



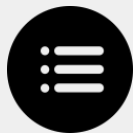
LEPOLE

EVOLUTION OF EDTECH BUSINESS MODELS

Prospective monitoring
September 2024



Summary of the september 2024 edition



Definition of Edtechs



Methodology



Trends Analysis



EducateMe is a learning management system that emphasizes collaboration in lessons and also enables various aspects of the classroom to be digitized.



Simulatory is an intelligent surgical simulation platform, equipped with specialized tools, designed to provide an immersive training environment.



Plume is a writing application designed to help learners improve their written expression skills through a range of exercises.



Code.org is an educational platform that provides comprehensive courses, with an interactive component, to teach students computer skills.



Discovery Education is a learning platform that gamifies various subjects, from maths to social sciences, offering different methods to facilitate understanding.



Definition of Edtech:

The acronym EdTech is short for Educational Technology. **EdTech represents the use of new technologies to facilitate and improve knowledge learning and transmission.**

For example, e-learning provides individual digital teaching as an alternative to physical attendance. These "classrooms" and MOOCs (Massive Open Online Courses) are lectures broadcast on the Internet. The LMS (Learning Management System) makes it possible to distribute educational content online, including courses. There are also educational robots that capture the attention of young people and support them in their learning.

EdTech provides tailor-made and on-demand services. It revolutionizes teaching, making it possible to **design a personalized learning path for students.**

Teachers and schools in general also benefit from these technologies, which facilitate the sharing of knowledge in collaboration with their students through participatory and pedagogical teaching. In addition, they use these technologies as **online platforms to better organize, control and monitor learning and adapt their teachings to students.** This allows them to provide more relevant and effective services.

Overall, Edtech benefits students and teachers as well as schools by **facilitating administration and communication.** They improve dialogue, education, learning and above all pedagogy.

DISCOVER MONITORING METHODOLOGY



Prospective monitoring - Definition



Overview

Prospective monitoring consists of collecting strategic information to anticipate changes in the ecosystem and respond as quickly and appropriately as possible. This provides support for the implementation of a commercial and technological strategy.

Methodology

An effective method involves regular service developments monitoring.

The below steps were taken:

- Research, analysis and comparison of a dozen innovative offers in the field of Edtech.
- Identification and understanding of the commercial and technological benefits of these results.
- Identification of Edtech trends and innovations. Trends represent market characteristics and developments.

Objectives

For a company or educational institution to compete sustainably it needs to be constantly aware of changes in its market, so as to either limit potential risks or benefit from these changes. This would involve the following :

- Monitor competitive products and service developments.
- Identify and distinguish innovative trends and strategies over the long term.
- Analyze and compare this information with the organization's current strategy.
- Evaluate competition and their business strategies through their innovations.
- Carry out a self-evaluation and develop a strategy.
- Find inspiration in business and technological trends.

[DISCOVER OUR EDTECH TRENDS ANALYSIS](#)



Edtech trend analysis



Main technological trends

Represent **opportunities or threats** for the various players in the sector



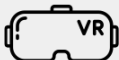
Gamification



Artificial intelligence



Big Data



Virtual Reality (VR)



Publication of the report :
"2024 State EdTech Trends"

The State Education Technology Directors Association (SETDA) has just published The 2024 State EdTech Trends. The survey and report provide an overview of the top EdTech priorities identified in SETDA's survey of state policymakers, including state CIOs, state superintendents and commissioners of education, and chief information officers.

Notable highlights



Corrsy, an EdTech startup of Finnish and Iraqi origin, has raised **USD 500'000 (CHF 425'540)** in pre-seed funding to transform education in the SWANA region.



The e-learning platform upGrad has decided to raise **USD 35 million (CHF 29.8 million)** in loan capital from the b2b e-commerce platform EvolutionX.



LoveHeart AI, an educational technology for early childhood, has raised **USD 2.3 million (CHF 19.5 million)** in a seed round for its 'super-intelligent help for educators'.



Bengaluru-based Edtech startup ODA Class has raised **USD 500'000 (CHF 425'540)** in a Series B funding round led by Singapore-based Skywalker Education Technology Co. Ltd.



EducateMe is a learning management system that puts the emphasis on collaboration in the classroom and enables various aspects of the classroom to be digitized, such as course creation, reporting, etc.

Type

Learning management system.

Competitive advantage

The tool digitises many aspects of the classroom, saving teachers time.

Price

The solution offers an advanced version at USD 100 (CHF 84) per month and a pro version at USD 200 (CHF 168) per month. There's not much difference between the two, except that the advanced version is for 40 active users and the pro version for 80. An additional user costs USD 2.5. If the number of users exceeds 700, a personalized offer is required.

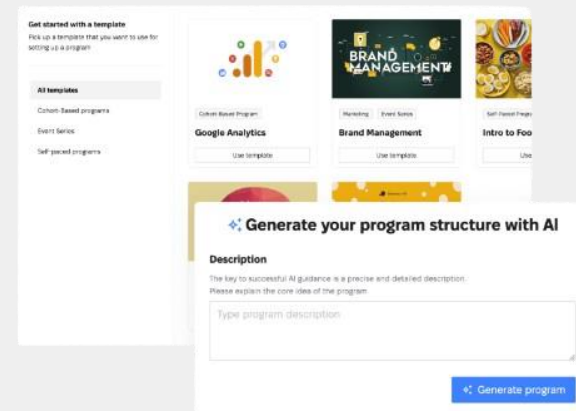
Number of users

According to its official website, EducateMe boasts over 100'000 users with various partners.

Level of development

EducateMe is supported by the [Google for Startups](#) Ukraine Support Fund, which provides non-equity cash rewards and development support to start-ups based in Ukraine. It is also part of Tinyseed, a start-up accelerator. According to LinkedIn, EducateMe employs around ten people and is based in the USA, but most of its employees are Ukrainian.

Link <https://www.educate-me.co/>



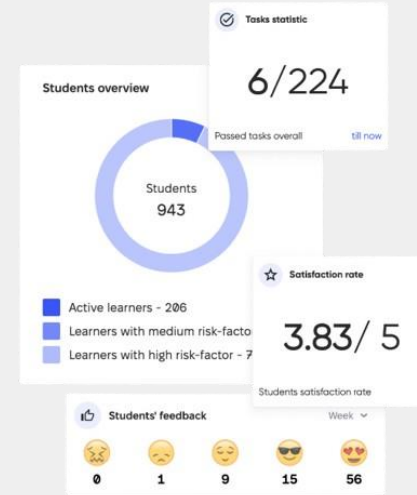
How does it work?

The platform takes the form of a dashboard with different functionalities. Teachers and learners have their own logins. The teacher can digitize various functions such as attendance during lessons, assigning lessons, etc.



Features :

- The solution **makes it possible to create a complete course on the platform, with support** for a variety of media such as text, images, videos, links, etc.
- The basic elements of the courses **can be automated using intelligent algorithms**, in particular to generate course titles and even certain content.
- The tool **offers an automatic grading system** and explanations of the various exercises.
- **Instant messaging is available** between teachers and students.
- **The calendar function synchronizes lessons** and assignments in the diaries of students and teachers.
- **Many elements of the platform can be customized**, including logos, themes and other user interface elements.
- **The platform offers real-time reports on learner engagement** and course effectiveness.
- **Quizzes and polls can be set up** so that students can be asked questions live.
- **Many other tools can be used**, such as the Google calendar function, Slack, Zoom, etc.



Kindergarten	★ ★ ★	High School	★ ★ ★
Elementary School	★ ★ ★	University & school	★ ★ ★



Some tasks carried out by teachers add little value, such as distributing paper versions of lessons or calling students. Others, although useful, are tedious, such as setting up learner surveys and collecting their feedback. Setting up a digital platform simplifies these types of tasks, saving a considerable amount of time. EducateMe goes even further: beyond simple digitization, the tool aims to automate certain processes and use artificial intelligence to maximize the time saved by teachers.

- The ability to bring together different types of media on a single platform is an undeniable advantage. In a traditional course, students and teachers have to juggle paper formats, PDFs, Word documents for lectures, slideshows and potentially videos. This scattering of elements gives the impression of a disjointed course, which can make it difficult for students to follow. **Centralizing all the documents on a single platform makes the course more coherent and readable for learners**, while simplifying the management of materials for teachers, **who can host them in a single location**.
- The use of artificial intelligence **makes it easier to create content, freeing up teachers' time**. One positive aspect is that the tool does not rely exclusively on this functionality. Rather, it is designed as a support for course creation, capable of generating summaries or suggesting chapter headings. This technology can also **simplify the creation of automatically corrected quizzes**, making it possible to check students' knowledge or carry out assessments.
- As well as centralizing documents, the introduction of a common calendar for both learners and teachers greatly simplifies the monitoring of courses and the management of assignments. **This reduces the risk of students forgetting and improves the organization of teachers**, particularly in the event of potential collaboration. In addition, instant messaging makes communication between teachers and students much more fluid, helping to **clarify certain issues and prevent students from dropping out**. This feature is particularly useful during the transition from secondary to higher education, reassuring students who are moving into a completely new environment.
- The personalization of the platform can be an advantage for institutions **wishing to develop their brand image and reinforce the feeling** of belonging to a group or institution. This type of solution is often sought after by business schools, but it can also be of interest to all universities or schools.
- The ability to set up reports on the effectiveness of courses, to obtain feedback from students and to facilitate the creation of surveys means that students' opinions **can be taken into account and the course can evolve according to the needs of the class**, leading to greater involvement and better results.

However, this type of tool must be used with care :

- Instant messaging **can be oppressive for teachers** and should be used sparingly, particularly in large classes.



Simulatory is an intelligent surgical simulation platform, equipped with specialized tools, designed to provide an immersive training environment for future doctors.

Type

Surgical simulation platform.

Competitive advantage

The tool allows you to train in complete safety in a discipline that is difficult to master.

Price

No price is given by the site and no data has been found in open sources. Given the technology used, this type of tool would appear to be fairly expensive to set up.

Number of users

No relevant information was found on this subject.

Level of development

Simulatory was founded in May 2021 by Gayatri Venkat, Dr. Ralf Wagner and Gourishankar Venkat with the aim of revolutionizing surgical training. The company has a number of renowned partners, including Innosuisse and ATOM. In August 2023, the start-up received a EUR 0.5 million grant from EIT Health for its patented surgical simulation system based on synthetic patient data. In October 2023, it became one of the 'elite start-ups' supported by NVIDIA. These factors lend this technology credibility.

Link <https://thesimulatory.com/index.html>



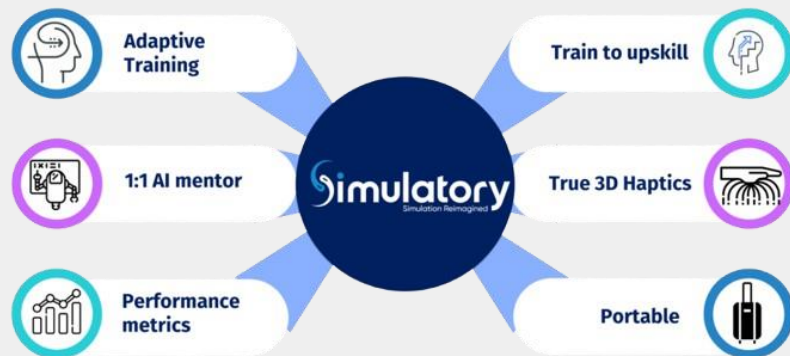
How does it work?

The future practitioner stands in front of a device in the form of two 'pens', connected to a computer which in turn is connected to a screen. The device is equipped with advanced technology that captures the movements made by the user, reproducing them in real time on the screen to simulate a surgical operation.



Features:

- The tool **imitates a real operation** thanks to dedicated hardware and specific technology that links the movements performed by the user on the machine and the imitated operation displayed on the screen in real time.
- **The experience can be made even more immersive** with a virtual reality headset.
- **The hardware platform can simulate several types of tools:** the dilator, the endoscopic camera, rigid instruments such as scissors, and electrodes.
- **The solution uses artificial intelligence** with machine learning that learns the surgeon's playing habits each time they use the system and adjusts the simulation scenario and level of difficulty accordingly.
- Advanced sensors and visual computing **provide structured measures of the surgeon's performance** during training.
- The simulation engine has been developed to be displayed on different screens, but above all to **represent patient cases and anatomy as closely as possible to real procedures.**



Kindergarten	★★★★	High School	★★★★
Elementary School	★★★★	University & school	★★★



On the one hand, studying medicine is very long and difficult, but it is also the most expensive. According to an article on RTS, the average cost to a medical student is CHF 120'000 per year, or CHF 720'000 for a full six-year course. Moreover, these costs are limited to teaching and research at universities. They do not take into account the costs of practical placements in hospitals or doctors' surgeries. Apart from the financial aspect, it is difficult to carry out certain procedures, particularly operations. In this context, Simulatory responds to concrete needs to help train future surgeons.

- The main advantage of this tool is that it can simulate an operation using instruments similar to those used in a real operation. The simulation displayed on the screen is both extremely realistic and faithful to human anatomy. Future doctors, and in particular future surgeons, can therefore **train virtually in complete safety**. This approach can improve training and **accelerate the learning curve for students**, making them operational more quickly for future operations. What's more, using a virtual reality headset makes the experience even more immersive. It might even be possible to **recreate situations that are even closer to reality**, involving nurses handing out instruments, for example, to simulate real operating theatre conditions.
- The sensors, which measure the performance of students during operations, are a real asset, as they enable them to track their progress over time, **which in turn motivates users to improve**. What's more, these sensors make it possible to **identify areas for improvement that the human eye might not have detected**.
- The use of artificial intelligence, which adapts to the habits and level of the user, **means that progress can continue over time**, and above all avoids boredom, **which could lead to a loss of interest**. It would be interesting to know whether this tool is also capable of simulating scenarios where an operation goes wrong, to better prepare future surgeons for all eventualities.
- As the device is fairly mobile, it can be carried with a computer and connected to a screen, making it usable in a number of situations. It would be conceivable to make it available in different classrooms so that students can see for themselves the work that is being done: this **could open up new vocations for young people**, bearing in mind that many countries, and Switzerland in particular, are currently experiencing a shortage of doctors.
- With the development of telesurgery (remote surgery), it seems appropriate to develop this type of technology. Future doctors would already be **familiar with these technological tools**.

This solution can still be improved:

- Simulatory currently specialises in lumbar spine surgery, so it would be useful to **know whether a development for other operations is easily reproducible**. On the official website, a new module is reportedly being developed for bi-portal endoscopy.



Plume is a writing application designed to help learners improve their written expression skills through a range of exercises.

Type

Written production application.

Competitive advantage

The tool promotes writing among learners in a fun way that takes into account the level of each student.

Price

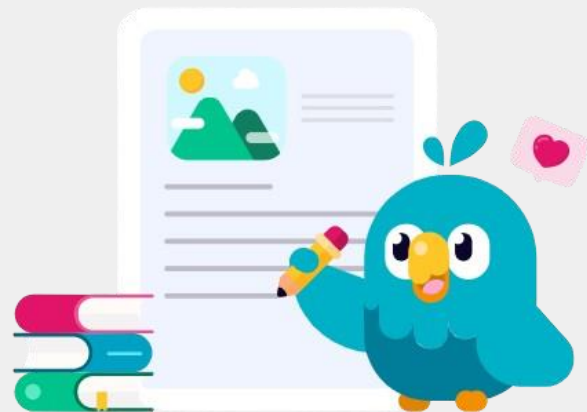
The free version includes the creation of activity paths for all pupils and reading aids. The premium version is priced at EUR 69 (CHF 65) for one year and includes printable materials, use in the classroom and at home, and correction aids. The final offer is aimed at schools and costs EUR 399 (CHF 375), giving you an unlimited number of licences.

Number of users

According to information provided on the official website, more than 31'000 teachers have adopted the application.

Level of development

Plume is a French startup founded in 2018 by Aude Guéneau, then a teacher of modern literature. She was soon joined by an educational and scientific committee made up of educational psychologists, speech therapists and researchers. Plume benefits from a number of recognized partnerships, including the French Ministry of Education, the Canopé network and the CNRS, among others. In 2021, the start-up raised EUR 2.2 million (CHF 2.07 million) from players such as Evolem, the MAIF impact fund, and Founders Future.



How does it work?

The teacher logs on to the application with his or her login details, and can then create a class by entering the names of the students and generating identification numbers. Learners can then log in using these numbers, without having to create an account, and complete the exercises assigned by the teacher.



Features:

- Plume allows teachers to **divide the class into several level groups**, but also to define a specific activity for each group or each student.
- A writing assistant is available to **make it easier for learners to correct** and learn, and offers feedback to help them make progress.
- The students' **essays are centralized in the application** and directly visible on the teacher's dashboard, who **can add comments that can be accessed instantly** by the students.
- **Several media are available** for the activities: computers, tablets and paper. However, some activities can only be completed using a digital medium.
- The solution **offers a large number of different documents** and activities, with over 500 activities in the library.
- It's **easy to create or remove students from a class**, and it's not compulsory for students to create an account.
- Teachers can provide parents with logins **so that they can monitor their children's progress** and even print out the stories they have written, either in the form of a small book or simply on paper using a printer.



Kindergarten	★★★	High School	★★★
Elementary School	★★★★	University & school	★★★



The academic level of students, particularly younger ones, has been falling for many years, as the Pisa studies show. This phenomenon is also evident in Switzerland, with problems in learning to read. According to an article in the RTS referring to these same studies (Pisa), half of young people have difficulty understanding simple texts. And according to the latest figures, only 20% of young people read regularly. Even if various causes are pointed out, digital tools are an important factor, on the one hand because they influence cognitive development, but on the other because they use up free time, limiting other activities such as sport, reading, written expression and so on. It is in this context that Plume seems to be relevant, offering a digital tool that can reinforce writing and, more generally, written expression and comprehension.

- One of the main strengths of this tool is its ability **to offer exercises adapted to the level of each student**. Combined with the ability to form different groups, this feature makes it possible to support students who are struggling while offering more advanced exercises to those who are making rapid progress. In this way, students with difficulties **can progress at their own pace, without slowing down those who are more advanced**. This encourages more effective and harmonious learning, ultimately making the class more homogenous and balanced in terms of progress.
- Offering a variety of media is a real advantage, particularly for schools, which can use existing equipment such as computers, thereby **limiting the financial cost**. If they wish, they can also invest in tablets, which are quicker and more intuitive to use. What's more, the option of printing documents in hard copy **offers an alternative to the intensive use of screens**, limiting the potential risks of harmful effects, particularly for younger pupils, who are often more sensitive to prolonged screen exposure.
- Centralizing written work on a single platform **saves teachers a significant amount of time**. What's more, students no longer risk losing or damaging their work, allowing teachers to **concentrate on more qualitative tasks**. The inclusion of direct feedback from teachers encourages greater interaction and can even lead to flipped classroom approaches, where learners explain their stories in front of the class using a projection on the whiteboard. This method is likely to **stimulate students' motivation and involvement, while improving their written expression and comprehension skills**.
- The application, which does not require individual accounts to be created for each pupil, makes it much simpler to set up in schools. This approach also has the advantage of **strengthening the protection of pupils' personal data**, by limiting the amount of sensitive information collected and stored.
- Keeping track of students with learning difficulties can be complicated for teachers, especially when they have a large number of students to manage. This is particularly true for learners with dyslexia. **Plume offers specific activities adapted to this type of situation**, helping students to regain their self-confidence and progress at their own pace.

Nevertheless, vigilance is needed:

- As well as limiting screen time, particularly for younger pupils, it is important to **pay attention to the digital divide if tablets or computers are introduced**. Some pupils may not be used to using a keyboard, which **could cause additional difficulties**.

Code.org is an educational platform that provides comprehensive courses, with an interactive component, to teach students computer skills.

Type

Educational platform.

Competitive advantage

Code.org offers comprehensive courses on computing, with interactive experiments to stimulate learners' curiosity.

Price

The platform is run by a not-for-profit association, so all services are free. You can make donations or buy products from the online shop.

Number of users

According to the official website, over 80 million pupils and 2 million teachers use the tool.

Level of development

Code.org is a non-profit organization supported by companies such as Facebook, Microsoft, Google and Amazon, among others. Its main objective is to promote learning to code throughout the world. Founded in 2023 by twin brothers Hadi and Ali Partovi, the association aims to democratize computing through educational videos. Today, it has won a number of prestigious awards, including the 'Best of STEM 2024', the 'Gold Transparency 2023', and the 'Student Privacy Pledge', among others. The platform is also recognized by numerous institutions around the world.

Link <https://code.org/>



How does it work?

The platform offers a range of ready-to-use courses for teachers, with no need to log in to access the various modules. However, a login may be required to save progress and certain exercises.

Features:

- **The platform does not require a connection**, except in rare cases, for example if you want to save your progress or access certain specific modules.
- The courses are **classified according to the level of the class, but also by different themes**: learning to code, creating an application, learning more about artificial intelligence, etc.
- Code.org **is available on any interface**, all you need is a web browser.
- **The courses are ready to use**, with videos and interactive exercises. According to our research, you don't need any special equipment to carry out the various experiments.
- The courses are **available in over 67 languages** and have been studied in over 180 countries.
- It is possible to **set up an evaluation system** that can take several forms: evaluation grids, post-project tests, checklists, etc.
- The tool allows you to create a dashboard with a **view of learners' progress to monitor** work and provide information on completion status, time spent and more.



Kindergarten	★★★★	High School	★★★★
Elementary School	★★★★	University & school	★★★

Although we are still in the early days of artificial intelligence, at least as we know it today with the emergence of conversational agents such as ChatGPT, Gemini, Bing AI, etc., the impact of these technologies on society and individuals is already noticeable. This is particularly true for digital tools such as smartphones and computers, which are an integral part of our daily lives. Academic education provides only basic computer skills, and this is even more obvious when it comes to understanding models such as those used to develop artificial intelligence. It is therefore becoming essential to strengthen young learners' computer skills, not only to better understand digital tools, but also to protect themselves against them. Code.org is responding to this need by offering free computer courses to pupils:

- The platform offers turnkey courses for teachers, verified before publication, **which saves a considerable amount of time**. The modules are classified by school level and take into account the level of the pupils, as well as their cognitive abilities. The lessons are also grouped by subject, saving teachers extra time. The modules are simple to implement, with detailed instructions in one document, **enabling teachers who do not specialize in IT to teach courses in this area**. This means that schools do not have to recruit specialist teachers, **thereby limiting costs**.
- Code.org offers interactive exercises based on games to help learners understand complex IT mechanisms. These exercises are adapted to the level of the learners, stimulating them and increasing **their motivation and involvement**. What's more, the platform requires no specific hardware and can be used from any web browser, whether on a tablet or a computer. **The investment required from institutions is therefore reduced**, and even relatively old IT equipment can be used.
- The platform makes it possible to cover a wide range of subjects related to computing, **which on the one hand can arouse new passions in pupils and steer them towards more scientific subjects**, and on the other hand enables them to acquire solid skills in this area, training them better than other pupils. This is a **valuable aspect for schools**.
- No login is required to complete the exercises, making the platform more flexible and **more secure in terms of data protection**. Parents can also have their children work at home without having to take out a subscription or ask the school or teacher for login details.
- Many assessment systems are available immediately after the end of a lesson and can take a variety of forms, such as quizzes, MCQs or checkpoints. This makes it possible to **assess student understanding while saving teachers time**. This feature is coupled with a dashboard mode for **observing the progress of learners**, making it possible to identify areas of focus as well as potential students in difficulty.
- Courses on artificial intelligence and new technologies already exist, but **it seems essential to include prevention in relation to digital tools, whether it's data protection**, the use of artificial intelligence such as deepfakes, or addiction to social networks. It's vital to understand the risks associated with these technologies, particularly for young people.

Despite the advantages listed, there is one point to note:

- It's hard to find fault with a tool that's so free and so accessible, which no doubt explains why Code.org is supported by so many major companies. Nevertheless, **care must be taken not to accentuate the digital divide among learners**.



Discovery Education is a learning platform that gamifies various subjects, from maths to social sciences, offering different methods to help students understand.

Type

Learning platform.

Competitive advantage

The solution uses a variety of methods to stimulate learners and facilitate comprehension.

Price

The price depends on the number of students at the school, but also on the number of modules selected. According to [ESC 20](#), one of the regional education service agencies in Texas, the annual cost per student is USD 1.89 (CHF 1.59) and decreases with the number of students enrolled. For a school with 0-198 students, the cost would be around USD 350 (CHF 295) and for one with more than 530 students, it would be USD 1'150 (CHF 970).

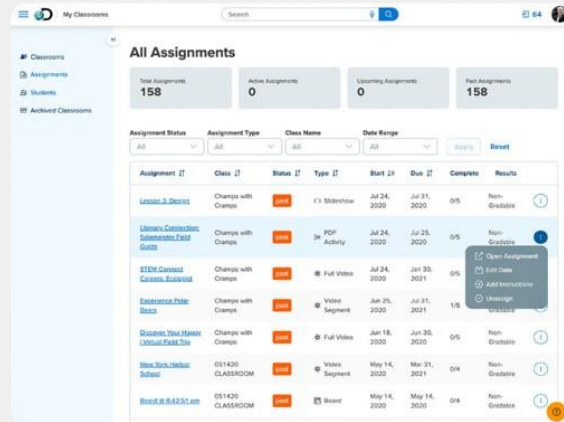
Number of users

According to its official website, Discovery Education serves around 4.5 million educators and 45 million students worldwide, and its resources are accessible in more than 100 countries and territories.

Level of development

Discovery Education was founded in the United States in 2001 and is headquartered in Charlotte, North Carolina. According to its [LinkedIn](#) page, it employs between 500 and 1,000 people in various countries. The company's level of development is highly advanced and it is one of the benchmarks in the sector.

Link <https://www.discoveryeducation.com/>



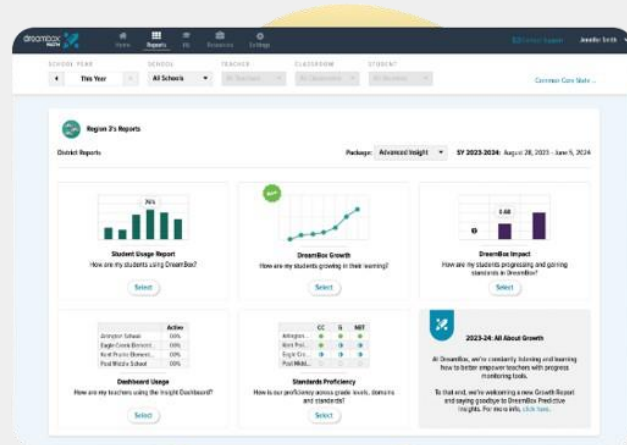
How does it work?

Each student must have their own user account to be able to connect. The various accounts are linked to a virtual classroom which is administered by a teacher who can then give exercises and observe the results.



Features :

- The “dreambox Math” module introduces mathematics in the form of games. It uses an **adaptive learning system** based on the learner’s level to adjust and readjust in real time.
- Teachers can **observe the progress** of the class and individual students in real time .
- **Daily updated reports** provide an end-to-end view of student progress, performance and trends throughout the year.
- The “experience” module **offers cross-curricular content** that does not address a specific issue or theme. The aim is to stimulate the students. This content generally takes the form of explanatory videos.
- The “science module” is based on traditional knowledge learning, but above all **uses virtual laboratories or simulations** that can be manipulated using the digital interface. Some of the activities are even designed to be **carried out in the classroom with everyday supplies**.
- Discovery Education is **compatible with several types of media**, including tablets and computers.
- The “DreamBox Reading” module has an **assessment system** to determine the level of each learner, and then different readings are suggested according to difficulty.
- For social sciences, **interactive textbooks with illustrations** show the different periods in history, with recent events also incorporated, interviews with different personalities, etc.



Kindergarten ★★★★★ High School ★★★★★

Elementary School ★★★★★ University & school ★★☆☆



Lessons can sometimes seem monotonous, both for students and for teachers, who are obliged to follow a rigid syllabus. Introducing more stimulating questions or methods, while strictly adhering to the syllabus, can be time-consuming, especially as the time available is precious, considering the number of hours spent per student. That's why Discovery Education offers more dynamic courses in many compulsory subjects:

- The use of real-time dashboards, whether for the whole class or for each individual pupil, enables teachers to monitor both the overall progress of the class and to identify pupils who are having difficulty, enabling them to **better grasp concepts that require more time**, by adjusting exercises or providing additional clarification. While the pupils are working on the tool, the teacher can concentrate on those who are experiencing difficulties and offer them personalized support. In this way, **no student will feel left behind**. These dashboards are supplemented by regular reports throughout the year, enabling the understanding and progress of the class to be monitored. Teachers can draw conclusions about the effectiveness of their lessons and decide to adjust or **maintain them from one year to the next to continually improve teaching**.
- The majority of the modules, whether they concern one or a group of subjects, are based on the principle of gamification, i.e. learning takes place through games. Mathematics games, combined with an adaptive and intelligent learning method, offer learners a dynamic experience by adjusting the level of difficulty according to their abilities. In this way, each student **can progress at their own pace**, without ever stagnating. A similar concept applies to virtual laboratories and simulations in the sciences, where the aim is to explore everyday phenomena and understand their mechanisms in a scientific way. Doing the experiment directly, even digitally, often has more impact than simply reading equations in a book. For the social sciences, digital books are enriched with illustrations and interviews, making them easier to understand. All these learning methods aim to **stimulate students' interest, encouraging them to become more involved** in completing exercises rather than focusing solely on passing an assignment. By stimulating this interest, drop-out rates will **be reduced and exam success rates improved**.
- It is often difficult to accurately assess a learner's reading level, as it depends on many parameters, such as their lexicon, reading speed, understanding of the meaning of words and of the text as a whole, etc. The tool offers an assessment system that allows you to **pinpoint the learner's level**. In addition, it offers texts adapted to each level, selected by a committee to ensure that they meet the requirements of the school curriculum. This allows teachers to **devote more time to explaining the content and message** of the text in more depth.
- The platform's exploratory content makes it possible to rethink the rigid frameworks of school curricula, while being validated by a teaching team, providing an **excellent source of content for requesting presentations from students** or diversifying the subjects covered.
- As the tool can be used in a wide range of subjects, its financial cost is also advantageous. Indeed, if several teachers want to set up this type of tool, and the school has to invest in tablets or computers, **it will also be possible to pool the costs over several subjects and several years**.

However, this solution represents a risk:

- While there are cost advantages to using Discovery Education for a number of subjects, there are also risks associated with excessive screen use, particularly among younger children. If all teachers use it, **the amount of time spent in front of a screen can quickly reach 4 to 5 hours a day**, not counting use at home. It is regrettable **that a function for managing 'screen time' has not been integrated**.