Enhancing Engagement and Conceptual Understanding of Fractions for Students with Learning Disabilities using the Model Mathematics Education Curriculum (ModelME/Dream2B)
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<table>
<thead>
<tr>
<th>Design, develop, and test an innovative game enhanced curriculum to bolster engagement and fraction concepts.</th>
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<td><strong>Project type:</strong> Developing and Testing Innovations</td>
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<td><strong>Project start/end date:</strong> 2020 to 2023</td>
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<td><strong>Project URL:</strong> modelmemath.org</td>
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**Strategies:**
- Universal Design for Learning: decreases barriers and increases game access.
- North Carolina and Central Florida partners: Inform the five STEM/ICT careers included in the curriculum.
- Sandbox play: Provides access to different game tools & objects used to learn/express STEM knowledge.

**Insights & Achievements**
- 415 students playtested game; promising participation from target audience.
- Game showcased at IES National 2021 Ed Games Expo.
- Tools and game tasks in the Beta version informed by Alpha playtest.

**Reconsiderando:**
- *What have you needed to reconsider?* How to equitably offer the playtest & game remotely.
- *What have you been able to creatively overcome and how?* Curriculum wrap around for both in person and remote learning spaces.
- *What are you still grappling with?* Long-term COVID impacts.