



Success Story

Martha Ruggles Elementary School

Neighborhood School
Southside of Chicago, IL

Demographics

Enrollment: 480

- ▶ 99.4% African-American
- ▶ 0.4% Hispanic
- ▶ 0.2% White
- ▶ 88.9% Economically Disadvantaged

“The return on investment for Kid’s College is remarkable. Students are highly engaged with the program at school, and on their own accord, they are choosing to also use it at home.”

– Dr. Louisea Storey, Principal

“On a daily basis my students are begging for more time on the program.”

– Mr. Morris, 7th Grade Teacher

Digital Game-Based Learning – A Perfect Match

“We needed an engaging, motivational program to appeal to our students’ everyday interests. Our students were already interested in video games and sports, so Kid’s College was a perfect match!” said Dr. Louisea Storey, Principal.



Kid’s College takes digital game-based learning to a new level, allowing students to compete against classmates to answer reading/language arts and math questions correctly, in order to post high scores and unlock video game time. They can then compete against each other on their favorite sports video game – volleyball, basketball, football, soccer, or baseball.

All the while, they are practicing standards-based skill sets, improving their chances of performing higher on future tests.

Targeted Instruction Assists Teachers

Kid’s College auto-emailed reports show teachers where they should target their instruction. In addition, the auto-generated student gameplans offer customized, offline practice material. The individualized gameplans are based upon each student’s area of weakness.

Students Take Kid’s College Home

Ruggles students are using Kid’s College at home, logging extra practice hours and game time before and after school.

Kid’s College Usage After School



Some classrooms show more than 90% total student usage after school!

www.learningthroughsports.com
1.866.552.9192

