

Mid-Phase Competition Absolute Priority 3 (STEM)

Impact Florida

S411B230037

Game-Based Learning Platform to Enhance Student Science Outcomes

Applicant Name: Impact Florida

Project Title: Game-Based Learning Platform to Enhance Student Science Outcomes

Type of Grant Requested: (select one) Early-Phase Mid-Phase Expansion

Absolute Priorities the Project Addresses: (select all that apply)

Absolute Priority 1-- Demonstrate a Rationale (Early), Moderate (Mid), Strong (Expansion)

Absolute Priority 2-- Field-Initiated Innovations—General

Absolute Priority 3-- Promoting STEM Education

Absolute Priority 4-- Meeting Student Social, Emotional, and Academic Needs

Absolute Priority 5-- Educator Recruitment and Retention

Competitive Preference Priorities the Project Addresses: (select all that apply)

Competitive Preference Priority 1— Promoting Equity in Student Access to Educational Resources and Opportunities: Implementers and Partners

Competitive Preference Priority 2—Supporting a Diverse Educator Workforce and Professional Growth to Strengthen Student Learning* (FOR EARLY-PHASE AP5 APPLICANTS ONLY)

Total number of students to be served by the project: 6,800 (800 in formative stages, 3,000 treatment in the impact study and 3,000 after, when the control group uses the program).

Grade level(s) to be served by the project: 5th Grade

Definition of high-need students: “Students at risk of educational failure or otherwise in need of special assistance and support, such as students who are living in poverty, who attend high-minority schools ... [or] who are far below grade level” (US DOE, 2012).

Brief description of project activities: In Florida, this project will scale, establish the efficacy, and disseminate study findings of Legends of Learning, a game-based learning platform designed to improve science outcomes, particularly for high-need students.

Summary of project objectives and expected outcomes: The project will: (1) create and test strategies to enhance the adoption, use, and sustainability of Legends of Learning; (2) implement and evaluate the efficacy; (3) disseminate findings; and (4) calculate cost and track scaling.

Summary of how the project is innovative: Legends of Learning will enhance its curated, aligned platform of games and create and district supports and individualized learning to further its success.

Other studies related to the proposed project: There are studies of Legends’ effectiveness from which these builds (e.g. Clark et al., 2018; 2016), including a QED by WestEd (McKinney et al., 2023).

Proposed implementation sites: 80 elementary schools in Florida.