This report provides a real-time snapshot of how students are performing across individual mathematics standards.

**Use for:**
- Tracking progress
- Planning instruction

**When:**
While students are using Learning Games

**Related Reports:**
*Factors of Learning (Class)*: provides an assessment of how students approach games across four key factors of learning, based on the choices students make in the games

**Navigation:**
1. Click the triangle next to the name of your class to see the report for your class. Administrators will see all classes in the school.

2. **Fluency** is determined by combining student performance on all game levels relevant to the standard. The fluency indicators below are based on how relevant game levels are to a specific standard and how a student performs in those specific levels.
   - **Not enough gameplay data:** The student has not spent enough time in games related to a standard or skill to report on fluency.
   - **Not displaying skill:** The student is not yet demonstrating fluency in the skill.
   - **Sometimes displaying skill:** The student is approaching fluency in the skill.
   - **Displaying skill:** The student is demonstrating fluency in the skill.

3. Use this dropdown to switch between the Details view and Overview view (not pictured) of the table.
   - **Overview view:** shows student performance on a domain
   - **Details view:** shows student performance on specific standards in the domain

4. Use this Grade dropdown to see how students are performing on standards for different grades.

5. Use the filter arrows to sort the data in the table by name or standard fluency level.