

# Legends of Learning Pilot Study Brief

## Product Info

**Product Name:** Legends of Learning

**Product Description:** Curricular tool (web-based gaming)

**Learning Focus:** Physical Science, Earth & Space Science, Life Science (grades 6-8)

**Teacher Training:** Required training (one, 43-minute session)

**Student Usage Minimum:** Each grade level completed a minimum of three, 43-minute periods

**Device Specifications:** Safari on iPad

**Cost:** Unknown (not disclosed by district administration)

## District Context

**District demographics:** Approximately 2100 students in six schools, 94% White; 36% economically disadvantaged; 0% ELL; 1:1 iPads

**Pilot demographics:** 519 students in one middle school; grades 6-8, 6 science teachers piloting

## Pilot Goal

Increase Science NWEA-MAP assessment scores across all three grade-levels; Increase student engagement

## Implementation Plan

**Duration:** September 19, 2017 - January 15, 2018

**Quality of Support:** One brief (43-minute) training session; Educators were unsatisfied by the amount of training/PD, but educators were satisfied by the level of support afterwards; implementation was straight-forward.

**Implementation Model:** The tool was used to reinforce new science concepts being taught in class, and it was used for enrichment. Yes, this matched how it was intended to be used.

**Data collected:** Student pre- and post-pilot surveys, teacher pre- and post-pilot surveys, student and teacher interviews, and Legends of Learning teacher dashboard (including usage data, etc.)

## Findings

**Actual implementation model:** Aligned to plan

**Educator engagement:** Less frequently than originally anticipated (each science teacher used Legends of Learning at least 5 times)

**Educator satisfaction:** Educators were unsatisfied with the functionality of the tool on student iPads as well as the level of content within the product; product developer provided significant support, but was unable to satisfactorily solve the issue

**Student engagement:** Students could only use the tool when assigned by teachers and when the tool would function properly (only about 5 times per teacher)

**Student satisfaction:** Students were unsatisfied with the functionality of the tool; they relayed their frustration in the games lagging, freezing, and kicking them off

**Student learning:** While students showed growth on the Winter NWEA exams, teacher and student surveys and interviews as well as data on the Legends of Learning platform indicate that growth was not significantly due to this tool

## Outcome

**Purchasing Decision:** Based on the results, we would like for our technology staff to work more closely with the Legends of Learning tech staff to troubleshoot and overcome the lagging and freezing issues on our students' iPads. As it stands right now, it would not be our recommendation to purchase this EdTech tool in the future.