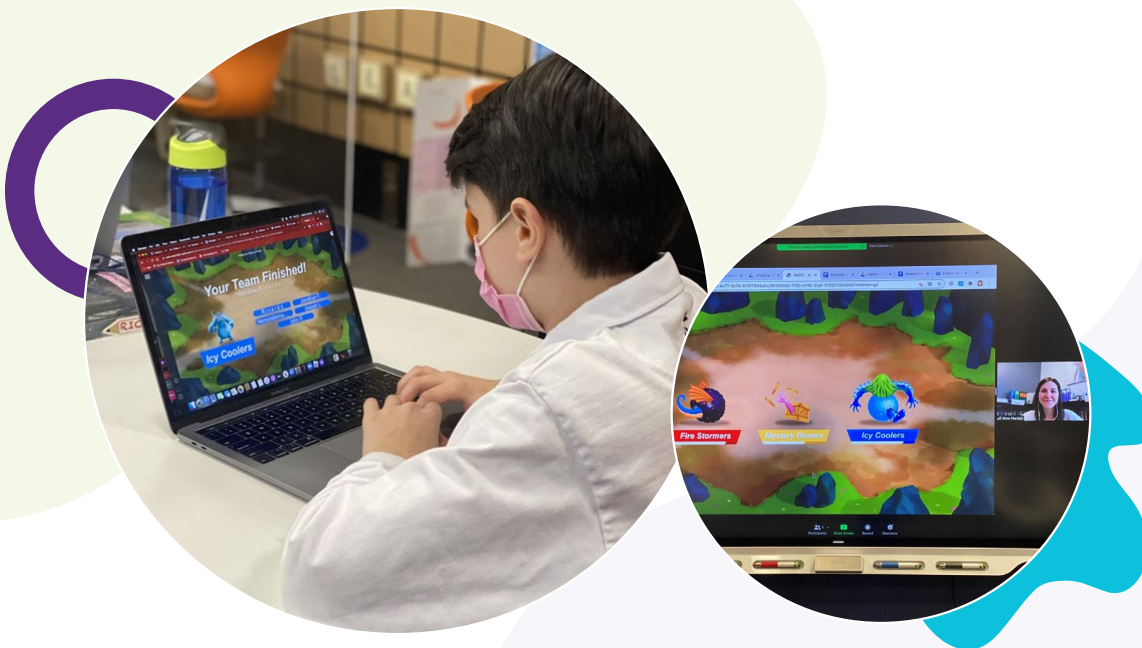


STUDENT SUCCESS STORY

Developing literacy skills through blended learning with Lumio



Increasing student engagement and achievement

CHALLENGE

Linbrook School is a K-8 independent school in the Greater Toronto Area. The school is known for creating engaging, innovative, and exciting learning activities for students. To engage students even more, Linbrook opted to use Lumio, SMART's cloud-based lesson software, as the preferred, school-wide lesson delivery platform.

Following a series of three professional learning sessions delivered by SMART's Professional Development Specialists, teachers began using Lumio for both asynchronous and synchronous instruction, which remained in place despite a few shifts from in-person learning to remote instruction and back again throughout the year.

WHY SMART?

According to Head of School Amber Way, "We chose to use Lumio because it provides an engaging way for our boys to learn in a unique and creative manner. Engagement is an important part of our school mission, and through Lumio, our teachers can create lessons that foster active learning for our boys."

Alexandra Markes, French teacher, and Arti Malik, Grade 8 Homeroom teacher, worked together on a study of Lumio's engagement and

SCHOOL

Linbrook School, Oakville, ON
 Amber Way, Head of School
 Mike Packowski, Principal
 Dr. Steve Cook, Director of
 Technology & Innovation
 Alexandra Markes, French Teacher
 Arti Malik, Grade 8 Homeroom Teacher

CHALLENGE

To engage students in active development of literacy skills while combining asynchronous and synchronous learning tasks.

SMART SOLUTION

Lumio by SMART

OUTCOME

Increased student engagement and a 33% and 40% increase in student achievement across two teachers' classes through use of Lumio's individual Handouts and game-based activities.

efficacy through separate units on Black History Month. In addition to teaching the curriculum, Alexandra and Arti aimed to increase student engagement and develop literacy skills.

To address these aims, both teachers used asynchronous individual Handouts for students to study independently outside of class time and in-class collaborative activities, including Monster Quizzes (one of Lumio's game-based activities) and Response activities for formative assessments. This helped students review what they learned in an interactive way while also giving teachers important insights into students' understanding of the curriculum.

OUTCOME

As the units progressed, Alexandra and Arti saw students' performance in the literacy-based Handouts rise; students' score distributions among Satisfactory, Good, and Excellent went from 11 Satisfactory, 5 Good, and 18 Excellent at the beginning of the units to 5 Satisfactory, 6 Good, and 23 Excellent. The complete score distributions are shown in the graph below.

	Handout 1	Handout 2	Handout 3	Handout 4
Satisfactory	11	13	8	5
Good	5	5	9	6
Excellent	18	16	17	23

Monster Quiz scores showed similar results. By the end of the units, Alexandra's class scores rose by 33% and Arti's rose by 40%. Students also participated in game-based activities such as Flip Out, Super Sort, and Memory Match to maintain engagement throughout the units.

Students' overall engagement and impression of learning with Lumio was assessed with an anonymous survey. Approximately 94% of students identified Monster Quiz as their favorite activity because they were "doing quizzes against your friends," thought "it was the most fun," and liked the instant feedback of "seeing your scores after you are done with the quiz." Lumio, overall, was highly rated by many students. According to one student, "I find the program exciting and engaging." According to another, "I think we should keep using the program."

Finally, from a teacher's perspective, Alexandra stated, "Lumio is an excellent tool to increase student engagement and in turn, student success. It allows me to build more interactive lessons, which spark insightful discussions among peers, making students active agents of their own learning."

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Lumio is an excellent tool to increase student engagement and in turn, student success.

– Alexandra Markes

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ABOUT SMART

SMART Technologies is a world leader in simple and intuitive classroom technology solutions. We are an innovator in software and interactive technologies that enable natural collaboration, helping every student and teacher discover and develop their greatness.

To learn more, visit smarttech.com.
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ImplementationTeam@smarttech.com

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