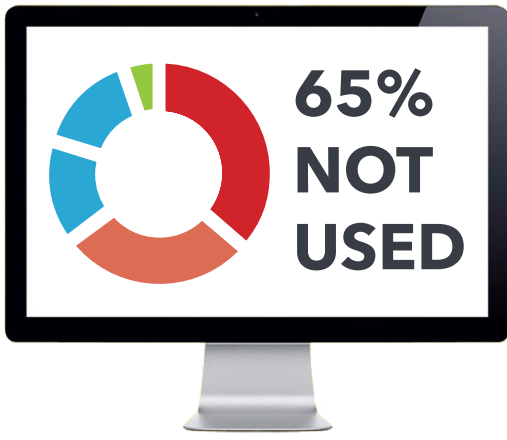


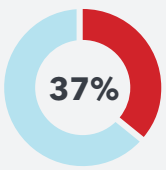
TRENDS IN EDTECH USE



Schools analyzed their classroom technology. They learned a lot.

65 percent of licenses were not used enough to meet any goals set by the product companies or school districts.

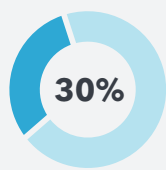
Only 5% were fully used.



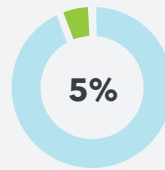
product licenses never activated



activated, but met zero usage goals



met either 1/4 or 1/2 of usage goals



fully met all usage goals

WHAT DOES THIS MEAN FOR SCHOOL BUDGETS?

If an average district (3,700 students) pays \$25 per student for a single product...



Of \$92,500 Spent,

Only \$4,625 Fully Used

plus additional ways to save time & money

WHAT SHOULD ADMINISTRATORS CONSIDER?



Achievement

We found products impact student learning in various ways depending on usage and local context.

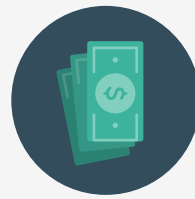


Analyzing impact of product usage on achievement, districts see various relationships across usage clusters.



Implementation

Each unique school and classroom uses products differently.



Budget

In addition to direct savings - achievement, implementation, educator experience and indirect costs impact total cost of ownership and return on investment. LearnTrials.com

EARLY FINDINGS BASED ON:



49 schools in various states and districts



Product usage and achievement of **17,000+** students



Six well-known K-12 math and literacy products



WANT TO KNOW WHICH EDTECH IS BEST FOR YOUR STUDENTS, TEACHERS AND BUDGETS?

LearnPlatform.com