



Dear parents and carers,

This term, students in Years one to six will be invited to participate in Rumble's Quest. This is an online game that has been designed to measure student wellbeing.

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 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>▪ 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><li>▪ Concentration (in the Inhibitory Control and Flexible Thinking game children use the shape of objects presented on screen to decide whether or not to tap an object as soon as they see it)</li></ul>

These are all factors that underpin learning, and are building blocks for a wide range of skills such as: forward planning and the ability to set and achieve positive goals, the ability to manage our behaviour and emotions and to consider consequences before engaging in action. They are fundamental to making responsible decisions, getting along with others, and coping with difficult circumstances.

We are using this measure at the school as part of our Positive Behaviour Education Policy and our focus on student wellbeing. Rumble's Quest takes students approximately 45 minutes to complete. It will be undertaken in class groups later this term. The information we gather will help our school set directions for student support, and to inform teaching and learning strategies. We can use the game again in following years to gather information about the effectiveness of our student wellbeing strategies.

For more information about Rumble's Quest you may like to view the following video at <https://www.realwell.org.au/parents/>

**If for any reason you do not wish your child to participate, please send an email to [Jarred.Moon@education.wa.edu.au](mailto:Jarred.Moon@education.wa.edu.au) to let us know.**

The information we receive from the survey will be kept in the strictest confidence. Only general trends in data responses will be shared with anyone other than staff eg School Board. No names or identifying data will be disclosed.

We see Rumble's Quest as an important tool in assessing and tracking student wellbeing information. This will help us to prescribe the best support for students at our school.

Kind regards  
Lainie Beccegato  
Principal