



Key Findings Summary

March 2025 Interim Efficacy Study Report



Study Summary

This interim report is part of a wider evaluation for the 2024-2025 academic year, conducted in partnership with ImpactEd Evaluation. The study will explore the impact of Sumdog on maths attainment and attitudes towards maths for Year 5 pupils in 14 England primary schools. At this stage, the study has involved interviews and focus groups with teachers from a small number of participating schools using Sumdog for the first time.

Key Finding 1: Ease of Use

Teachers found the platform intuitive, with minimal need for ongoing support after initial setup. The exercises align with the National Curriculum and White Rose Maths schemes, facilitating seamless integration into existing lesson plans.

Key Finding 2: Early Engagement and Enjoyment

Many pupils showed increased engagement and enjoyment in learning maths through Sumdog's gamified exercises. Teachers noted that pupils often preferred playing Sumdog over traditional methods and were eager to use it both in class and at home.

Key Finding 3: Confidence Building

There was a noticeable improvement in pupils' confidence with maths. Pupils, including those with lower self-esteem, showed a willingness to engage with maths exercises.

Key Finding 4: Beneficial for Specific Groups of Pupils

Sumdog particularly benefited pupils with SEND, lower-attaining pupils, and those with lower self-esteem. The platform's adaptive learning feature allows these pupils to engage at their own

level, fostering a positive learning experience.

Key Finding 5: Identifying Learning Gaps

Teachers effectively used Sumdog to identify learning gaps at both individual and group levels, which helped tailor their teaching strategies.

Summary

The insights from this interim report will guide further enhancements and support our goal of making maths learning both fun and effective. <u>You can read the full interim report here</u> and our end of study report will be released in September 2025.