

# **Logic Model for Research-Based Design**

#### **The Situation**

According to the 2019 National Assessment of Educational Progress, 34% of 8th-grade students in the United States scored at or above proficient in Mathematics and Reading with lower average scores for underserved populations in High Poverty areas.

Our mission at FEV Tutor is to effect change in K-12 education that will positively impact and accelerate learning outcomes for all students including those priority student populations.

### INPUTS **ALIGNMENT TO K-12**

# **EDUCATION RESEARCH**

### **ACTIVITIES TUTORING**

# **PROGRAM DESIGN**



**Live, 1:1 Instruction** 

#### Why Tutoring? Tutoring Works! "Tutoring programs

yield consistent and substantial positive impacts on learning outcomes" (Nickow, 2020)

participant in live 1:1 instruction.

**Engage each student** 

# **Program Design**

**Collaborative** 



### drive K-12 districts to achieve shared goals? Framework for Using Evidence in a Continuous Improvement Process

What approach will

(Hale, 2017).

### Select

Follow the cycle of:

Plan

Inform

- **Implement**
- Analyze data & evidence



**Purposeful Feedback** 

### Power of Feedback - To reduce discrepancy between current

understanding/performance and a desired goal. (Hattie, 2007)

**Tutor & all key stakeholders** with daily feedback & reporting. **Instructional Framework** 

Establish open lines of

communication between FEV

#### The explicit gradual release of responsibility (GRR) model of instruction devolves responsibility in the learning process from teacher to student through a sequence of

direct instruction, guided practice, and

What instructional method

optimizes learning in

this environment?

independent practice. (Elliot, Frey, and Fisher, 2019) **Social-Emotional Learning (SEL)** 



Train tutors on GRR model

& build lessons with

scaffolding that includes:



Match students with the

improve academic performance in addition

to improved social and emotional skills,

attitudes, and behavior. (Durlak, 2011)

**Should tutor platforms** 

incorporate gamification?

operationalized in empirical studies, is an

"Gamification, as it is currently

effective method for instruction"

(Sailer, 2020)

**Gamification** 

**Develop gamification features** 

that align with effective

gamification research & syncs

with the student experience

in the platform.

lesson & train tutors on SEL

best practices using the

**RULER framework.** 

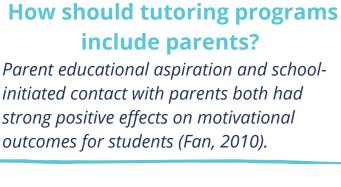
**Parent Engagement Build a Family & Student** 

**Engagement team to build** 

awareness & empower

families to take advantage of

school-sponsored tutoring.



**Outputs** Key stakeholders including students, parents, teachers, and school leaders are highly engaged in the learning process.

- Instructional time between students and tutors is highly structured and • Tutoring programs are designed with intention and aligned to the instructional
- Students and tutors establish a strong working relationship and develop a rapport that grows over the duration of any tutoring program. Student motivation is maximized and reinforced through parental involvement

# and platform gamification.

**Learning outcomes for student** participants are accelerated as measured by seasonal

benchmark assessments.

SHORT-TERM OUTCOMES

optimized for academic growth.

strategies, priorities, and goals of partner districts.

**LONG-TERM IMPACT FEV Tutor partner districts will** experience an overall increase in proficiency rates in math and reading according to NAEP assessments while also shrinking the gap between priority student groups and district averages.