

What is EFgoPRO™?

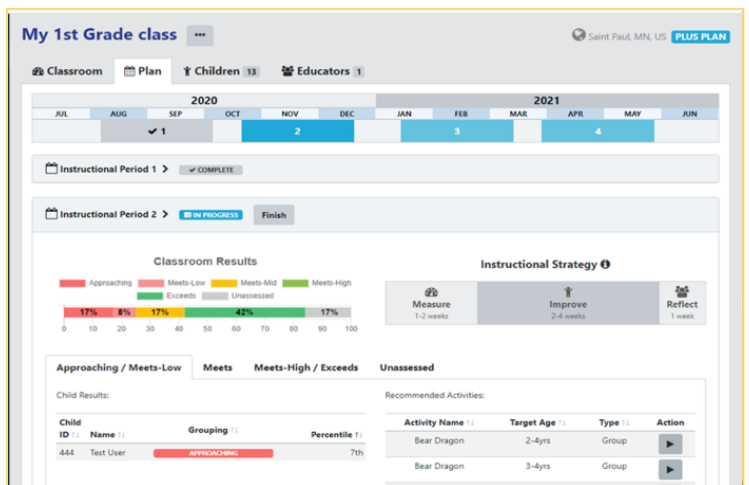
Based on our award-winning MEFS App™, our new Executive Function (EF) program EFgoPRO™ provides the same reliability and validity of the MEFS App™, but is designed by educators, for educators. The EFgoPRO™ program enhances classroom instruction.

Instructional Periods:

EFgoPRO™ comes preloaded with four instructional periods. We define an instructional period as:

- 1-2 weeks to deliver the assessment
- 2-4 weeks of intervention activities
- 1 week of reflection

The four instructional periods are just our initial suggestion...you are free to adjust them as you please.



Assessment:

Based on the award-winning MEFS App™, our new classroom assessment delivers the same validity and reliability. Providing a direct behavioral measure of EF skills in less than 5 minutes, this classroom assessment is a game-like experience your children will love!



REFLECTION SCIENCES The EF Way to Play
Bear/Dragon & Simon Says

Instructions by Level

Level 1 Follow Bear not Dragon
Have children sit in a circle. Show them 8 or more actions one at a time and ask them to imitate them.

Touch your ears; cover your eyes; clap your hands; touch your feet; touch your tummy; wave your hand; cross your arms; jump; stick out your tongue!

Introduce children to **Happy Bear** and **Grumpy Dragon**. Tell them:

The **Happy Bear** is happy, so we will do what he tells us to do. The **Grumpy Dragon** is grumpy, so we don't listen to him. We do not do what he tells us to do. No way!

Conduct three or more rounds with the **Happy Bear**.

Starting Game Level (National Percentile)	Level 1: Approaching/Meets Low: 0 - 32% Level 2: Meets: 33 - 66% Level 3: Meets High/Exceeds: 67 - 100%
Group Size	Small groups
Executive Function Skills	- Working Memory - Inhibitory Control - Cognitive Flexibility
Behavioral Goals	- Listening to and remembering rules - Impulse control
Materials	- Character cut-outs on sticks - Store-bought Puppets or Toys - Sock Puppets
Curriculum Integration	Math: make actions verbal (count to 10) Reading: use keywords as actions (flap your arms like an eagle)
Time to Complete	15 minutes

Play a Game

Memory

- Repeat the Sequence
- Re-order the sequence
- Visual Recall
- Clear The Bees

Focus

- Old One Out
- Track the Object
- Old Peek-a-Boo
- Popcorn Match

Flexibility

Personalized Intervention Activities

EFgoPRO™ provides personalized intervention activities for student groups based on their most recent assessment results. Activities can be incorporated into daily teaching during circle time, transition time, and/or other routine activities. EFgoPRO™ also offers personalized digital learning games through our partner Kiko Labs.

Reporting:

District, school, and organizational level reporting is now available! Use the enhanced reporting to establish a common language surrounding EF within your organization. You can track how students EF scores change from year to year, examine classroom differences, and much more.

DEMO Washington DC, DC, US PRO

District Schools 84 Children 3435 Educators 403

Results by School

District National Percentile Rank **47th**
District Standard Score **99**
Score Interpretation

Children Assessed **3,037** of 3,435

Name	Percentile	Grouping	Children Tested
...	62nd	MEETS-HIGH	1617
...	52nd	MEETS	560
...	56th	MEETS	175
...	33rd	MEETS-LOW	34
...	55th	MEETS	581
...	55th	MEETS	1413
...	55th	MEETS	210
...	50th	MEETS	42