

Today

- Early elementary mathematics
 - (status, need, instruction)
- Potential of technology
- Challenges of technology
 - (dev't and delivery)
- KinderTEK 1.0 (research prototype complete; funded by IES)
 - Overview
 - Pilot study results
 - Implementation study
- KinderTEK 2.0 (public app in development; funded by OSEP)
 - Overview of planned intervention system
 - Iterative development and evaluation plan
- Questions
- Demo & Scavenger Hunt (current prototype)

Early Elementary Mathematics

- Providing students with solid foundational mathematics instruction in kindergarten is critical for future mathematics achievement (Duncan et al., 2007; Ma, 1999; Morgan Farkas, & Wu, 2009)
- Without early intervention, the mathematics achievement gap persists and often grows as students face increasingly complex mathematical tasks (Geary, 1993; Jordan, Kaplan, & Hanich, 2002; Lyon et al., 2001)

Early Elementary Mathematics

 To foster a strong start in mathematics, early elementary intervention curricula must provide focused instruction and targeted practice with whole number concepts that will improve numeracy and number sense (Wu, 2001; Gersten et al., 2009; Kilpatrick et al., 2001; Milgram, 2007)

Educational Technology Potential

- Decrease personnel demands
- Provide individualized instruction
- Provide consistent content in an engaging manner
- Provide extensive independent practice opportunities and timely academic feedback
- Generate and process performance data



Educational Technology Challenges

- There is a relative lack of conclusive evidence as to the efficacy of educational technology programs (Cheung & Slavin, 2013)
 - Mismatch between tech development & ed research
 - Small effect sizes *
- Unique challenges around curriculum development (Strand Cary, Shanley, & Clarke, in press)

Ed Tech Research & Development

- Challenges Include:
 - Time
 - Navigating development of content and technology simultaneously
 - Appropriate study designs
 - "Fit" with the context
 - Participation and implementation

Promise of Ed Tech

- "Technology can enable better learning when
- (a) it provides a unique, new capability that supports human learning processes and
- (b) interventions are designed to embed that capability within an integrated system that provides the supports students and their teachers need to enact the learning within the curriculum"
- (OES, Learning Technology Effectiveness, 2014)

Technology can become the "wings" that will allow the educational world to fly farther and faster than ever before—if we will allow it.

-Jenny Arledge

Promise of Ed Tech

Requires that *curriculum developers*, *curriculum evaluators*, *technology developers*, *educational researchers*, and *schools* engage in a comprehensive and systematic approach to development.

KinderTEK Development Context

- Kindergarten mathematics concepts are pivotal foundations for future achievement (Duncan, et al., 2007; Morgan et al., 2009).
- Whole number mathematics interventions are needed (Clarke, et al., 2011; Jordan, Glutting, Dyson, Hassinger-Das, & Irwin, 2012) for use in Rtl contexts (Fuchs, Fuchs, & Compton, 2012; Fuchs, Fuchs, & Hollenbeck, 2007).
- Technology-based interventions show promise, but variable outcomes (Kebritchi et al., 2010; Slavin & Lake, 2008; Collins & Halverson, 2009; Polson & Morgan, 2010; Young, et al., 2012).

Intervention Development Priorities

- Adhere to research-based curriculum development procedures (Clement, 2007).
- Utilize guidelines for effective instructional design (Baker, et al., 2002; Gersten et al., 2009; Rosenshine, 2012).
- Attend to findings related to the effects of educational technology on academic performance to guide decision-making (Hattie, 2009; Kulik & Kulik, 1991; Roblyer, Castine, & King, 1988).

KTEK's iterative development and evaluation



Development (Ongoing and iterative)

Formative evaluation (critique, review, usertests, focus groups, brief learning trials) Feasibility and pilot testing Feasibility and pilot testing (pending funding)

About KinderTEK

- System of iPad applications:
 - Student app: Used individually by students
 - Teacher app: Allows teachers to monitor student use in real-time
- Targets whole-number content outlined in the Common Core State Standards (CCSSO, 2010).
- Provides explicit instruction appropriate to each student's learning needs.
- Incorporates key instructional design principles found to be especially effective for struggling students (Gersten et al., 2009) and key educational technology design principles (Mayer & Moreno, 2003).

KinderTEK (1.0)

System of iPad-based math instruction to support struggling kindergarten students and their classroom teachers



KTEK Student Experience



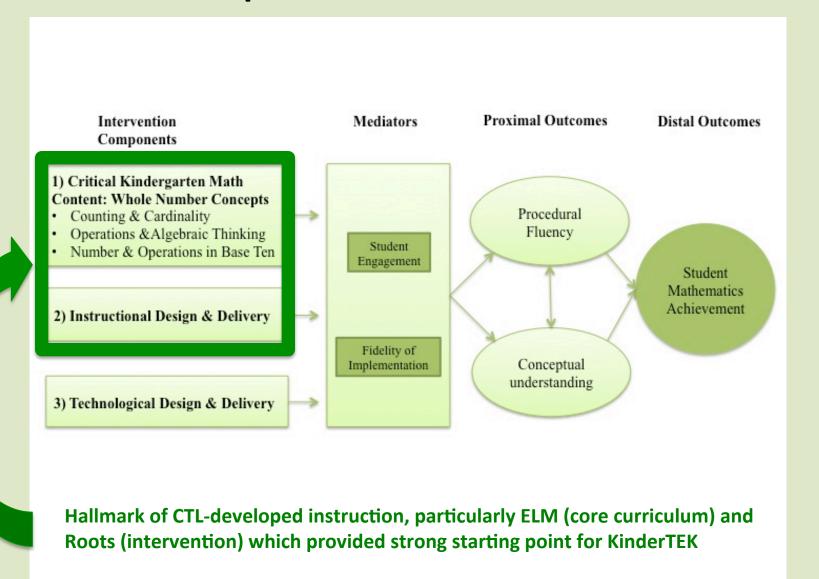




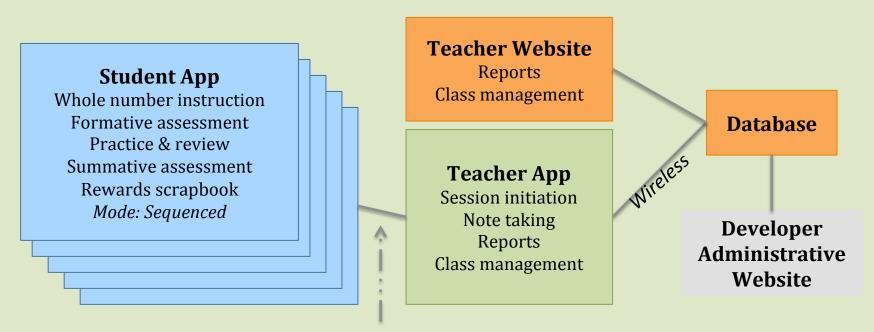




Conceptual Framework 1.0



KTEK 1.0 Intervention <u>System</u> (IES Development Grant)



Bluetooth or wireless

Student App

Carefully designed instructional sequence to support struggling students

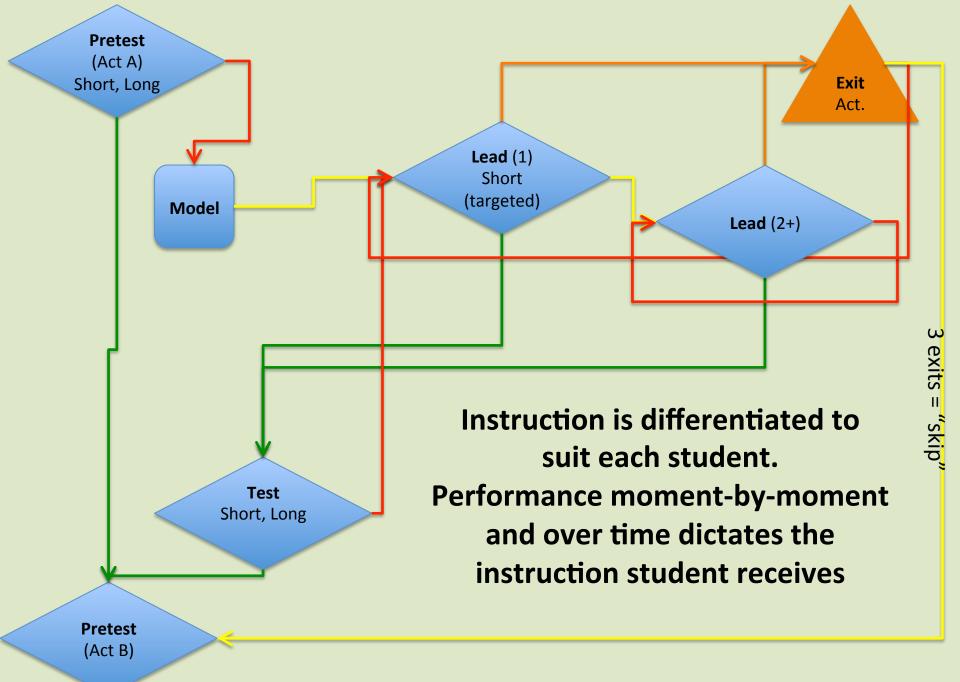




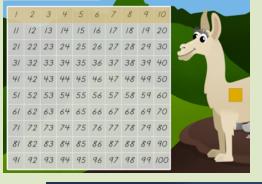


- Scaffolds Instruction using Model, Lead, Test
 - Model: Activities begin with demonstrations by the Guide
 - Lead: Guide invites students to participate providing prompts and supportive feedback
 - Test: Student completes the activity independently with minimal feedback; test length varies, depending on performance
- Criteria is utilized so students progress based on demonstrated proficiency

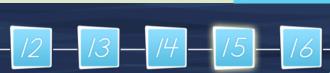




Math models, varied examples, and many practice opportunities

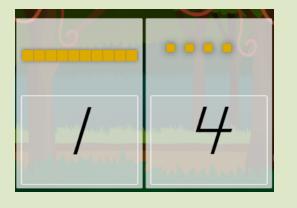


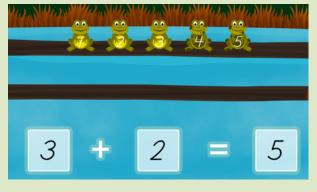


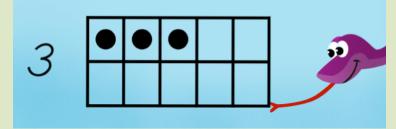










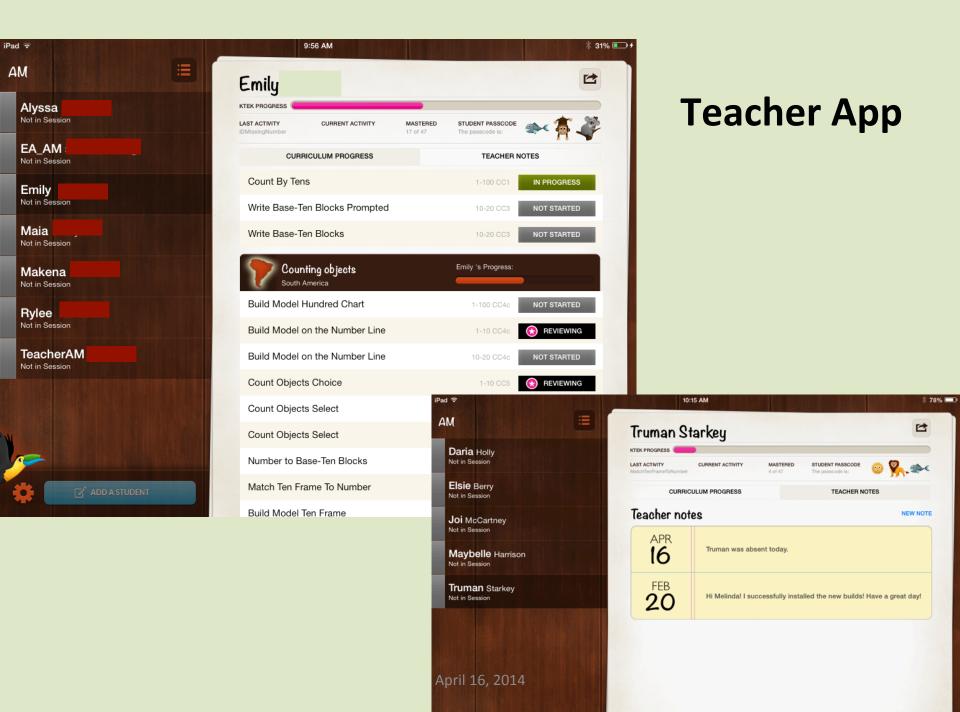


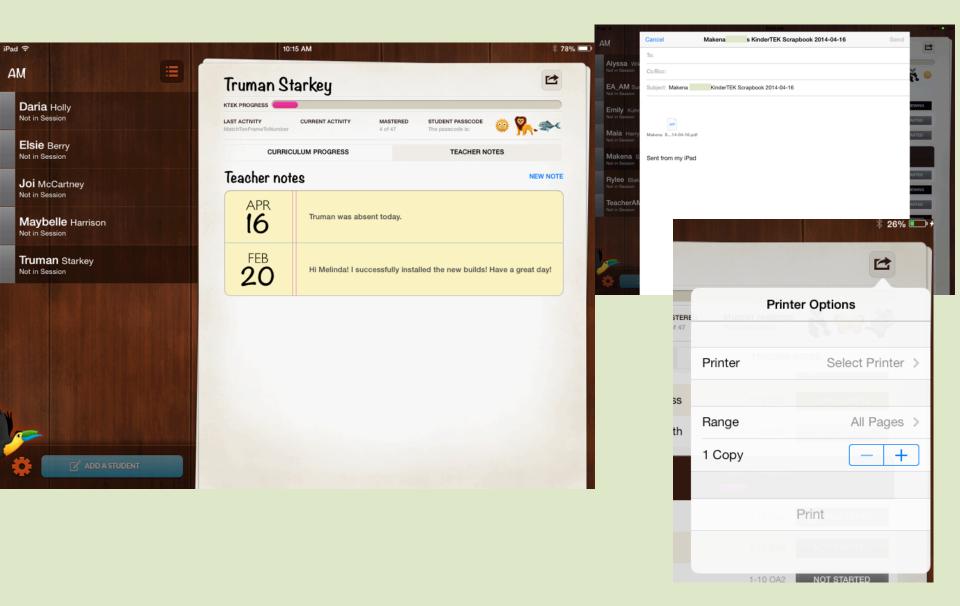


Motivational strategies

- Verbal praise from Guide & affirmation action on screen
- Earn stickers, pictures, and badges for printable scrapbook pages
- Progress bar
- iPads!







Pilot Study*

- 11 kindergarten classes
- EA monitoring, not helping
- Goal: 3 days per week, 15 minutes per day, 3 months
- Within each class, 10 "most at-risk" students randomly assigned to condition
 - Intervention using KinderTEK (n = 45)
 - Control using Learn with Homer (n = 49)
 - NOTE: Taking the lowest third of class resulted in a wider variety of users than perhaps typically for "interventions"

Results – Student Assessments

• Two "substantively important" (Hedge's $g \ge .25$) effect sizes in favor of KinderTEK group

Magnitude Comparison = .36

Number Line = .36

 Meaningful effect sizes for <u>six</u> variables in favor of group who mastered at least 75% activities encountered

Magnitude Comparison = .43

Missing Number = .26

Number Sense Brief = .26

Number Line = .29

Oral Counting = .29

TEMA = .27

Takeaway:

KinderTEK shows "evidence of promise" and <u>successfully</u> engaging in KinderTEK is particularly linked to improved outcomes.

Results - Student engagement

- Student "interest/engagement" was high
 - Research teams' formal observations
 - Classroom assistants' ratings
- On likability scale of 1 (\odot) to 5 (\odot), students rated KTEK as 1.66 (SD = 1.92)
- 68.5% of students said they would play KTEK at home if it were available







Results – Glimpse of teacher perceptions

(n=13)	Strongly pos	Mod. pos	Neutral	Mod. neg	Strongly neg
Look & feel	61.5%	30.8%	7.7%		
Intuitiveness	38.5%	38.5%	15.4%	7.7%	•
Individualized	38.5%	30.8%	23.1%	7.7%	•
Acad. Feedback	23.1%	23.1%	53.8%	•	•
Pace within activities	8.3%	41.7%	23.0%	25.0%	•
Pace across activities	8.3%	58.3%	16.7%	16.7%	•
MLT sequence	15.4%	46.2%	23.1%	15.4%	•

Instructors & Technology

IMPLEMENTATION ISSUES

Technology is just a tool. In terms of getting the kids working together and motivating them, the teacher is the most important.

- Bill Gates

Participants

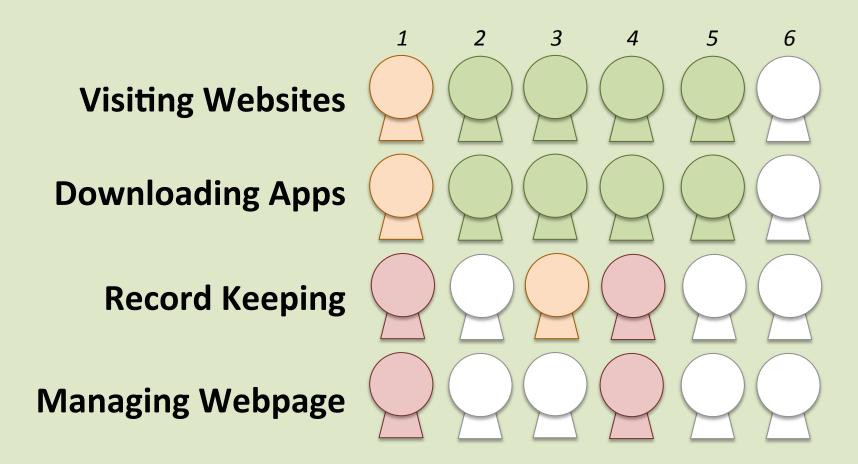
- Study 1: Six teachers (one male)*
- Study 2: Seven teachers (all female) + Six educational assistants (one male)

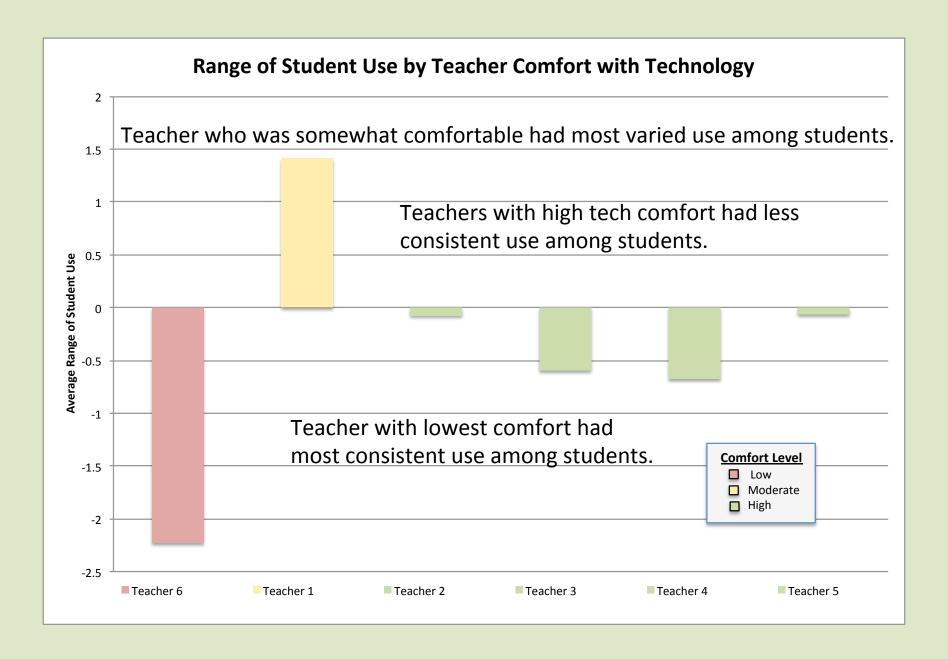


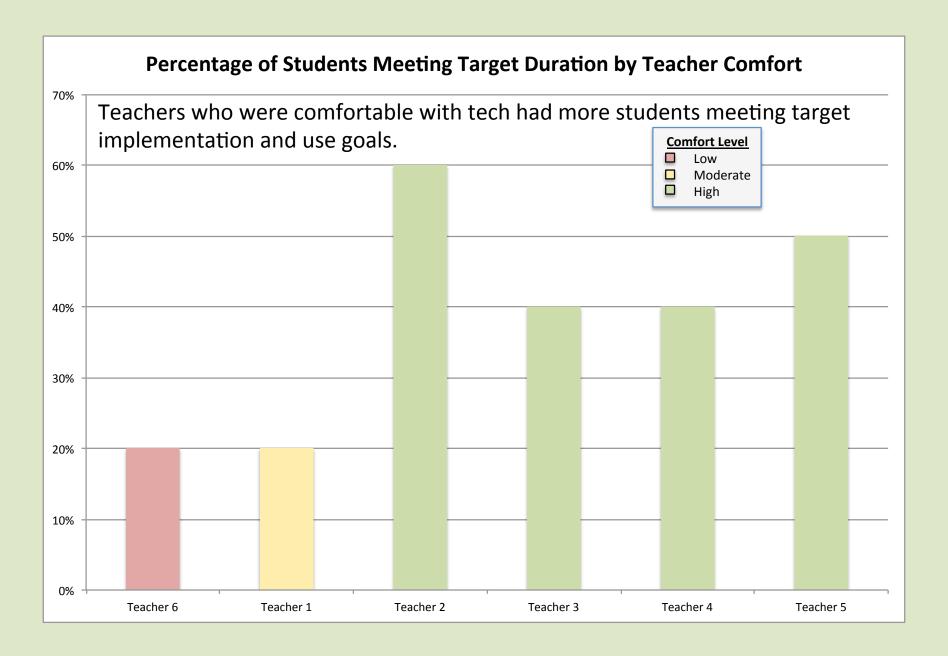
Intervention Implementation

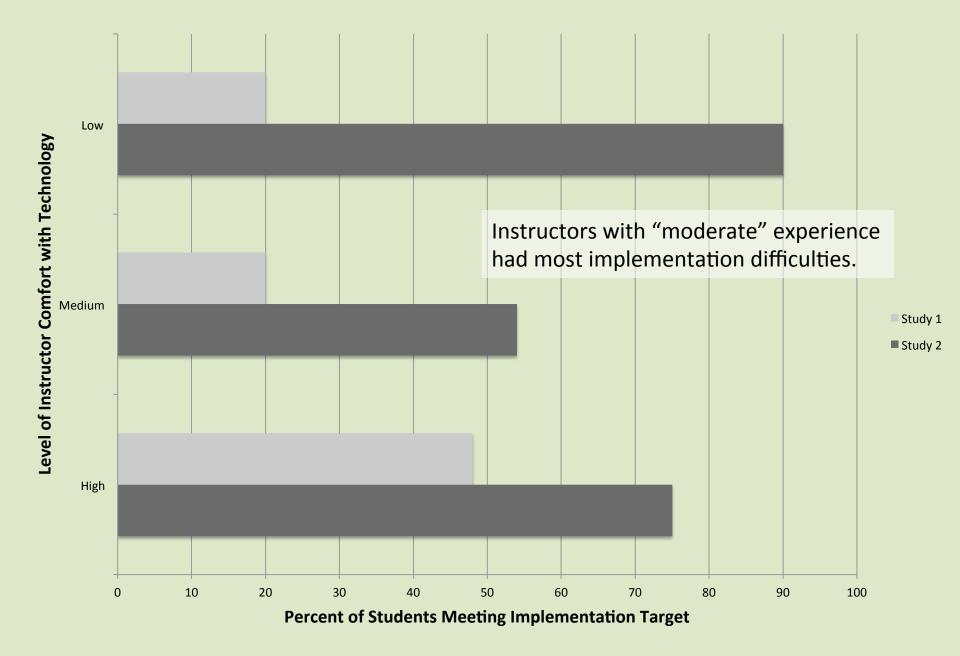
- For target students:
 - 15 minutes per day
 - 3 days per week + regular mathematics instruction.
- Progress through the curriculum was constrained; all students completed the same subset of activities in the same order.
- Time spent on each activity varied based on student accuracy and mastery of the learning objectives.

Study 1: Comfort with iPads



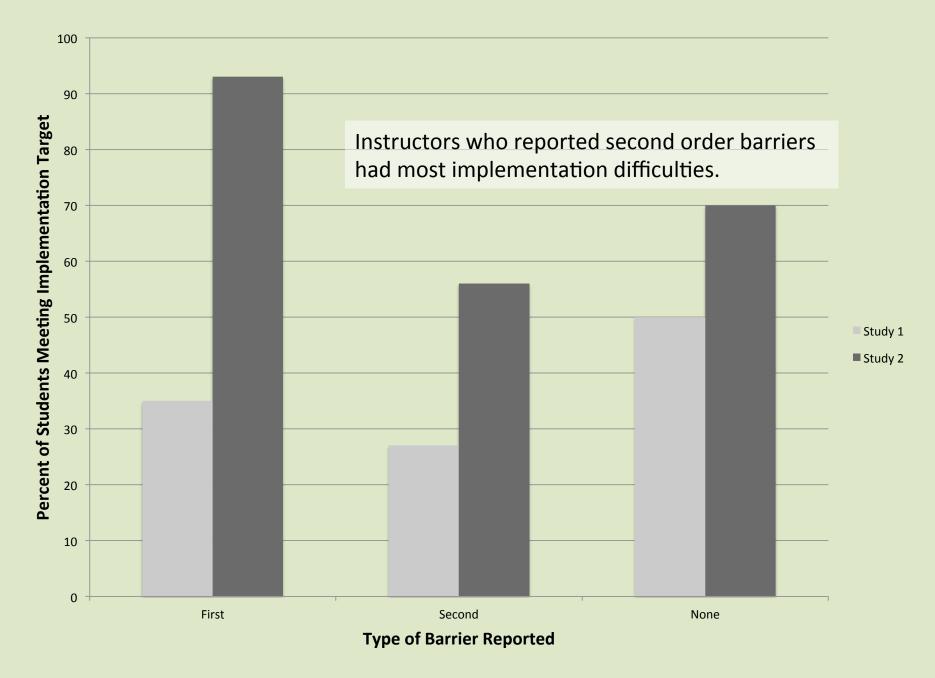






Barriers to Tech Implementation

First Order	Second Order
I have inadequate time to learn how to use technology.	I am not comfortable with technology.
There is inadequate training or help offered.	I am worried I will break the technology.
Technology can be unreliable.	I am worried that I will not be able to help the students troubleshoot.
Class periods are too short.	I am worried about expensive equipment in the classroom.
Hardware, software, and/or apps don't work properly.	I find it difficult to find useful software or apps.



KinderTEK 1.0 Findings

- KinderTEK shows promise for use in authentic settings.
- Teacher tech comfort and implementation relationship varies.
 - Teachers with high & moderate levels of informal comfort with tech may need additional supports to implement as specified.
 - Tech often seen as a "supplemental support" rather than primary tool- need to formalize use.
 - Internal tech barriers may be most influential on intervention implementation.

Conclusions

- At-risk students' intervention experiences vary greatly (esp. pacing).
- Teachers may require various degrees of technical support.
- Well constructed classroom routines and specially designed intervention spaces aid in implementation.
- Students are intuitive users; instructional apps need to balance pace, content, and rewards.

KinderTEK (2.0) Flexible and customizable system of foundational math instruction (critical math concepts) to suit a wide variety of student, parent, teacher, and school needs and learning contexts.







KTEK 1.0 lessons learned

 Adults require various degrees of technical and moral support

 Well-constructed instructional plans, classroom routines, & intervention contexts aid in implementation

- Must balance pace, content, and rewards and maximize engagement (for each student?!)
- At-risk students' intervention experiences vary greatly for a multitude of reasons

KTEK 2.0 Objectives

Implementation
Supports
(Before, during, and
after use)

Delivery
flexibility
& Product
Dissemination

IIDOs (rewards, pacing, self-monitoring)

Data access and integration

Individualized Instructional Delivery Options (IIDO)

1a) Rewards

- 1a-1) Reinforcement schedule
- 1a-2) Interspersed reward activities and instruction activities
- 1a-3) Student-specific reward visualizations
- 1a-4) Personalized reward themes and features

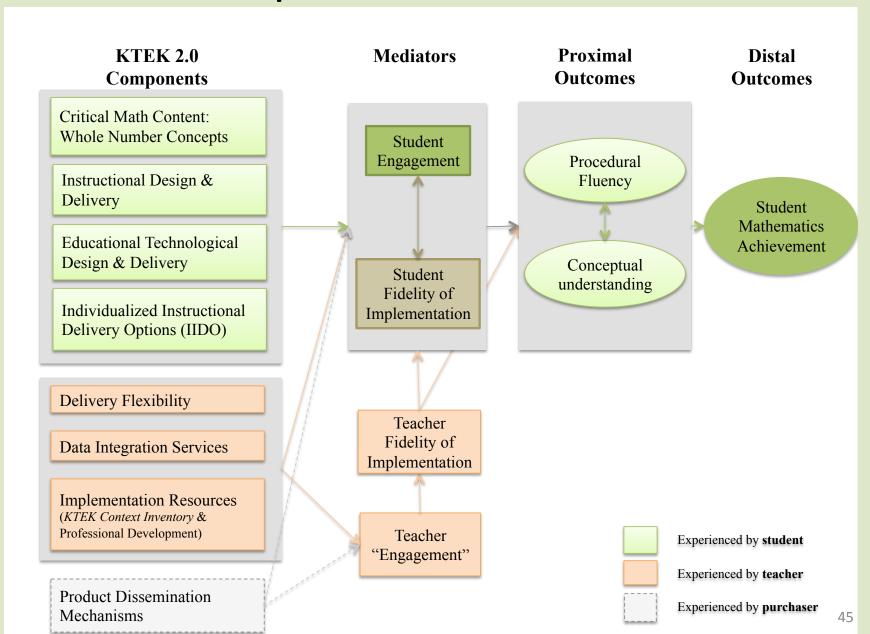
1b) Pacing

- 1b-1) Mastery criterion
- 1b-2) Duration of learning activities and KinderTEK session
- 1b-3) Activate on-demand verbal instructions
- 1b-4) Choice of instructional mode (sequenced, exploration, directed)

1c) Self-Monitoring

- 1c-1) Progress monitoring functions and reports
- 1c-2) Progress monitoring frequency and aims.
- 1c-3) View instructional progress alongside reward acquisition, persistence, duration of use, and content mastery

Conceptual Framework 2.0



KTEK 2.0 (OSEP Stepping Up Grant)

Flexible Student App

Whole number instruction
Formative assessment
Practice & review
Summative assessment
Multiple reward options
IIDOs (rewards, pacing, self-monitoring)
Modes: Sequenced, Exploration, Directed

with **Teacher area**

(all available with or without wireless)

Reports
Note taking
Class management (even without wireless)
Customization

Web-Based Data Reporting and Class Management

Detailed, exportable reports in multiple formats

Note taking

Class management

Customization

(Accessible through any web-enabled device,
including iPads in the classroom)

Web-Based CTL DIBELS Data System

Integrated reports
Class set-up

Basic

Subscription-based services

Implementation Resources

(in-app and on website)

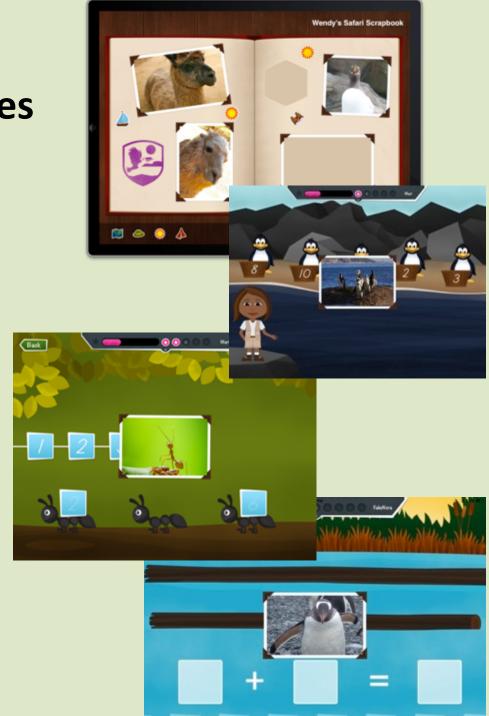
- KTEK Context Inventory
- Professional Development Materials

Iterative development and evaluation

- Years 1-3
 - Advisory panel discussions and surveys
 - User-tests
 - Focus groups
 - Brief learning trials (1-3 weeks in classrooms;
 variable number of students and teachers)
- Year 4: Pilot study examining IIDOs
- Year 5: Extended learning trial examining multiple implementation models

KTEK 2.0 Motivational strategies

- Verbal praise
- Affirmation actions
- Earn stickers, pictures, and badges for virtual scrapbook
- Access to new animals and learning activities
- Games (e.g., "memory")
- Progress bar, progress path, countdown timers
- iPads!



Implementation Resources

(i.e., In-app references, PDFs, videos, webinars...)

- 4a) "KinderTEK Context Inventory"
- 4b) "Overview of KinderTEK"
- 4c) Creating a positive KinderTEK culture among school staff
- 4d) Product-Specific Set-up, Implementation and Troubleshooting
- 4e) Customizing students' KinderTEK experiences
- 4f) Guides to using KTEK data

www.kindertek.org

Context Inventory - Brief

This inventory is a self-assessment of individual and school intervention needs, readiness, and technology capabilities. We ask all participating educators to complete it so as to facilitate a shared conceptualization of the implementation context, help set realistic implementation expectations by educators and staff, and identify needed areas of training and support.

There is time in the kindergarten class schedule to offer students math enricht										
	Not at all	Monthly	Weekly	A few times	IVI	Math Cont		ontext		
				per week		per day				
taught by the classroom teachers	0	0	0	0	0	0	0			
taught by interventionists or educational assistants in the classroom	0	0	0	0	0	0	0			
taught by SPED teachers or other staff in a separate classroom	0	0	0	0	0	0	0			
in math centers or equivalent	0	0	0	0	0	0	0			

User Info

My Schools offers math interventions for Kindergarten YES NO

How many kindergarten students is your school planning to serve through KT
How many of these students do you estimate are performing below grade leve
How many students do you anticipate working simultaneously (e.g., in a group):

How many groups do you anticipate personally monitoring/leading?

Dependable WiFi (wireless Internet access) is available in...

	Not at all	Occasionally	Regularly	Reliably / Most of the time	Not applicable
kindergarten classrooms	0	0	0	0	0
resource rooms	0	0	0	0	0
common areas accessed by students	0	0	0	0	0
staff-only areas (office, lounge, etc.)	0	0	0	0	0
my classroom	0	0	0	0	0
areas I could imagine KTEK students working	0	0	0	0	0
staff-only areas to which I have access	_	0	^	, 0	0
my home	Te	ch Cor	ntext	0	0

iPads are or will be accessible to my students (who would use KTEK)...

	Not at all	Occasionally	Regularly	Reliably / Most of the time	Not applicable
in their kindergarten classroom (class property)	0	0	0	0	0
through iPad "carts" or equivalent	0	0	0	0	0
in resource rooms or equivalent	0	0 0	ovica	Info	0
in the library	0		evice	IIIIO	0
by special arrangement only	0	0	0	•	0

	Not at all	Occasionally	Regularly	Reliably / Most of the time
Technology support is in the building	0	0	0	0
Technology support is available through the district	0	0	0	0

Please tell us more about yourself

My understanding of the KTEK teacher website

	Not at all	Occasionally	Regularly	Often / Most of the time
I have access to information about available educational technologies	0	0	0	0
I have access to educational technology training	0	0	0	0
I am comfortable seeking educational technology support	0	0	0	0
My school/district supports me in seeking training opportunities in the area of educational technology	0	٥	0	0
I meet with technology staff				0

Instructor Comfort Excellent My skill with computers My skill with iPads My skill with online or technology-based communication and collaboration My skill with reporting software or reporting features of instructional software My small group behavior management skills My understanding of the KTEK intervention system My understanding of the KTEK student app (e.g., features, lessons, demonstration-lead-test structure of lessons, student reward options) My understanding of the KTEK teacher app (e.g., class management, student settings, student reports, student notes)

KinderTEK is a fun and engaging iPad app that helps students learn important early math skills. Grounded in research and evaluated in real classrooms, the app is aligned with Common Core State Standards and will provide a strong foundation in early mathematics. Learn more about KTEK.



"It was a pleasure to explore KTEK "It's and have iPads for student and if you teacher use. It made a great difference in instruction and "It's management this year and I hope to see you next year as well."

KTEK **teaches** critical math concepts. It is based on a successful instructional model that introduces new concepts through modeling, engages students with guided practice, and seamlessly tests students on their knowledge while building fluency. Through it all, kids are having fun learning math and earning rewards.

Is KTEK right for you?

KinderTEK can help you provide individualized math instruction anytime, anywhere-- with or without Internet connectivity. Your specific students, resources, and learning goals will affect how you use KTEK.

Consider the questions on the KTEK Context Inventory to learn about the KTEK options. You could use KTEK for all your students or just a few, in a classroom, resource room, or at home!

Which KTEK is right for you?

You will soon be able to choose between the **KTEK Basic** or **KTEK Pro** versions. Compare the two to select the best fit.

Feature	KTEK Basic	KTEK Pro
Limited to 1 teacher/parent and up to 30 student accounts	√	
Unlimited teacher/student accounts		√
New accounts added manually using the KinderTEK app's Dashboard	✓	√
New accounts added through web- based reporting and student management system (upload excel		√

KTEK is currently only available to research participants. Look for it on the Apple App Store in May, 2015!

End User Agreement

Get in Touch



Contact Us



Become a participant



Sign up for updates



Curriculum

Home

KinderTEK (KTEK) is a research-based instructional program aligned with Common Core State Standards for early mathematics. It is based on robust instructional design principles.

Delivered through an iPad app, KTEK helps students develop, maintain, and become fluent in critical early math skills within a fun, engaging environment while giving teachers data and insight on student achievements and progress.

KTEK provides a strong system of support that includes embedded reporting tools, student management and an optional web-based reporting and student management system.

KTEK includes:

Individualized instructional delivery options



Game S







Curriculum

Research & Development

Curriculum

Meet the Team

Home > Why KTEK?

KTEK engages students with vividly illustrated animals in their native environments all over the world, including lions in Africa, Ilamas in Peru, and baby penguins in Antarctica. The exploration theme, artwork, and rewards were tested with children age 2 to 8 to ensure KTEK delights the senses and makes education fun.

KTEK guides students through a carefully structured instructional sequence that teaches and reviews early math skills for individual students. Along the way, students learn and earn rewards in a Safari Scrapbook. Learners earn stickers, photos of animals they've encountered, and badges while they use KTEK. Some rewards are given for mastery of Common Core standards while others are given intermittently to keep students engaged in the learning experience. We are currently expanding rewards types and themes. Adults will be able to customize reward themes and schedules for individual students

Common Core

KTEK development began after the release of the Common Core Standards, and the Common Core Standards are at the heart of KTEK curriculum. Activities and learning outcomes were developed to



Search







Get in Touch



Contact Us



Become a participant

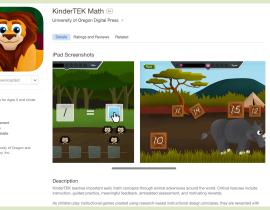


Sign up for updates

KTEK Availability

Visit www.KinderTEK.org for updates, announcements, and to express interest in participating.

- "Beta"/Research versions provided to educators participating in our research studies
- Excerpt/Limited version ("KinderTEK Math")
 is available for single classroom or home use
 on the Apple App Store and will be updated/
 expanded over time
- Full version ("KinderTEK Classroom Math") will be released when it's done!



Questions?

KinderTEK Demonstration

- User Features
- Teacher Controls
- Future Development
- Scavenger Hunt!





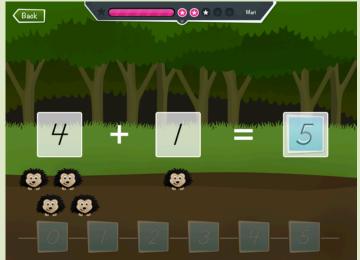
Reset

Done









Student work and mastery rewards







More to come...

- In-app resources for teachers and links to resources outside of app
- More rewards and activities and ways for student to navigate those
- Settings and design elements for:
 - Self-monitoring (e.g., progress path; interval-based ratings of on-task behavior; timer manipulation; activation of progress visualizations...)
 - Alternative rewards and reward schedules/emphases
 - Specific durations and pacing

Progress indicators, timer, and "time to act" indicators







Progress path (on demand)

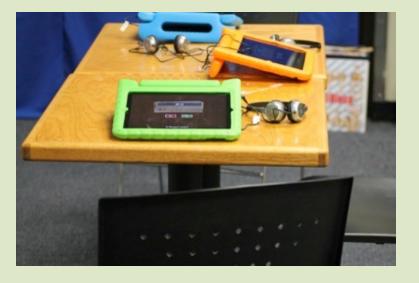


Scavenger Hunt

Use password card to explore KTEK as Heather.



Find as many items from the Scavenger Hunt as you can!



KinderTEK was supported by the **Institute of Education Sciences**, U.S. Department of Education, through Grant R324A110286 to the University of Oregon.

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office of Special Education Programs
U.S. Department of Education

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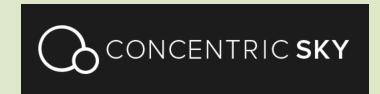
Shanley, L., Jungjohann, K., Strand Cary, M. & Clarke, B. (2015). Using Technology Based Early Math Interventions: Lessons from KinderTEKTM Mathematics. COSA Statewide Starting Strong Conference. Eugene, Oregon.



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Additional thanks to...

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- Springfield Public Schools (Springfield, OR)
- Eugene Family YMCA
- Educators around the U.S. serving on KTEK panels
- CTL staff and children
- Center for Media in Educational Technology (UO)

Learn more and stay in touch at KinderTEK.org

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