PROBLEM STATEMENT:

Educators strive to create personalized learning experiences that engage students, enhance collaboration, and increase student outcomes.

INPUTS

What do users do with Lumio?

STUDENTS

ACTIVELY ENGAGE IN LEARNING

- Explore content through multimodal, hands-on activities
- · Choose their own path with student-paced lessons/activities
- · Create and collaborate in shared workspaces
- · Express ideas confidently with anonymous input and live feedback
- · Use accessibility tools to support their learning needs

EDUCATORS

AMPLIFY BEST TEACHING PRACTICES

- Transform static content into interactive lessons
- Personalize learning with flexible pacing options
- · Check understanding with realtime feedback tools
- · Promote student voice and collaboration
- Support multimodal learning with diverse activity types
- Gradually release responsibility through scaffolded instruction

ACTIVITIES

What makes Lumio special?

INCREASES STUDENT ENGAGEMENT & COLLABORATION

- Encourages autonomy and elevates all student voices
- Engages students with gamebased learning
- Builds visual connections between concepts
- Fosters collaboration

MAKES LEARNING MORE ACCESSIBLE

- Enables anonymous participation
- Supports diverse learners with Immersive Reader and audio
- Offers multiple ways to show understanding
- Allows student-paced learning

PROVIDES INSIGHT INTO LEARNING

- · Monitor progress and encourage self-reflection
- · Identify misconceptions with realtime feedback
- · Adapt instruction using live formative data

OUTPUTS

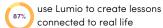
What does the data tell us about integrating Lumio?

COLLECTIVELY, USERS AGREE THAT LUMIO

PROMOTES ACTIVE LEARNING

- Increases student engagement
- Increases student collaboration
- Makes their lessons interactive.

SUPPORTS BEST TEACHING **PRACTICES**



use Lumio to provide feedback to students in real time

adjust Lumio lessons on-the-go based on student progress

provide more practice opportunities using Lumio

INCREASES ACCESSIBILITY

use Lumio to gather student voice and provide autonomy

use asynchronous learning opportunities through Lumio

regularly use the student pacing feature for lesson delivery

Survey respondents comprise educators distributed evenly across K-12 grades and all súbject areas*

OUTCOMES

Potential benefits to using Lumio

SHORT-TERM OUTCOMES

STUDENT APPLICATION

- · Solve problems *
- Practice skills in multiple formats *
- Improve communication and collaboration skills *
- Enhanced student autonomy ⁴
- More inclusive participation ⁴

COMPREHENSION AND PROCESSING

- · Demonstrate understanding *
- Construct knowledge *
- Think creatively *
- · Master learning objectives *
- Improved executive functioning skills⁴

CHANGE IN ATTITUDE

- Improve self-reflection *
- · Student ownership of learning *
- · Engaged in the learning process *
- Greater social engagement ⁴

LONG TERM OUTCOMES

- Close achievement gaps 1
- Increase retention ^{1,4}
- Decrease K-12 dropout rates ^{1,2}
- · Increase student perception of satisfaction 3, 4, 5
- Increase student mastery³
- Stronger self-advocacy skills 4









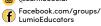














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2. Freeman, S., Eddy, S. L., McDonough, M., Smith, M. K., Okoroafor, N., Jordt, H., & Wenderoth, M. P. (2014). Active learning increases student performance in science matics. PNAS Proceedings of the National Academy of Sciences of the United States of America, 111(23), 8410–8415

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