

ClassCade Pilot Results

CORPUS CHRISTI ISD

Summit K12 + ClassCade PBIS Rewards

Results: January 1, 2026 - April 22, 2026



SUMMIT K12 +



Rewards that Power Learning™



+ Powered by  **SUMMIT K12**

Prepared 6/19/26

EXECUTIVE SUMMARY | CORPUS CHRISTI ISD

During the ClassCade pilot, students in CORPUS CHRISTI ISD demonstrated significant voluntary engagement with academic work outside of school hours.

By connecting SummitK12 learning progress to the ClassCade reward system, students were motivated to complete additional practice in order to earn coins and unlock gameplay rewards.

Key highlights from your CORPUS CHRISTI ISD pilot:



Total Coins Earned: **27,077,135**



Coins Earned After School: **8,789,910** (32% of Total)



Est. Additional SummitK12 Activities Completed: **↑ 118,611**

How do Students Earn Coins?



Students earn coins for each Summit K12 learning activity completed.



Higher Scores
= More Coins



Higher Scores
= More Coins

Most Importantly:

Approximately **32% of all engagement occurred outside of school hours**, representing voluntary student learning time that would not normally occur without an engagement driver.

This demonstrates the effectiveness of ClassCade as a motivational layer that increases student usage of Summit K12 learning resources.

THE ENGAGEMENT MULTIPLIER EFFECT

Traditional gamification systems embed games inside the lesson experience. While this can increase short-term engagement, it also reduces total learning time because game play replaces instructional minutes. ClassCade uses a different model. Students earn rewards for completing Summit K12 learning activities, but game play happens outside of learning time. This structure creates three important benefits.



1. Learning Time is Protected: Classroom instruction remains focused on Summit K12 lessons and assignments.

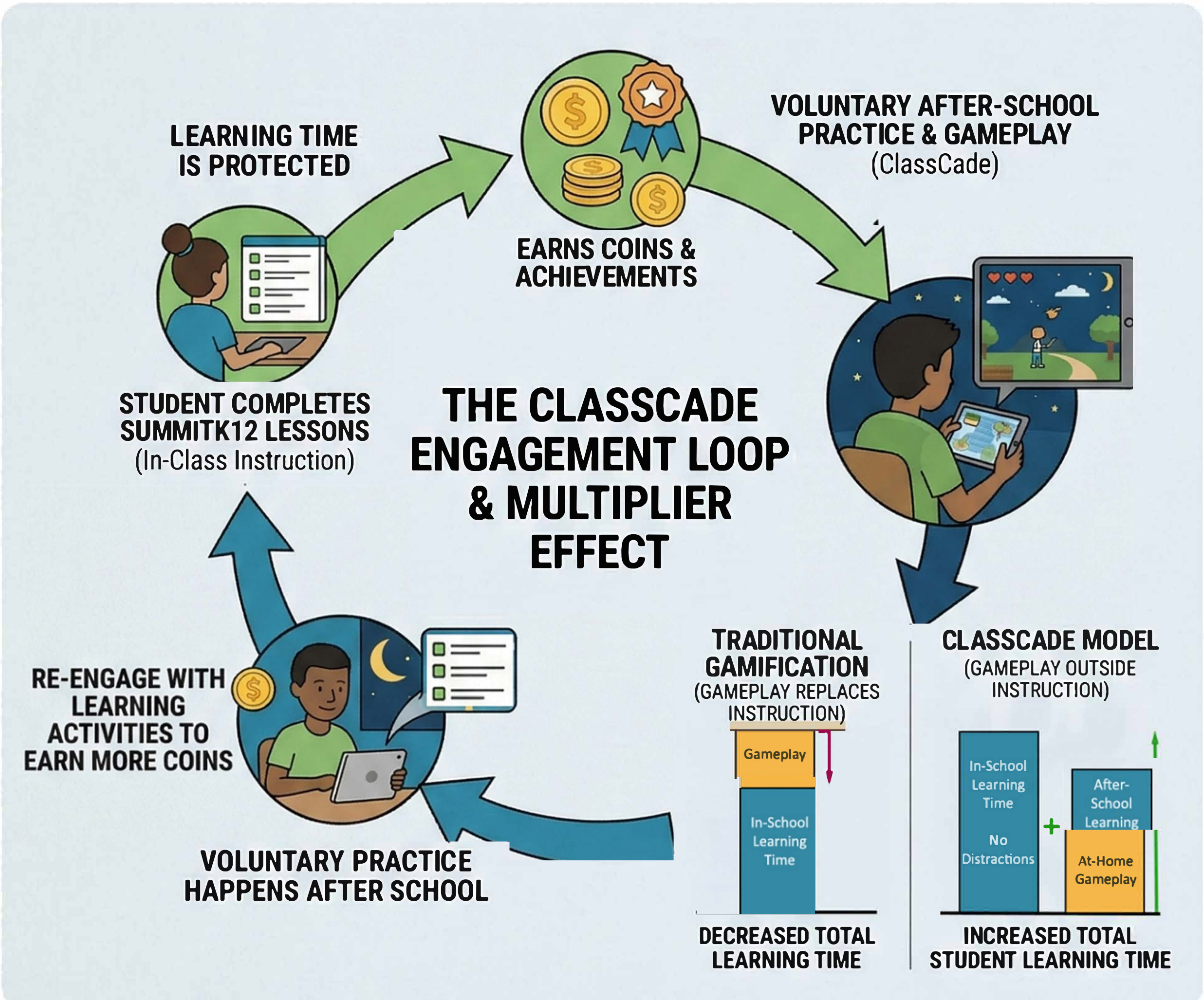


2. Students Are Motivated to Complete Work: Coins are earned for finishing assignments and performing well.



3. Voluntary Practice Happens After School: Students return to Summit K12 to earn additional rewards.

The result is an engagement loop that increases total student learning time rather than replacing it.



ADDITIONAL LEARNING TIME GENERATED THROUGH CLASSCADE

CORPUS CHRISTI ISD PILOT RESULTS



TOTAL COINS EARNED
27,077,135



COINS EARNED AFTER SCHOOL
8,789,910



AFTER-SCHOOL ENGAGEMENT
32%



ESTIMATED ACTIVITIES
COMPLETED AFTER SCHOOL
118,611

INPUT: ESTIMATED
ADDITIONAL LEARNING
TIME

- 118,611 learning activities completed outside of school hours



x 15 minutes
per activity

29,653 HOURS OF
**VOLUNTARY STUDENT
LEARNING GENERATED
BEYOND THE SCHOOL
DAY.**



During the ClassCade pilot, CORPUS CHRISTI ISD students earned over **27.1 million coins** through Summit K12 learning activities. Of those, **8.8 million coins (32%)** were earned after school hours, demonstrating significant voluntary engagement outside the classroom.

Based on an average of **74 coins per activity**, this represents approximately **118,611 SummitK12 learning activities completed after school**, generating an estimated **29,653 hours** of additional student learning time.

ClassCade motivates students to complete Summit K12 activities in order to earn rewards, creating an engagement loop that extends academic practice beyond the school day.