

Praise, punishment, good, and evil

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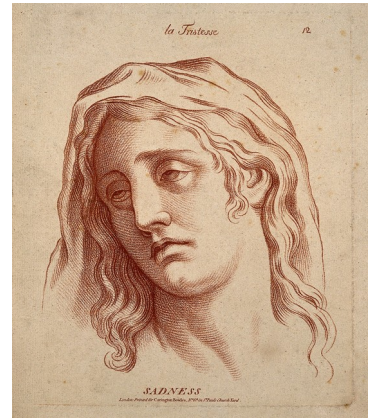


Praise and punishment

10 min activity



- What improves performance more:
 - Praising people when they do well?
 - Criticising them when they do badly?



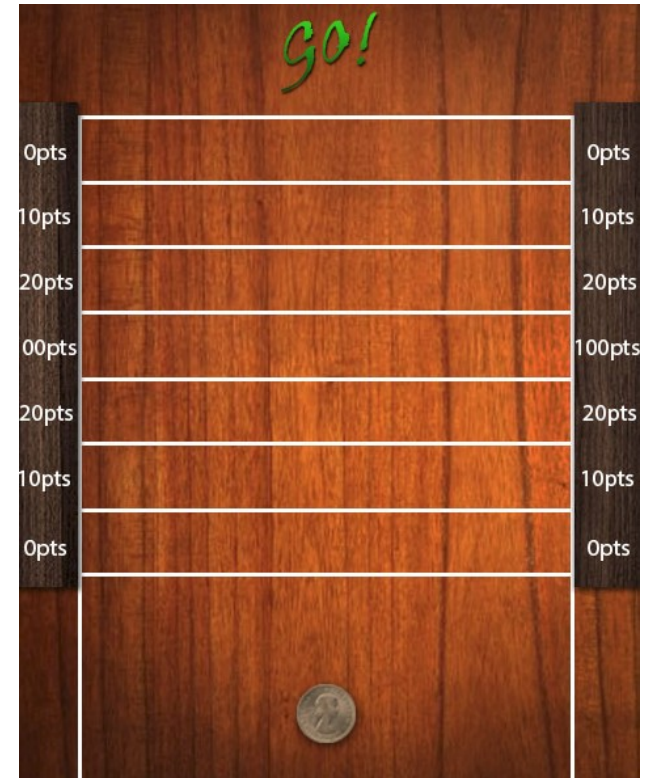
https://upload.wikimedia.org/wikipedia/commons/9/94/A_woman_whose_face_expresses_sadness._Etching_in_the_crayon_Wellcome_V0009337.jpg

https://commons.wikimedia.org/wiki/File:Happy_face_ball_crop.jpg

Shove ha'penny

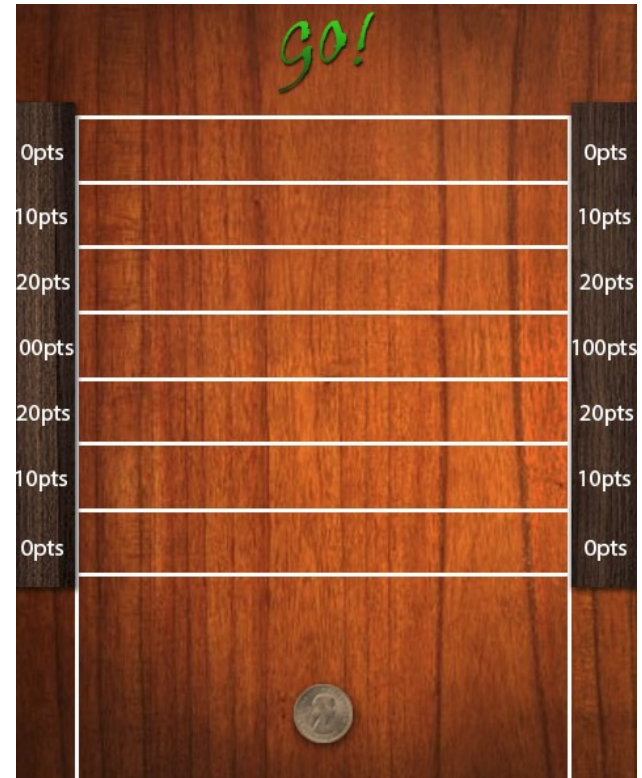
Get into pairs. Each pair needs:

- One computer.
- **A piece of paper and a pen/pencil.**



Shove ha'penny

- Hold the space bar down to shove the coin.
- The longer you hold it down, the further it goes.
- Try to score the highest number of points!



How to play... part 1.

- 1) Split into pairs.
- 2) Decide who plays first.
- 3) If you're the **player**, press the key, try to get 100pts!
- 4) If you're not the player, you're the **games teacher**:
 - 1) If your pupil gets 100pts, yell "Woo, yeah, well done!"
 - 2) Otherwise, say nothing.
- 5) **Player**: take your next go.
- 6) **Games teacher**: If you praised last time, note down whether they did just as well this time (100 pts), or did worse this time (less than 100 pts).
- 7) Repeat until the **player** has had 30 goes.



Recording behaviour...

Go	Score	After 100pts...
1	100	-
2	20	WORSE
3	100	-
4	100	SAME
...		
29	100	-
30	100	SAME

WORSE = 1

SAME = 2

SAME > WORSE

SAME = WORSE

WORSE > SAME

How to play... part 2.

- 1) Swap over, so the player is now the games teacher, and vice versa.
- 2) If you're the **player**, press the key, try to get 100pts!
- 3) If you're not the player, you're the **games teacher**:
 - 1) If your pupil gets 0 pts, yell "That was bad! Do better next time!"
 - 2) Otherwise, say nothing.
- 4) **Player**: take your next go.
- 5) **Games teacher**: If you criticised last time, note down whether they did just as badly this time (0 pts), or did better this time (more than 0 pts).
- 6) Repeat until the **player** has had 30 goes.



Recording behaviour...

Go	Score	After 100pts...
1	0	-
2	20	BETTER
3	0	-
4	0	SAME
...		
29	0	-
30	0	SAME

BETTER = 1

SAME = 2

SAME > BETTER

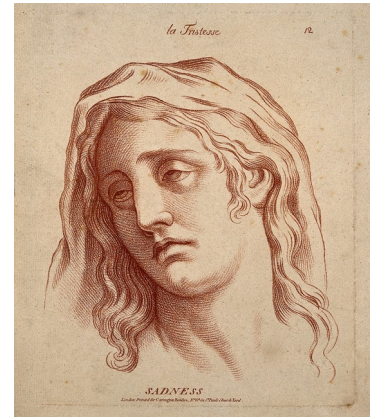
SAME = WORSE

BETTER > SAME

Praise and criticism



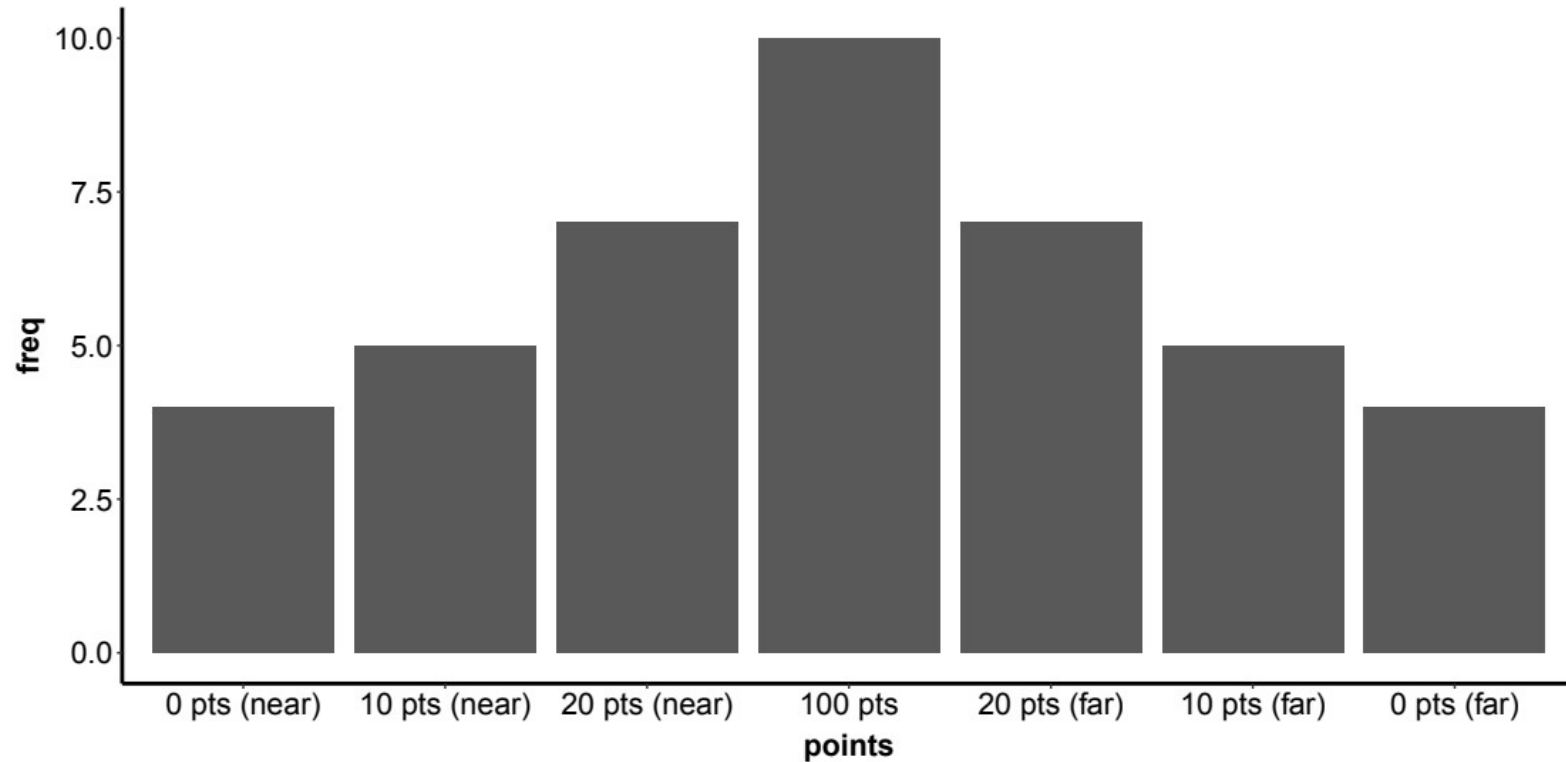
- When you praised your partner, what tended to happen?
- When you criticised your partner, what tended to happen?
- What does this tell us about praise versus criticism?



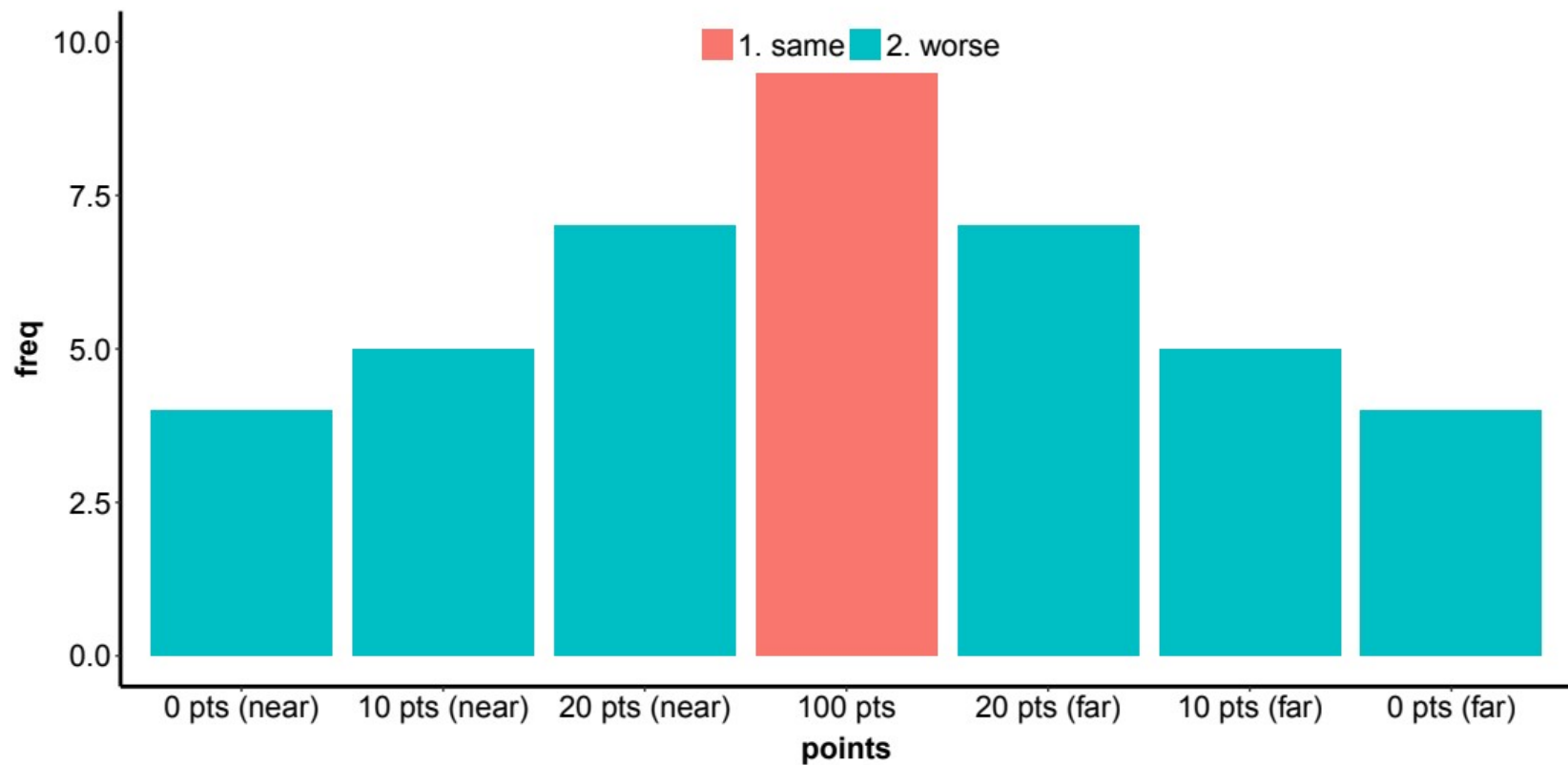
A secret is revealed...

...come to class to find out what it is!

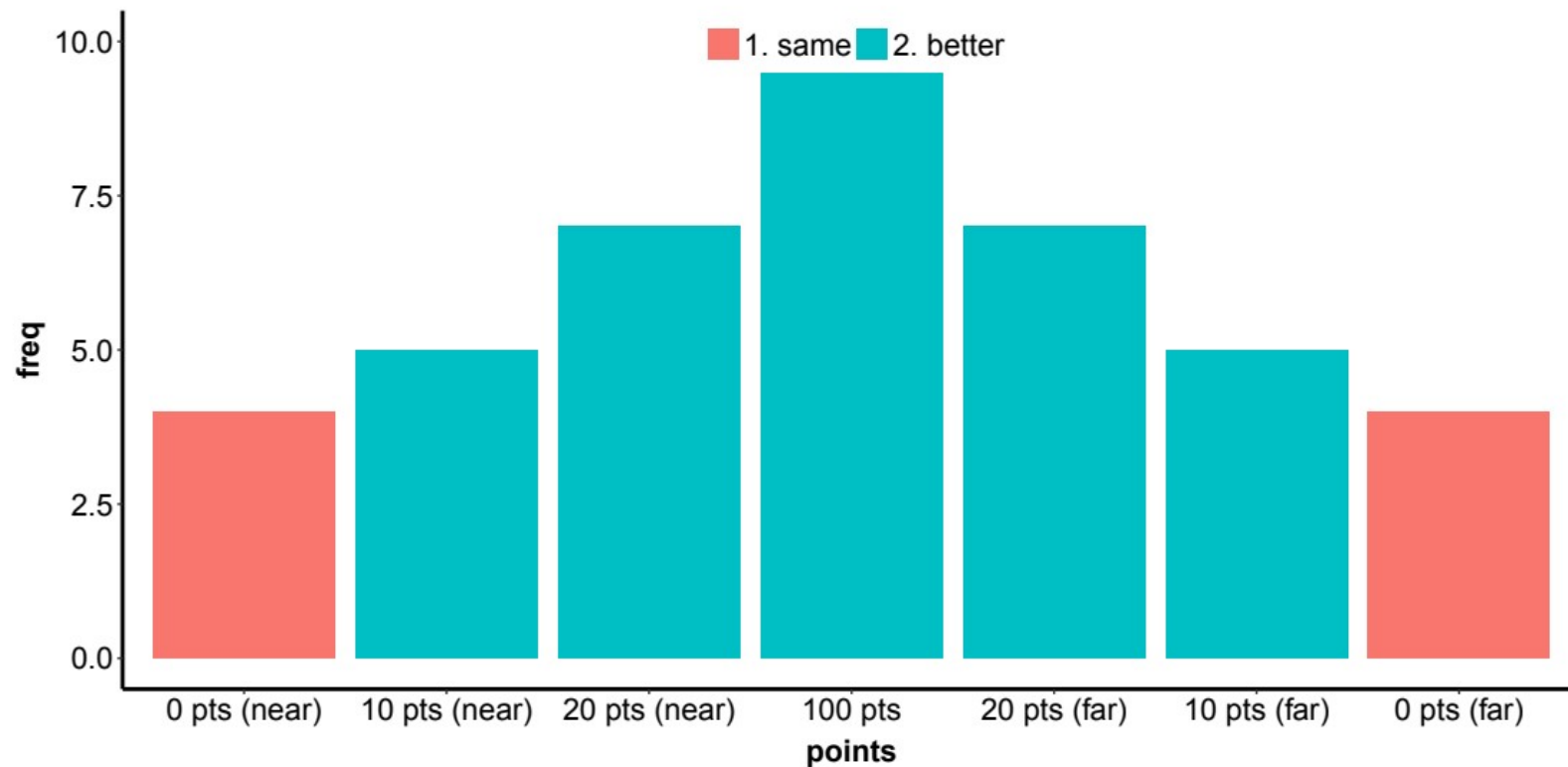
Distribution of scores



When you praise...



When you criticise...



Regression to the mean

Other areas it (may) apply to:

- OFSTED school inspections
- Remedial classes
- “Difficult” second film / second novel.

Good and evil

- Each *person* needs:
 - To be able to see one of the classroom screens
 - To have joined the Mentimeter poll.



How to play

- 1) Watch the slides closely.
- 2) After all slides have been shown, complete the Mentimeter poll.

Spoiler alert!

**DON'T LOOK AT THE LAST
SLIDE UNTIL AFTER YOU
HAVE ANSWERED THE
QUESTIONNAIRE !!!**

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The same information in a table...

	Group A	Group B
Desirable	18	9
Undesirable	8	4

$$18:8 = 9:4$$