



## Gamified Language Assessment Grades 5–8

By middle school, language skills are the critical predictor of reading comprehension, not word level reading. Yet teachers don't tend to assess these skills in school. Monster, P.I. does, and in a fun way! Building from theory, Monster, P.I. is a valid and reliable app-based, computer-adaptive gamified assessment of morphology, vocabulary, and syntax. Fun and easy to administer, the game features a mischievous monster who is wreaking havoc on different areas of the city. Students solve word puzzles, which are the items on the assessment, in order to identify the monster and save the day.

Monster, P.I. is a normed, standardized test developed by leading researchers with a federal grant\* over a four year period, working with a diverse sample of more than 3,000 grades 5–8 students and



more than 50 teachers from seven schools in a large urban school district. Results were shown to help teachers better understand the relationship between written language and literacy, and, how individual student's

language skills support or hinder literacy. “How students performed on Monster, P.I. explained more than 50% of variance in student performance on the Measures of Academic Progress (MAP(r)) reading assessment! This both confirms the large role of language in reading comprehension and also highlights that meaningful measures of language skills can indicate strengths and weaknesses that underlie reading comprehension skills”, reported Principal Investigator Amanda Goodwin, Ph.D.

\*This work was supported by a grant (R305A150199) from the Institute of Education Sciences, U.S. Department of Education. The opinions expressed are those of the authors and do not represent views of the Institute of Education Sciences or the U.S. Department of Education.



