

The challenge

School dropout is one of the major concerns for current education systems. For this reason, it is important to apply existing knowledge about the brain to education and to provide students with the necessary skills to learn, before they are faced with the need to learn academic notions.

Most education systems revolve around the idea of students learning a high volume of content quickly, often missing the time to lay a consistent foundation for that learning or to become autonomous people, ready for ongoing learning through life.

All in all, it is of the utmost importance for schools to use neuroeducational tools so that students can be trained in thinking development strategies and improve their learning potential.

The solution

Aprendizaje Eficaz is based on neuroeducational principles and helps students improve their learning processes and expand their own cognitive potential.

This tool was specifically conceived and designed to be easily integrated by schools into their daily teaching activity, to be combined with other applications. Teachers can generate group and individual reports, where they can follow up on their students' progress and receive objective data on their strengths and weaknesses. Most importantly, students can develop and/or strengthen major cognitive skills and capacities involved in the learning process through automatically generated personalized training sequences in an entertaining and engaging manner; as all activities take place in a gamified environment, specifically adapted to the age of students.

Not only did we take pedagogical aspects into account, but also the interconnection with other systems. Implementing OneRoster was key to solving this aspect.

Learning Impact Outcomes

Research has proved that the brain is a flexible organ, IQ can change and intelligence can be developed through an adequate personalized program designed to train major cognitive skills.

Also, at the school level, professionals are increasingly aware that their students have learning potential and that training of certain skills can improve it. However, teachers lack relevant training to this purpose and do not normally know how to promote this in their classroom. A tool such as *Aprendizaje Eficaz* can have a direct positive impact on schools in different aspects. For students, an important part of learning would be covered, as the necessary tools are provided to build a solid foundation on which learning of school notions can rest; which will really impact their performance.

For professional practice, teachers would experience this improved learning performance on the part of their students, get to know their strengths and weaknesses and thus be able to make informed decisions and adapt their teaching programs... All of this without having to worry about training this aspect in the classroom, that may go beyond their own professional training and background knowledge.

Return of Investment

Through use of *Aprendizaje Eficaz*, all countries where it is present could experience the following benefits depending on players involved in the learning process:

- Teachers can spend more time promoting students' skills in the classroom.
- Parents can check on their children's progress at any time, without having to visit offices if not necessary.
- Students themselves are more than willing to use this tool because they consider it a game, rather than the actual process of improving learning skills that it represents.