



PROVEN AGAINST A COMPARISON GROUP: In a study comparing FSML classrooms to similar classrooms that didn't use FSML, students playing FSML scored significantly higher on a math assessment — even after accounting for starting skill level, grade, gender, and race/ethnicity. Setup takes about 30 minutes; weekly activities take 10–20 minutes.

LEARNING OUTCOMES: Measurable Gains vs. a Comparison Group

+13pp

Higher math scores vs. comparison classrooms

$p = .004$ ***

+4.5pp

Pre-to-post math gain, FSML classrooms

$p = .024$ *

63%

Said FSML helped them practice multiplying fractions

100%

Teachers want to use FSML again

WHAT STUDENTS ARE SAYING:

"It made me realize that math is used in jobs and activities."

— Study participant

"It opened me up to the amount of jobs there are in statistics in sports."

— Study participant

"FSML made me more confident in my math skills, and it also made math significantly more enjoyable."

— Study participant

"Even if some math is hard you can work through it and finish what you are working on."

— Study participant

"It made math more enjoyable for me because it included a fun factor to it."

— Study participant

"I liked math but I like it even more now."

— Study participant

HOW STUDY TEACHERS USED FSML:

- Used mainly as a supplement to a regular lesson — also worked well as a warm-up or extra project.
- Averaged about 5 weeks of use between the start and end of the study; all reported the underlying math had already been taught.
- Off-season configuration uses historical player data, so FSML works for a study or unit any time of year, not just during NFL season.
- All but one study teacher plans to keep using FSML in fall 2026 — the one exception was a scheduling conflict, not the program.

IMPLEMENTATION NOTE: "Once we got moving into the game we spent usually Tuesdays completing previous week's calculations and setting up for the following week." — study teacher

TEACHER TIP: "We learned together! We went over the PowerPoints (so valuable!) then started the weekly process...with no real games being played, they just wanted to keep playing!" — study teacher