



**ISAT GAINS FOR 3 CHICAGO PUBLIC SCHOOLS  
SIGNIFICANTLY HIGHER THAN DISTRICT GAINS  
CLAREMONT, RUGGLES, AND CASTELLANOS  
IMPROVE TEST SCORES WITH KID'S COLLEGE**

*Chicago, IL – August 25, 2007* – Three Chicago Public Schools using the *Kid's College* motivated practice, digital game-based learning program showed significantly greater improvement on the 2007 IL Standards Achievement Test (ISAT) than the Chicago Public School district as a whole.

Claremont Academy, Martha Ruggles Elementary, and Rosario Castellanos Middle School began using *Kid's College* in 2006-07. At the end of the school year, their student scores on the ISAT were greatly impacted by the web-based program, which allows students to practice state standards-based Math and Reading/Language Arts questions in an engaging video game format.

As a district, Chicago Public Schools improved their ISAT scores by +1.8% in Reading and +4.6% in Math. The data indicates that ISAT gains at Claremont, Ruggles, and Castellanos were much higher than district gains as a whole, thanks to extra practice on basic skill sets in *Kid's College*:

- **Claremont Academy – +12.6% Math; +9.8% Reading**
- **Ruggles Elementary – +10.4% Math; 2.9% Reading**
- **Castellanos Middle – +6.6% Math; 4.1% Reading**

“If there is one program you purchase this year to support Math and Reading growth, make sure it is *Kid's College*,” said Claremont Principal Rebecca Stinson. “It is simple, cost-effective, highly motivating for students, and parents and teachers love it.”

\*\*\*\*\*

**About Learning Through Sports:**

**Learning Through Sports, Inc.®** is a leading educational publisher of digital game-based learning programs for K-12. The company publishes *Kid's College*, a math & literacy intervention program that has proven effective in raising test scores for underachieving students, and *STAR Sportsmanship*, the first interactive sports video game to teach sportsmanship.

Both web-based programs combine athletics with academics to better motivate today's students, who demand an engaging learning experience. Our goal is to create *Motivated Students* using

*Motivated Learning*, and scientific research affirms that our unique, digital game-based content delivery methodology works.

LTS also launched the **MySportsmanship.com** ([www.mysportsmanship.com](http://www.mysportsmanship.com)) and **KC Contest** ([www.kccontest.com](http://www.kccontest.com)) social networking websites in summer 2007. For more information, call toll free (866) 552-9192 or visit [www.learningthroughsports.com](http://www.learningthroughsports.com).

**About *Kid's College*:**

*Kid's College*® is the first program to combine online sports video games and K-8 Math and Literacy standards-based instruction to motivate even the hardest to reach students. *Kid's College* features STRIDE™ Prescriptive Technology that automatically adjusts level of difficulty based on performance, taking a student where he/she can succeed. *Kid's College* helps teachers target instruction by providing weekly auto-emailed reports to quickly identify skill gaps for individual students or groups of students.

Schools across the nation have driven motivation to a whole new level and improved their scores on annual standardized tests using *Kid's College*. For Success Stories, a demo and more, visit [www.learningthroughsports.com/kids\\_college.html](http://www.learningthroughsports.com/kids_college.html).

**Media Contact:**

Amy Greene, 866.552.9192  
Learning Through Sports, Inc.  
1 Mt Laurel Ave, Suite 210  
Birmingham, AL 35242  
[www.learningthroughsports.com](http://www.learningthroughsports.com)

###