ACME Math

ACME Math provides kids with quick ways to practice addition, subtraction, multiplication, and division, as well as Roman numerals and sequential order. This app mostly focuses on sharpening kids’ speed and accuracy in the four basic math operations. The bubble game, in particular, is a clever way to package math practice by asking kids to view numbers and math problems floating in bubbles and pop them in order of least to greatest. Kids can also practice with tables or simple calculation problems by tapping onscreen numbers or multiple-choice answers to respond to questions. There are four levels of difficulty (including “expert” for grownups) and the option to be timed, so a kid could start using this app when first learning the four basic math operations and adapt it for use throughout elementary school. On iOS devices, players can share high scores via the Game Center social network, but participation is optional. (Sourced from CommonSenseMedia.org)

Summary

The analysis shows ACME Math had a strong effect on Year End Math Test Scores. There is a strong correlation between Lessons Completed and Year End Math Test Scores. The analysis is controlled for school level differences and shows the effect size of 0.322 with a 90% confidence level.

Prescribed Product Use
100 Lessons Completed

Evaluated Assessment Metric
Year End Math Test Scores

Evaluation Period
Jul 1, 2016 - Apr 26, 2017

Overall Effect

Research Design
Control
Comparative
Correlative

Sample Size
Strong
Moderate
Weak

Confidence
90%

Product Use
Average Use
87.9
Lessons Completed

Target Use
100
Lessons Completed

Use to Goal
87.9%
Lessons Completed

Product Cost
Total Cost
$47,609.54

Cost / Student
$21.34

Cost / Unit
$21.34
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Sample Sizes By Grades

Achievement Growth by Treatment & Control

Overall Effect Size