Does Mangahigh work?





Spotlight on Success

Bethel Elementary School, Midland, NC



"It's more engaging than worksheets and students are into video games so it meets their interests." Bethel Elementary serves K-5 "rural and diverse" students in the Cabarrus County school district. Ms. Palomba, a spirited first year teacher, led her 4th grade team's Mangahigh implementation to supplement other digital programs currently in use.

Student engagement is key to successful classroom management and it can be a challenge for new teachers using technology in the workshop model. Her skills grew through the implementation as she learned to use Mangahigh's features to focus students' attention on assignments.

Ms. Palomba's 4th graders enthusiastically played Mangahigh challenges in their daily center rotations for independent practice during math workshop. The challenges kept her students engaged while she worked with small groups of students to address specific needs. Overall, she saw students' motivation to practice math increase and they "were more likely to ask for Mangahigh than other programs."

DISTRICT INFO

State: North Carolina, USA

Grade Level: K-12

Students: 31,979

English Learners: 6.2%

Free/Reduced Lunch: 25%

IMPLEMENTATION

December 2018 - May 2019

30 Minutes, 2Days/Week

Chromebooks

30 Minute Station Rotations Every Day & Fast Finisher Activity

SCHOOL INFO

Ttile 1

Students: 602

English Learners: 13%

Free/Reduced Lunch: 70%



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Teachers assigned challenges for practice with fractions, decimals, percents, multiplication, and division. Students in each class replayed assignments to improve their medal score and completed assignments after the due date. Students also replayed assignments after the due date to improve their score.

Grade 4, End of Year Mixed Practice ■ Pre Test ■ Post Test + 36% + 48% + 32% + 38% Ms. Dalrymple Ms. Medeiros Ms. Palomba Ms. Ulrick 23 Students 21 Students 22 Students 21 Students Class Effect Size > 1 Class Effect Size > 2 Class Effect Size > 1 Class Effect Size > 3

"Mangahigh gives me a way to have my students work independently while I met with small groups."

"It has given me another tool for incorporating game-based learning."

