Developing, Researching, and Scaling Up SmartGraphs

Students interact with a graph on the computer screen to understand the meaning of the graph.

- Validated by research
- Useful throughout STEM Education
- Lesson format, each with multiple pages
- Modify existing activities or create new ones



Findings: Based on 203 sessions when the 18 experimental teachers used a SmartGraphs activity with a class:

- More than 98% of the time teachers agreed or strongly agreed that the activities addressed important learning goals and helped students meet those goals.
- In 99% of the sessions, teachers reported they would use the activity again, either as is or with minor changes.



Research Question 2: Do students who use SmartGraphs activities learn more than comparison students studying the same topic from the same textbooks who do not use SmartGraphs activities?

Findings: The experimental students showed greater gains than the control students on three measures: multiple-choice items, open-response items, and the total score (see table below). In each case, the results were statistically significant.

Gain Scores from Pre to Post Test

	Experimental	Control	p-value
Total Gain	5.07	4.30	.008
Multiple-choice	1.16	1.07	.049
Open-response	4.19	3.64	.043

n=1,686 students



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"I would definitely integrate this lesson into my curriculum. I like how students were able to predict and then analyze their data."

"The activity was well designed and the visual component was vital as students were able to see the graph change in relation to their movement."

- SmartGraphs teachers

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