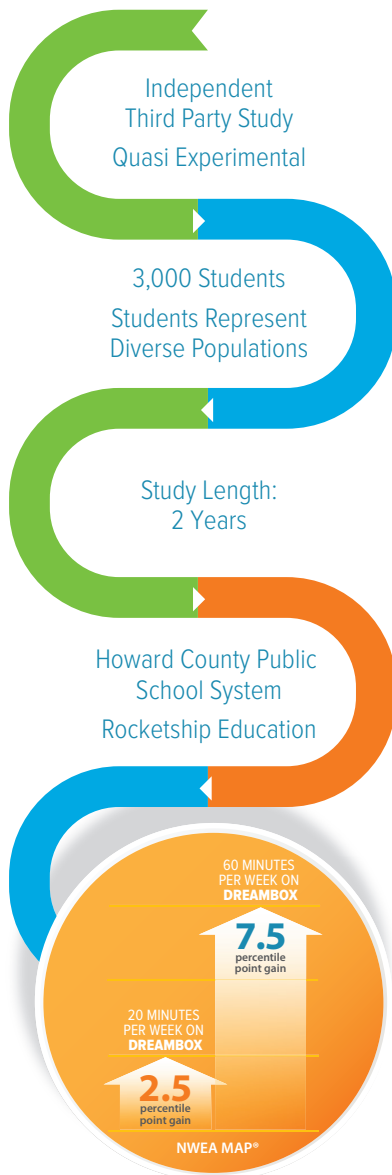


A GUIDE TO THE

# Center for Education Policy Research (CEPR) at Harvard University Study

## Evaluation of DreamBox Learning Math



### STUDY BACKGROUND

**The Center for Education Policy and Research at Harvard University evaluated the impact of DreamBox Learning® Math on student achievement. The study explored whether improvement on student assessment scores was causally related to the use of DreamBox Learning Math. This guide points out study features and key findings.**

### Who was included in the study?

The study included nearly 3,000 students in Grades 3-5 representing culturally and economically diverse demographics from two school districts: Rocketship Education and Howard County Public Schools (HCPSS).

### What data was evaluated?

Researchers examined historical data on student achievement on state assessments and the Northwest Evaluation Association (NWEA) Measures of Academic Progress® (MAP®) assessment, as well student characteristics. They also looked student log files from DreamBox to measure how students were using the program, both in and out of school.

### How much time did students in the study spend on DreamBox?

In HCPSS, students averaged 38 minutes per week across during the 2013-2014 school year. The following year, they averaged 35 minutes per week across 16.5 weeks. Students in Rocketship averaged 42 minutes per week across 13 weeks in 2013-2014, and 44 minutes per week across 17 weeks in 2014-2015. Usage for both districts were below the DreamBox usage recommendations.

## DreamBox usage recommendations:

- 60–90 minutes of usage per student per week
- 5–8 lessons completed per week

## How was DreamBox used?

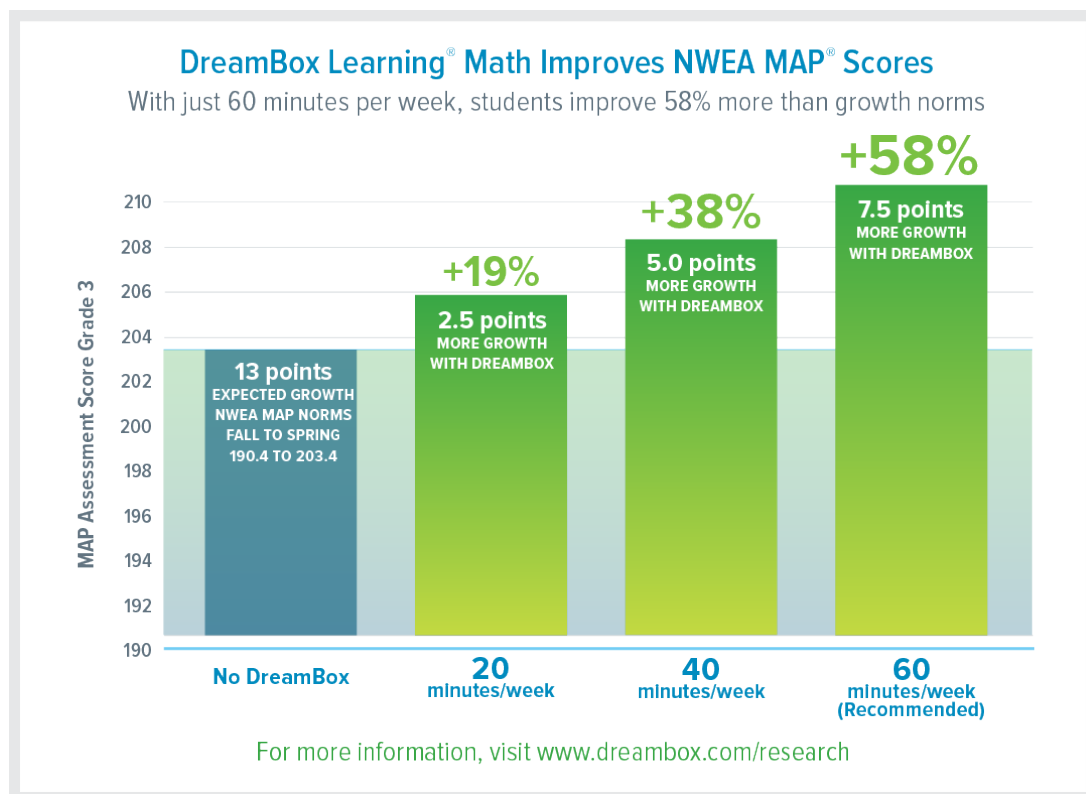
In HCPSS, DreamBox tended to be used for intervention and remediation as part of the school day as well as during before and after school intervention program. In Rocketship, DreamBox was used by students at all achievement levels.

## What are the study results?

The CEPR at Harvard University study of DreamBox showed meaningful achievement gains. In particular, for every 20 minutes a student spent on DreamBox their MAP score increased by 2.5 points. Because the study indicates a linear relationship between time spent on DreamBox and achievement gains, **students who use DreamBox for the recommended 60 minutes per week stand to experience an increase of 7.5 points on the MAP.**

### Additional key findings include:

- Students who followed the DreamBox lesson recommendations, saw greater gains.
- Progress in DreamBox was positively associated with achievement gains on state tests and interim assessments.
- Students who spent more time on the DreamBox software saw larger gains in achievement.



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