LEGENDS OF LEARNING CORRELATES

WITH OUTSIZED EOG TESTING GAINS

Legends Schools Deliver Over **5X More Growth** in Proficient Learners and Over **6X Reduction** in Beginning Learners Compared to State-Wide Results in 2019



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 University's Peabody College of Education and Human Development and published in The Journal of Learning Sciences.

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

METHODOLOGY

End of grade (EOG) assessment data for the past 3 years for 8th Grade Science were accessed from publicly available student data in Georgia and compared to districts in which Legends of Learning was used at least weekly over the course of the academic year by at least 1000 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

Georgia divides its 8th grade EOG scores into 4 levels of increasing competence:



The Figure here shows that relative to Non-Legends Schools, Legends Schools significantly decreased the number of students in the Beginner and Developing categories and significantly increased the number of students scoring in the Proficient and Distinguished categories. In fact, Legends schools showed over 5X as much growth in Proficient Learners and a 6X reduction in Beginning Learners. 8TH GRADE 2019 SCIENCE STUDENT SCORES COMPARED TO 2017 AND 2018 SCORES



