

# LEGENDS OF LEARNING CORRELATES TO OUTSIZED SOL/SCIENCE TESTING GAINS

2019 Pass Advanced Rate for Legends Users Increases  
**78% higher** than SOL Average for 2017/2018 School Years



## BACKGROUND

Legends of Learning was launched out of a research study that showed students playing a variety of standards-aligned educational games leads to large and statistically significant increases in test scores. This study was conducted by researchers from Vanderbilt's Peabody College of Education and Human Development and published in The Journal of Learning Sciences.

To build on the prior Vanderbilt research, a new study was conducted to evaluate the effect Legends of Learning games have on standardized assessments in science in Virginia.

## VIRGINIA STUDY METHODOLOGY

End of grade assessment data for the 2018-2019 school year for 8th Grade Science were accessed from Virginia databases with publicly available student data for the past 3 years and for districts in which Legends of Learning was used as prescribed - at least weekly over the course of the academic year by at least 1,000 test takers.

The study focused on student performance in Legends Schools in the 2018-2019 school year as compared to student performance in those same Legends Schools in the 2016-2017 and the 2017-2018 school years.

The change in test scores from Legends Schools was compared to the change in test scores from non-Legends Schools in the same grade.

## RESULTS

Virginia divides its 8th grade SOL exam scores into 3 levels:

FAIL

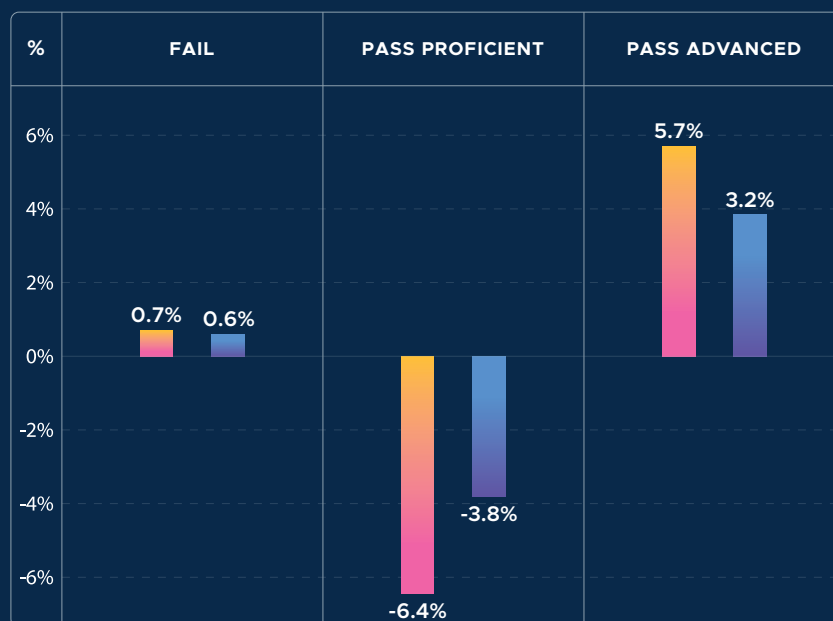
PASS PROFICIENT

PASS ADVANCED

Figure below shows that relative to Non-Legends Schools, Legends Schools moved a significantly higher number of students from the Pass Proficient level to the Pass Advanced level (78% higher than the VA average increase).

This trend towards mastery for Legends is consistent among all state results.

## VA SOL 8TH GRADE SCIENCE STUDENT SCORES IN 2019 COMPARED TO 2017-2018



VA Schools using Legends

VA Schools not using Legends