



Research Shows Handheld Computers in Classrooms Enhance Student Achievement

GoKnow Learning Unveils Landmark Studies at National Educational Computing Conference

SAN DIEGO, CA (July 5, 2006) — GoKnow Learning released today scientifically-based research (SBR) that demonstrates handheld computer use in K-12 classrooms leads to student achievement gains. The landmark research will help schools nationwide secure grant money to introduce GoKnow's proven technology and improve test scores, according to Elliot Soloway, PhD, co-founder of GoKnow and professor at the University of Michigan.

The University of Michigan conducted two studies using GoKnow's educational programs for handheld computers. The first study, underwritten by the National Science Foundation, focused on the science curriculum for seventh graders at three Detroit, Michigan middle schools during the 2003-2004 and 2004-2005 school years. The curriculum asked students to create various documents, such as concept maps, spreadsheets, animations, written reports and slide presentations about air quality, basic chemistry, communicable diseases and water quality. Students used handheld computers with GoKnow's Handheld Learning Environment to illustrate their understanding of the science concepts and processes. Those not using handhelds used pencil and paper to create these documents.

"This study is the first of its kind," said Cathleen Norris, PhD, co-founder and chief education architect of GoKnow, and a professor at the University of North Texas. "Our conclusion is: handheld computers are a low-cost, engaging way for students to successfully learn science."

According to both Soloway and Norris, the research shows that in the first year of the study, **handheld computer groups did 2 percent better than non-handheld groups**. In the second year, **handheld groups performed 13 percent better in science than non-handheld groups**.

"The students were able to do things with the Palm that they could not often do on paper. I noticed that some students who were usually unmotivated were more interested in what we were doing, and kids that were more tactile really succeeded with Palm use," said Alycia Meriweather, a seventh grade science teacher at Farwell Middle School in Detroit. "I think the biggest success with the students was to see their progression over time and the look on their faces when they had created something that showed their understanding of the content in a new and different way."

The second study investigated whether learning math facts via a game on Nintendo® Game Boy® computers is more effective than learning the same math facts through traditional flash cards. The study focused on third grade students at Bach Elementary School in Ann Arbor, Michigan during the 2004-2005 school year.

In the five-week instruction, ***the handheld test group outperformed the flash card group by 7 percent in the gain scores from pre-test to post-test.*** During the same test period, ***the handheld test group with low-achieving students performed 11 percent better in the gain scores than the flash card group.***

“Students could practice basic facts in a really fun, interactive way and this motivated them to sustain effort for longer periods of time. This extra practice time translated into better performance in our math curriculum because it sharpened their basic fact and mental math skills,” Bach Elementary School Teacher Donna Ramsey said. “From the beginner to the advanced students, everyone’s capabilities were matched. It took a technology that is usually used for non-academic purposes and turned it into an important classroom tool.”

To see the research and a demonstration of the handheld programs enhancing student achievement, visit booth #1221 at the National Educational Computing Conference (NECC) in San Diego, July 5-9.

About GoKnow Learning

GoKnow Learning is the premier provider of educational software, curriculum and professional development for handheld computers. GoKnow’s products provide new opportunities for teaching and learning with technology. For more information, visit www.goknow.com. *GoKnow provided the educational software for the math study. For the science study, GoKnow provided its Handheld Learning Environment and technical assistance when requested.*

Media members, please contact:

Megan F. Salch (832-256-6676, megan@mpdventures.com)

Liz Greene (214-350-7236, liz@mpdventures.com)