

BrainIgnite K-12 Teacher Survey

Introduction

With over 12 schools taking part throughout North Eastern USA and South Western Canada, 110 teachers of grades 3 through 8 were requested to play BrainIgnite iMusic for their class over a 2 week period. After this 2 week period, the teachers were asked to complete a survey to help us better understand the effects of BrainIgnite iMusic on school aged children. The following summation presents the teachers responses regarding their experience with BrainIgnite iMusic.

Overview

- 98.2% of the teachers surveyed felt their class was better poised for learning while BrainIgnite iMusic was played.
- 89.1% of the teachers surveyed observed their classroom to be quieter and less noisy.
- 100% of the teachers surveyed observed their students to be more focused and attentive.
- 95.5% of the teachers surveyed felt their students were more productive and made better use of their time.

Results

The results point to a dramatic change in the behavior and dynamic of classrooms that play BrainIgnite iMusic—showing that BrainIgnite benefits students in a classroom environment. We hypothesize that continued use of BrainIgnite will lead to improved student performance. Further research should be pursued to better document the full extent of improvements BrainIgnite will have on student test scores and overall academic performance. We hypothesize that continued use of BrainIgnite will lead to improvements in test scores and grades.