How One After-School Program Helped Students Gain 6 Months of Math Progress in Just 8 Weeks

Client:
Bradley Otis Boys and Girls Club

Location
Osceola County, FL

Setting:
After School program

Student Focus:
General education students attending the after school program

Supporting students who struggle with focus.

At the Bradley Otis Boys & Girls Club in Florida, staff noticed what many educators see every day: students struggling with attention, impulse control, and staying on task. These challenges weren't just affecting homework time—they were holding kids back academically and socially.

The team knew these students had potential. They just needed the right foundational skills to unlock it.

Why THYNK

The Boys & Girls Club piloted **Skylar's Run**, an engaging video game training program that uses a special headset to track and improve students' attention and executive functions in real time. As kids play through 15 interactive missions, the game adapts to each child's unique attention patterns and skill, making the training challenging but achievable. By training attention and executive function skills, students can start to possess the foundational abilities they need to become academically successful.



Boys & Girls Club

The Boys & Girls Club is a nonprofit youth organization that provides safe, supervised after-school programs for children and teens. Their programs focus on academic success, healthy lifestyles, character development, and career exploration through activities like homework help, sports, arts, and mentorship.

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"The kids were genuinely excited to play each session. We didn't have to convince anyone to participate—they actually asked when it was their turn."

Boys & Girls Club
Staff Member

"I've noticed real changes at home. He's more patient, can focus on his homework better, and isn't as impulsive with his little brother

- Parent

The Solution

What made it work for busy after-school staff:

- **Easy to implement** – Minimal training required; students work independently on iPads
- **Highly engaging** – Game-based format keeps kids motivated and coming back
- **Flexible** – Fits seamlessly into existing program schedules
- **Low maintenance** – Staff provide minimal assistance once students get started



Key Actions

Not only did Skylar's Run accelerate student success, but the students had fun doing it

Thirteen elementary and middle school students (ages 8-12) participated in the program. None had been formally diagnosed with ADHD—these were everyday kids who needed help with focus and self-regulation.

100% of students who attended the intervention completed all 15 missions. In an after-school setting where keeping kids engaged can be a daily challenge, this retention rate speaks volumes.



The Results

Academic Gains

Math Fluency:

- Students in total gained an average of **6 months** (age equivalence) in just 8 weeks
- 58% of students improved by 6 months or more—that's **3x the rate of typical learning** for the time spent

Reading Fluency:

- Students in total gained an average of **2.25 months (age equivalence)**
- Some students gained as much as **14 months**
- **Over 40% improved by at least 6 months,** which is remarkable given the curriculum is only 8 weeks long.

Attention and Impulse Control Improvements

Parents reported a **26%* reduction** in attention and impulse control challenges at home, including:

- Better focus during homework
- More patience with siblings
- Improved ability to follow directions

Similarly, Boys and Girls club **Staff** reported a **25% improvement** in behavior.

** A quick note: a 25% or more reduction for a student means the teacher or parent actually noticed that the student was doing better. Rather than denoting a tiny uptick in scores, 25% is the threshold by which you'd say 'yes, this student has genuinely moved forward.'*

Why it Works: The Science Behind the Success

Skylar's Run isn't just another educational game. It's built on **eight clinical studies involving over 330 children**, using the same validated attention assessment scales doctors use for ADHD diagnosis.

The program works by:

1. **Measuring attention in real time** using Thynk's Attention Visualization Headset
2. **Adapting dynamically** to each student's current attention state
3. **Building neural pathways** that support better focus and impulse control
4. **Transferring skills** to real-world academic and behavioral contexts

Perfect for After-School Programs, Intervention Time, or Summer School

Skylar's Run is designed for real educational settings with real constraints:

- Works with groups or individuals
- Requires only iPads/Android Device and the AV Headset
- Takes about 20-30 minutes per session
- Adaptable to various schedules (2-3 times per week recommended)
- Suitable for students in grades 2-8