



Success Story

Canarelli Middle School

Las Vegas, Nevada
Clark County Schools

Demographics:

- ▶ American Indian/Alaskan 0.9%
- ▶ Asian/Pacific Islander 19.5%
- ▶ Hispanic 26.7%
- ▶ Black/African American 12.5%
- ▶ White 40.3%

Students with Disabilities 9.1%
 Limited English Proficient Students 18%
 Free/Reduced Lunch Students 40%
 Transience Rate 37.7%



Ty Jackson, an 8th grade teacher at Canarelli and former wide receiver for the University of Nevada at Las Vegas Rebels, spearheads a program in which nearly 200 boys use Kid's College to sharpen their reading and math skills.

Test Scores Soar with Sports Video Game

ITBS scores for 8th grade students show significant increases

- **14% better in math**
- **11% better in reading**

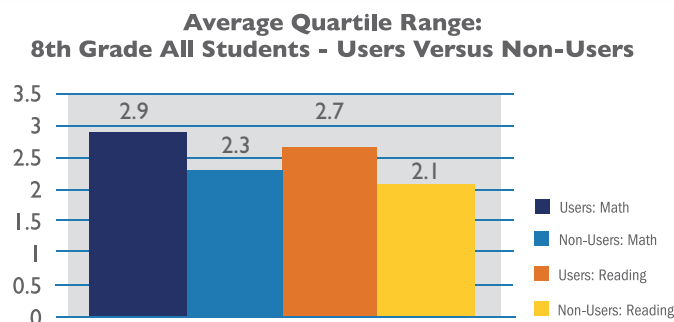
The Dilemma

For the past two years, Canarelli Middle School failed to meet federal guidelines, due in part to a lower performance on the math segment of the state test. How do you lift your school out of an academic slump? Teacher Ty Jackson did it with the help of Kid's College. Jackson knew it would take motivation and wanted to find a way to utilize more hours in the day than were available during school. After researching digital game-based learning programs, he selected Kid's College because of his students' existing interest in sports and video games. The Kid's College program asks students to answer math and reading questions correctly in order to play their favorite sports game – volleyball, basketball, football, soccer, or baseball.

Gaming Unlocks Student Potential

After using Kid's College, 40 of Jackson's students scored significantly better on the Iowa Test of Basic Skills than 40 students who didn't use the game. The ITBS compares Clark County students with those from across the nation. Students whose test scores were analyzed were chosen at random.

The following graph represents the 8th grade reading and math results on the ITBS for the 2005-06 school year, based on quartile rankings of the group. Users of Kid's College show better results than non-users.





A New Level of Motivation

"Kid's College has taken motivating students to another level," says Jackson. "They are actually playing the game and learning on their own time!"

This new level of motivation has resulted in Canarelli students averaging 63% of total usage after school hours or at home.

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Jackson has thrown in some additional incentives. By answering questions, students can earn points they can redeem for prizes such as an autographed poster of the UNLV football team, or bags and binders with university logos. The grand prize is an after-school field trip to UNLV.

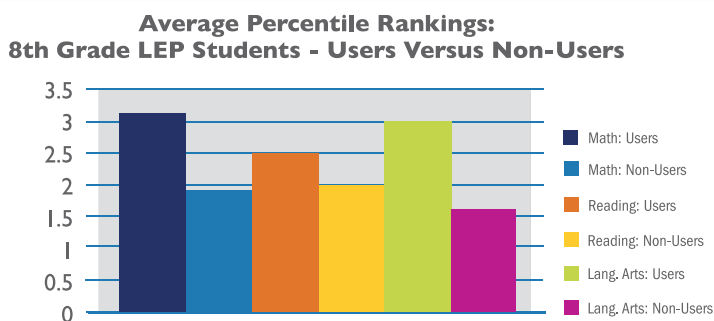
Impact on LEP Students

18% of Canarelli's student population are Limited English Proficiency learners. In addition, 19.5% of students are from Asian/Pacific Islander heritage where their families are also English language learners.

Results indicate that LEP students using Kid's College performed better on the ITBS than LEP students not using Kid's College by the following percentages:

- Math 17.23%
- Reading 18.67%
- English / Language Arts 7.13%

The following graph represents the average percentile rankings of 8th grade LEP students' ITBS scores in math, reading, and language arts for users versus non-users of Kid's College.



"As teachers, we know we must find new ways to motivate because today's students deserve an engaging learning experience.

Kid's College lets students compete against their classmates, just like they compete against their friends in the mainstream video games they play every day. The constant motivation to post the highest score keeps them practicing - and learning.

Meanwhile, Kid's College provides me with data that shows where I should target my instruction. Students and teachers alike are benefiting from the program, creating a win-win situation."

**- Ty Jackson,
8th Grade Teacher
Canarelli Middle School**