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Prodigy

# Cultivating Math Confidence with the Right Tools

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“The headset makes me feel like a gamer which helps me focus.”

- 2ND GRADE STUDENT



## Overview

Medford Area Elementary is a public school with approximately 640 students in grades PreK-4th. Somerset Academy St. Lucie is an accredited tuition-free charter school, serving over 600 learners in grades K-5.

During fall 2024, a 2nd grade classroom from Somerset Academy and a 3rd grade classroom from Medford Elementary participated in an 8-week study to measure the impact of headset and mice technology on student focus, confidence and performance in [Prodigy Math](#), an online learning platform that helps students master math standards with an exciting gameplay experience.

For the first 4 weeks of the study, students played Prodigy Math without a headset and mouse. For the second half, students utilized [Zone Learn](#), an adjustable headset designed for young learners, and the [M325S Wireless Mouse](#).

**SCHOOLS** [MEDFORD AREA ELEMENTARY SCHOOL](#)  
[SOMERSET ACADEMY ST. LUCIE](#)

**INDUSTRY** EDUCATION

**LOCATION** MEDFORD, WI AND PORT ST. LUCIE, FL

**SOLUTION** [ZONE LEARN HEADSET](#)  
[M325S WIRELESS MOUSE](#)



# Challenge

Classrooms are busy places - and oftentimes filled with noise and other interruptions that have the potential to distract even the most focused of students. When it comes to math, focused learning and practice time is especially important.

To support this need, educators Scott Woller (Medford Elementary) and Chloe CancioBello-Pena (Somerset Academy) sought to further immerse students during independent math practice by addressing two critical areas: 1) Classroom Distractions and Noise and 2) Navigation and Usability Challenges.

Classrooms are naturally dynamic spaces, but without headsets, managing background noise became a persistent struggle. Research shows that poor audio quality has a direct negative impact on student engagement.<sup>1</sup> "They tend to talk and get distracted by each other a lot," said Chloe CancioBello-Pena. Students often found it difficult to concentrate with classmates talking, moving around, or engaging in off-task behaviors. Students also experienced frustration when using laptop trackpads for navigation with learning apps.

"The trackpad can be a beast for some students," said Scott Woller. Young learners who are still developing their fine motor skills can be slow and make more errors with the trackpad than with a mouse.<sup>2</sup> This can break the flow of learning, and affect overall motivation.

"[Students] love it and I love the language of Prodigy and how the kids interact together to talk about the worlds and their quests."

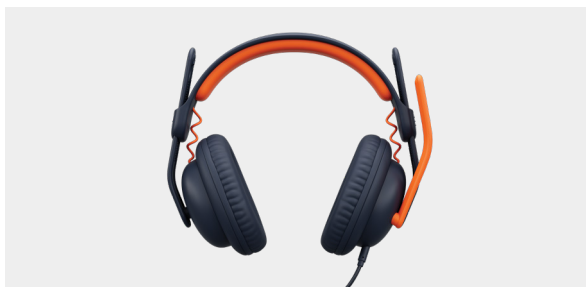
- SCOTT WOLLER, 3RD GRADE TEACHER





# Solution

To address these challenges, Scott and Chloe introduced two new tools for students to use with Prodigy Math: Logitech's [Zone Learn](#) headset and [M325S Wireless Mouse](#).



Designed for learning and built for schools, Zone Learn features soft comfortable ear pads and adjustable slider arms that allow for an optimal fit, especially for smaller head sizes. The headset stays in position so students can focus on learning. With audio drivers tuned for vocal clarity rather than music, Zone Learn proved to be ideal for digital learning applications like Prodigy.

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"I like the headset because when you put it on you can **hear everything clearly.**"

- 2ND GRADE STUDENT

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With swappable and upgradable over-ear and on-ear pads and three different input options (3.5 mm AUX, USB-A, and USB-C cables), Zone Learn seamlessly integrates into every school's technological ecosystem and provides a longer lifespan in the classroom, which is better for the environment and schools' bottom lines.



The simple addition of a mouse to a Chromebook or laptop can make all the difference in a student's world. Due to fine motor skill development, a mouse can be easier for students to use than a trackpad in many situations such as navigation of the web, using educational apps and more.

The M325S mouse is ideal for younger learners and designed for both right- and left-handed users. The smaller size makes it great for users with smaller hands. The micro-precise scrolling and tilt wheel provide speed and accuracy students need to navigate digital learning applications with ease and control.

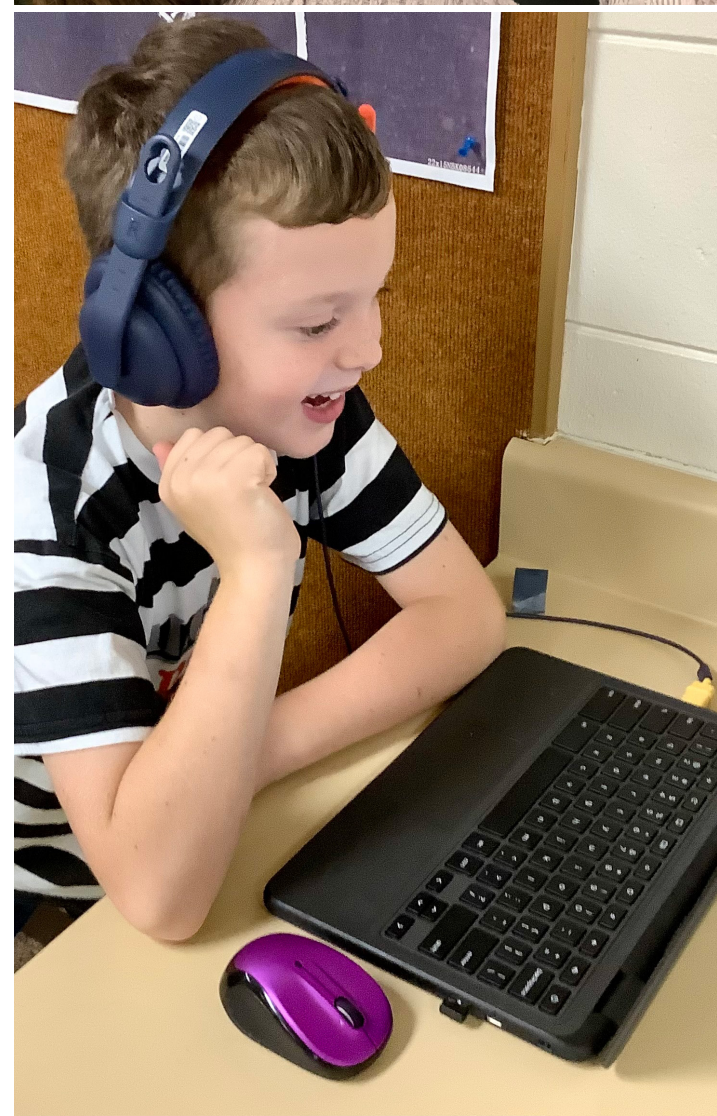
Compatible with all of the top OS, it's ready to work in seconds and lasts up to 18 months without changing batteries. With rugged durability, the M325S is designed and tested for cleaning and disinfecting after each use – and is also drop-tested to withstand falls from school desk heights.

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"I like the mouse because **when you move around it's easier** because you just have to click the button and the trackpad hurts your finger."

- 3RD GRADE STUDENT

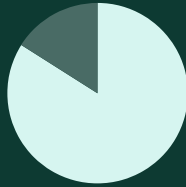
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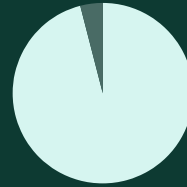
80% of students

reported improved focus with headsets, minimizing distractions and helping students stay on task



84% of students

found navigation significantly smoother with Logitech mice, reducing frustration and enhancing usability



96%

of 3rd grade students reported feeling confident working on Prodigy Math with a Logitech headset and mouse



44% more questions

attempted amongst 2nd grade students, with accuracy improving from 55% to 67%

# Results

Pairing Zone Learn headsets and the M325S mice with Prodigy Math had a significant impact not only on student performance in the app, but also on their overall confidence, and how they viewed themselves.

## Age-Appropriate Navigation

The Logitech M325 mouse dramatically improved students' ability to navigate and interact with Prodigy Math. **84%** of all students reported better movement control with the mouse. One student said, "Way easier to move my character with the mouse." Another student reported, "I like how fast I can get to the questions now." Educator Chloe Cancio-Bello Pena noted, "I definitely had less frustration with the kids when they're doing things like movement, or they couldn't get to a specific spot on the map."

## Sustained Focus

The Logitech Zone Learn headset significantly reduced distractions, helping students

"I could see them being more focused... they were able to **stay on task for much longer.**"

- CHLOE CANCIOBELLO-PENA, 2ND GRADE TEACHER

concentrate during Prodigy Math sessions. "It blocks out the noise, so I can think better," said a 2nd grade student about the headset. During the study, **80%** of all students reported feeling more focused with the headset. Another student shared, "I don't hear my classmates anymore, so I finish more problems."

## Feeling like a Pro Gamer

Just as professional gamers rely on specialized gear for peak performance, students with the right tools thrive in a tech-driven learning environment, and a new "math pro" persona

is born. **75%** of students reported higher enjoyment levels and **70%** of 2nd graders felt more confident in Prodigy Math with the headset and mouse, than without the tools. "The mouse makes it easier to click on answers quickly, which helps me feel better about math," said a 2nd grade student. Other students commented on how they felt, sharing "I look cool" and one even compared how they felt to a famous gamer: "I feel like Ninja now."

With the right tools, students feel valued, and recognized and the effect is tangible. "The kids really were able to immerse themselves," said Scott Woller. Much like gamers gearing up for competitive play, with the headsets and mice, students began to see themselves as capable "math pros" fostering confidence and commitment.

*The schools participating in this case study received free Logitech product to be a part of the case study and provide truthful, honest opinions that reflect the participants' actual experience.*

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<sup>1</sup> Gustafson, T.J., Au.D. (2011, November 11). Dual Task Performance of School Age Children: Listening in Noise [PPT]. Lubbock: Texas Tech University Health Sciences Center Department of Speech, Language, and Hearing Sciences

<sup>2</sup> Hertzum, Morten & Hornbæk, Kasper. (2010). How Age Affects Pointing With Mouse and Touchpad: A Comparison of Young, Adult, and Elderly Users. Int. J. Hum. Comput. Interaction. 26. 703-734.

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