



Iterative A/B testing: A practical toolkit to optimize what works at scale

A webinar with the WWH for Global Education

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11 March 2026

Connecting youth to proven life-changing information

www.youth-impact.org

Check out our toolkit!



Iterative A/B Testing Toolkit

A jump-start guide to embedding rigorous, rapid, and regular learning in your organization

<https://www.youth-impact.org/insights/a-b-testing-toolkit>

Youth Impact | Iterative A/B Testing Toolkit

Introduction to A/B testing | The four phases | Phase 1: Pilot launch | Phase 2: Data flow | Phase 3: Pilot test | Phase 4: Ongoing testing | Organizational readiness | FAQs


Introduction to iterative A/B testing

Iterative A/B testing is a nimble, rigorous methodology to optimize programs for greater cost-effectiveness and scalability.

This method involves (1) making a tweak or variation to an existing program; (2) randomly allocating individuals or groups into the status-quo version of the program (A) or the tweaked version (B); (3) comparing changes in outcomes and associated costs as a result of the tweak; and (4) deciding which program version to implement given cost-effectiveness results.

Figure 1 below shows this process. A central feature of A/B testing is that it allows for continuous, iterative learning and program improvement where the results of one test are fed into planning for the next test.

Figure 1: A/B testing involves randomizing individuals or groups to version A or B, comparing the relative impact and costs of A and B, and choosing the most cost-effective version of the program





A/B testing principles and groundwork

What is the goal of iterative A/B testing?

A/B testing is a rigorous evaluation methodology used to optimize and determine the “best” version of a program in terms of



Cost-effectiveness



Scalability



Fit for purpose/context

A/B testing is **Rigorous**, **Rapid**, **Regular**



Rigorous (like RCTs)

Uses randomization to demonstrate causality



Rapid

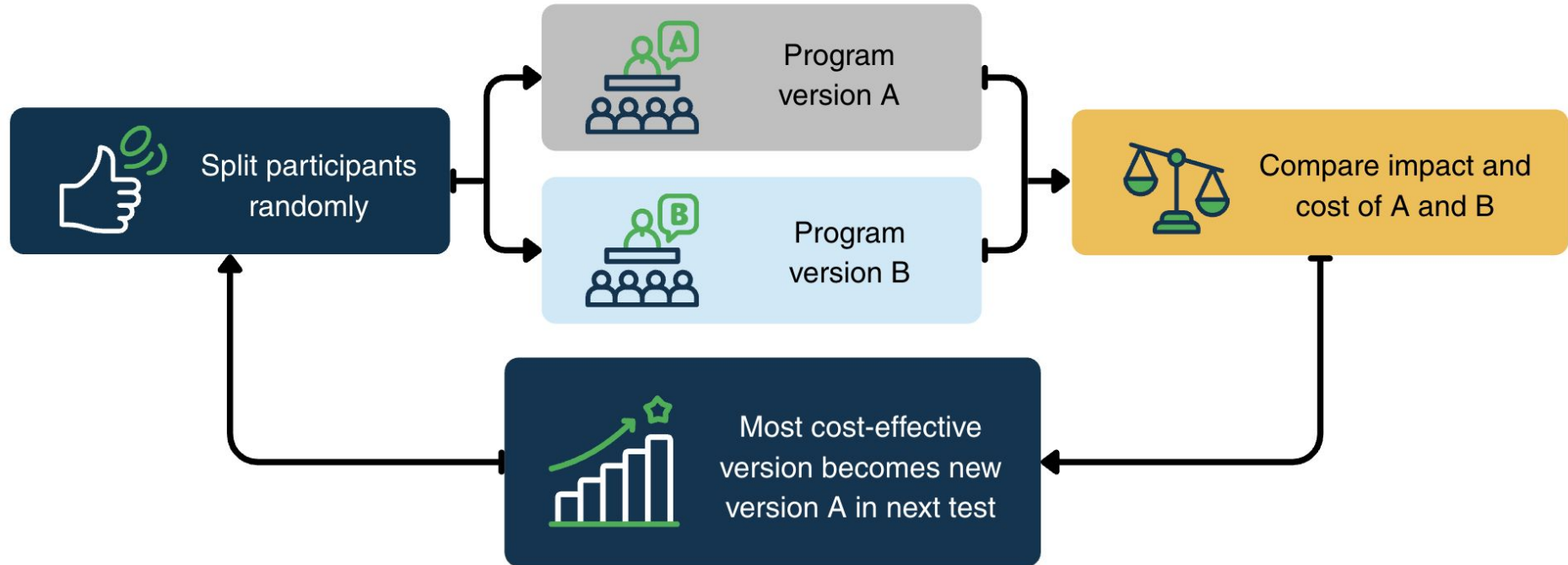
Decision-informed results produced quickly



Regular

A/B testing becomes part of routine M&E

Randomize individuals or groups to version A or B, choose most cost-effective version, repeat

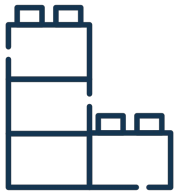


Two types of tests: cost-reducing & effectiveness-enhancing



Cost-reducing examples

- Does virtual training work as well as in-person training?
- Can we swap a complicated scheduling system for an “on-demand” program service?



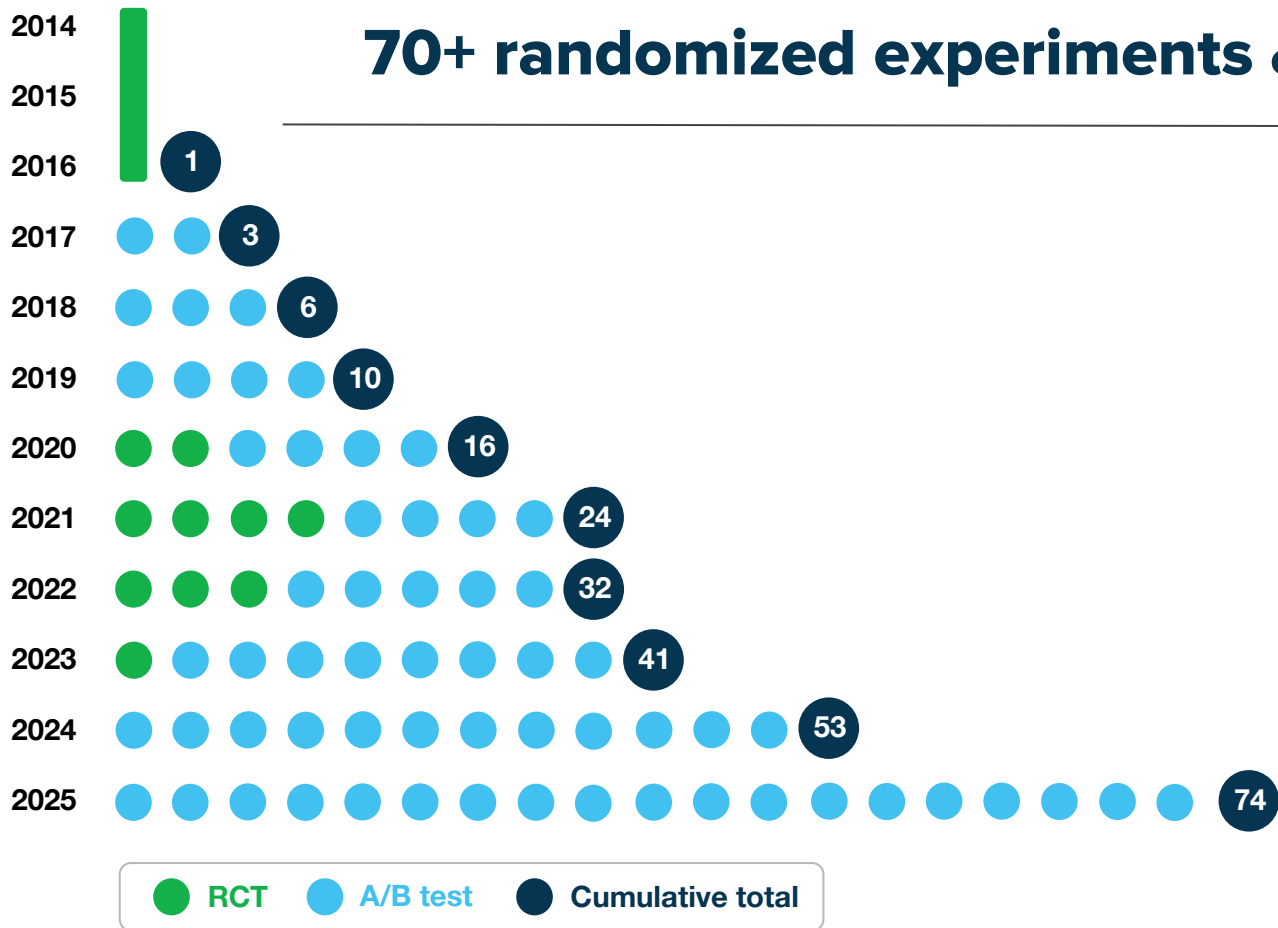
Effectiveness-enhancing test examples

- Does more frequent small group work in class improve learning?
- Does adding caregiver engagement improve learning?



A/B testing at Youth Impact

70+ randomized experiments & counting...



ConnectEd is an at-home FLN program

Tutor calls caregiver and child to deliver weekly lesson

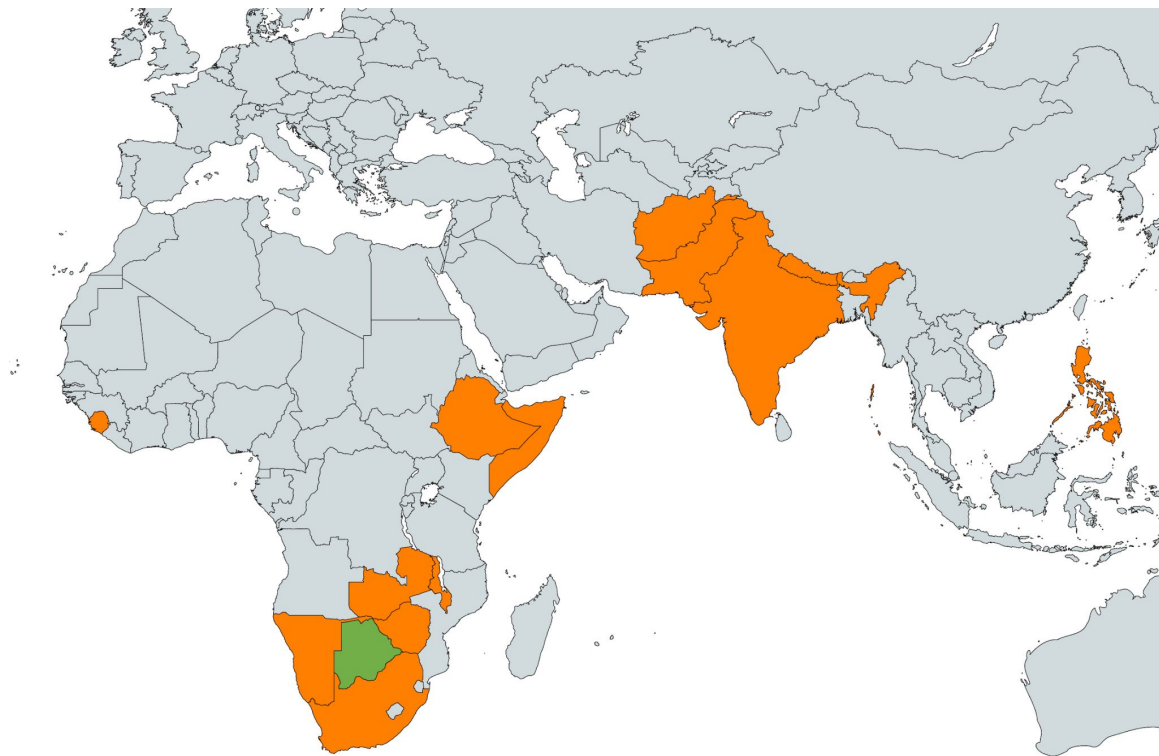


ConnectEd sends caregiver practice problems weekly to complete with student



RCT established efficacy → A/B testing enables scaling across & within countries

- Implemented RCTs in 7 countries with partners
- A/B testing in 5+ countries implementing ConnectEd



A recent WWH working paper focuses on results of 12 ConnectEd A/B tests

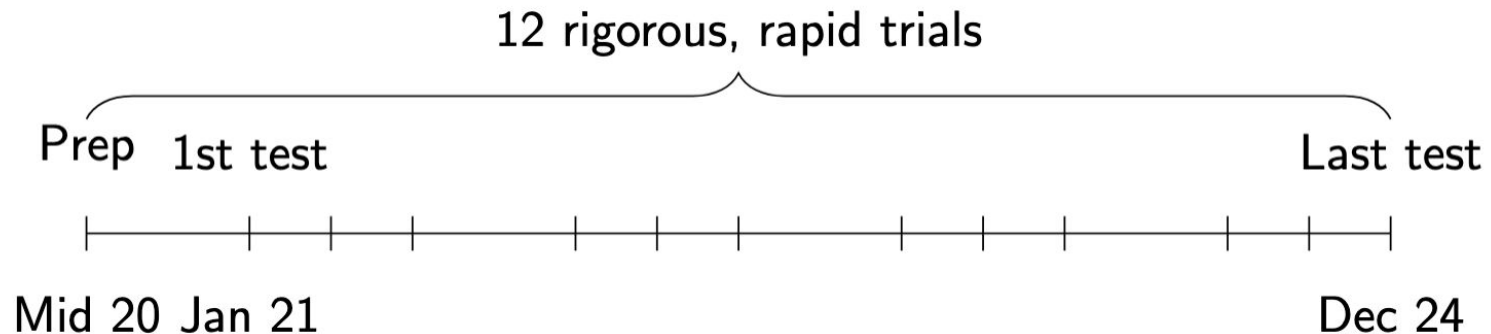
WORKING PAPER

20 October 2025

**Cheaper (and more effective)
by the dozen: Evidence from 12
randomised A/B tests
optimising tutoring for scale**

Authors:

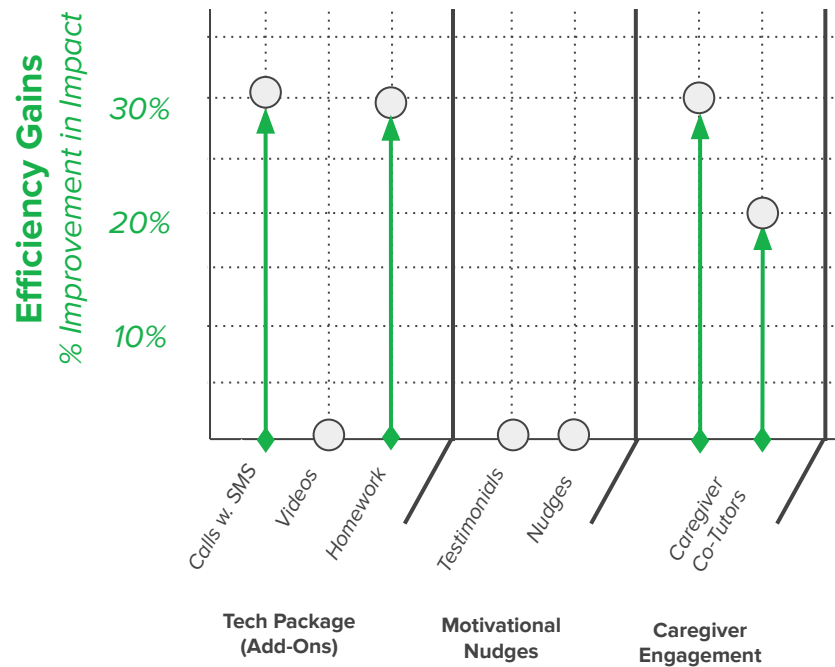
Noam Angrist, Claire Cullen and Janica Magat



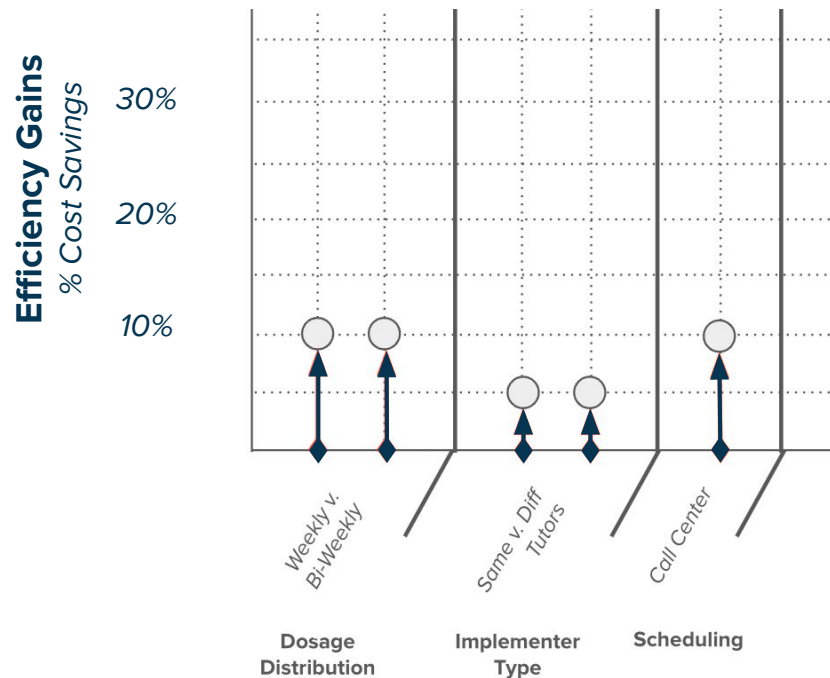
They looked at efficiency gains across two types of tests

Up to 30% improvement in learning outcomes and 11% reduction in program costs

Effectiveness-enhancing tests



Cost-reducing tests





Operationalizing A/B testing

Steps to ramp up to ongoing A/B testing

1

Pilot tweak

Implement a small program variation and collect outcome data.



2

Data flow

Collect high-frequency data on a golden indicator on sample similar to that needed for A/B test.



3

First A/B test

Successfully execute a first A/B test. Adapt the program based on results. Plan for the next test.



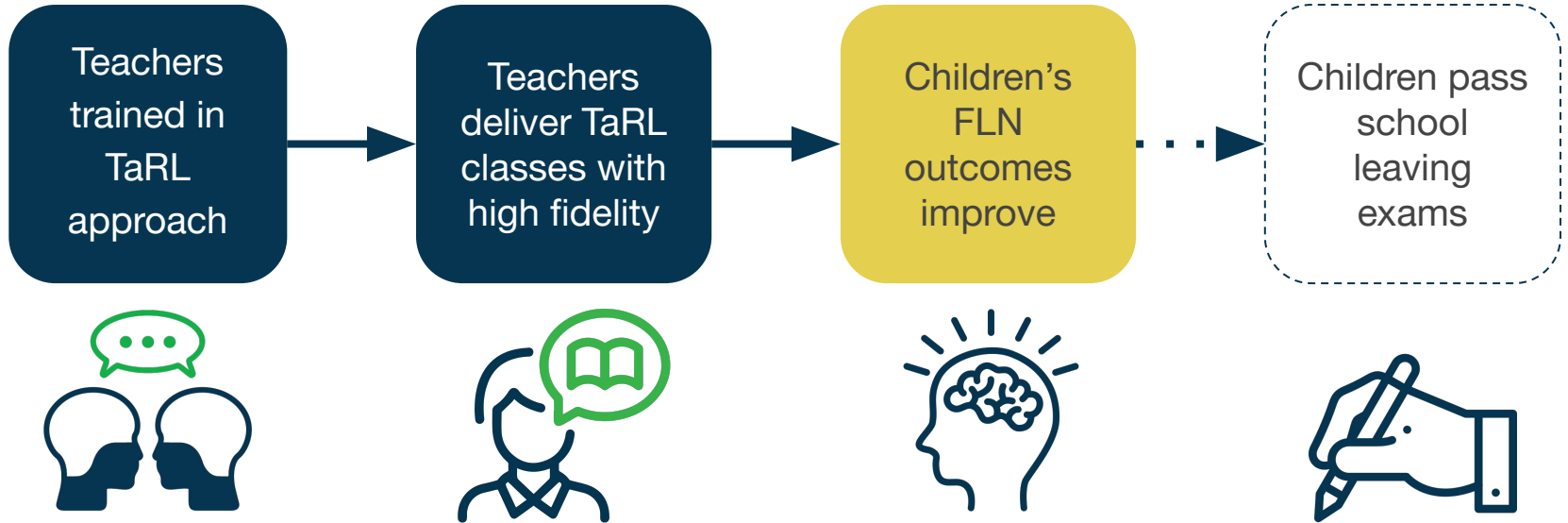
4

Ongoing A/B testing





Set up a continuous process of iterating and testing.



Step 2: Golden indicator outcomes change within weeks or months



Step 3: Optimize for feasibility in a first test ([tool](#))

Question	Type of intervention (e.g., teacher training, SMS nudge)	Group A: business as usual	Group B: tweaked version (e.g. encourage caregivers to co-lead calls; hold training over zoom)	How feasible is the tweak to implement? (easy, med, hard)
Do SMS with homework problems sent in between tutoring sessions improve learning?	Homework over SMS	Children receiving tutoring do not receive homework via SMS between tutoring sessions	Children receiving tutoring receive homework via SMS between tutoring sessions	Easy 
				
				
				

Steps 3&4: Other important considerations for each test

Factors to operationalize the A/B test and measure success				
Golden indicator (Outcome should be the same across all test ideas)	Unit of randomization (What gets coin-flipped)	Number of total units (For clusters: ideally min 30-40 in A, 30-40 in B)	Describe logistics required to implement test	Statistical power (low, med, high)
Share of children who are numerate (ie can divide)	Child	1200	Determine system for sending SMS problems to 600 students in between three tutoring sessions, so two SMS total	Med ▾
				▾
				▾
				▾
				▾

A good A/B testing question is

- ✓ Feasible to implement
- ✓ High priority
- ✓ Effectiveness-enhancing or cost-reducing
- ✓ Sufficiently ambitious
- ✓ Implementer-driven
- ✓ Answering a question with an unknown answer

What does an organization need to do A/B testing?

Organizational attributes

- ✓ Learning culture
- ✓ Willingness to flip a coin
- ✓ Longer-term investment
- ✓ Tolerance for making decisions under uncertainty
- ✓ Internal data-savvy team

M&E system attributes

- ✓ Golden indicators to drive decision making
- ✓ Large-scale data collection
- ✓ High-frequency data collection