	●	●	●	●
Q11 When things go wrong do you know how to get help	●	●	●	●	●
Q44 Do adults you know protect you from danger and harm	●	●	●	●	●
Q45 Do bad things happen to you	●	●	●	●	●
Q46 Does a grown up always listen and help when you need them	●	●	●	●	●
Q47 Do good things happen to you	●	●	●	●	●
Q48 Do you feel like you have problems	●	●	●	●	●