Engaging Pupils in Learning:
using videos, quizzes and interactive games

Dawn Hallybone , Clare Dibble and Kate Frost
with Professor Christina Preston

MirandaNet research at Oakdale Junior School

- Professional organisation established in 1992
  - Over 1,200 members in 80 countries in education innovation
  - Specialist in qualitative research on the impact of technology on learning
  - iCatalyst action research programmes with members as co-researchers
  - 'Robin Hood' of professional development in digital technologies - UNESCO

Since 1999, BrainPOP® has created award-winning educational content that captivates students, supports teachers, and adds excitement to lessons.

- 700+ topics; 10,000 hours of teaching material
- Animated movies explain concepts from across the curriculum
- Interactive quizzes, high quality educational games, lesson ideas, worksheets, and graphic organisers
- Used to increase interest, deepen understanding, and improve knowledge retention.
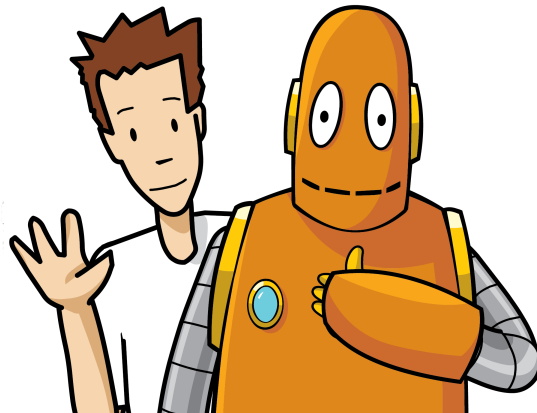
Oakdale Junior school in the borough of Redbridge, East London is a mixed community school of 344 children aged 7-11.

- The school performs above national average in the percentage of pupils achieving Level 4 or above in reading, writing and maths.
- In 2013-14 they spent £78 per pupil (2% of budget) on ICT learning resources

Oakdale has just gone from 'Requires improvement' to 'Good' in latest OFSTED (Dec 2015)

2013-14 PER PUPIL SPEND ON ICT RESOURCES

£78

38%

PUPILS WHO DON'T HAVE ENGLISH AS THEIR FIRST LANGUAGE

"Learning for Life"

- Subject leaders are given time to undertake their role fully.

  - Support teachers to develop their practice and understand the demands of the new curriculum.

- Pupils are provided with rich learning experiences and well considered curriculum

- Broad approach to home-learning

  - Supporting parents engaged at home

  - Homework club each week for pupils with limited internet access

What do they want to know?

- Investigate whether their growing use of video, gaming and quizzes was enriching their pupils learning
  - Focus on their use of BrainPOP
  - What do they do now?
  - What could they do to improve their practice further?

What they did then

- Use BrainPOP videos
  - Tool for planning and delivering lessons
  - Learning tool to provide engaging visuals for various topics
- Pupil response - Making the complex understandable.
  - Space and the Solar System
  - Levers and pullies
  - Understanding flower growth
  - Understanding the difference between a dictionary and a thesaurus
  - Understanding different religions
  - Computer science and binary

What is the frame of reference?

Beaudry (2014) explains how such digital product can enhance a learner's ability to:

– view, understand, analyse and evaluate;

– design and create;

– use visuals and visual representations for acquisition, consolidation and communication and transfer of knowledge.
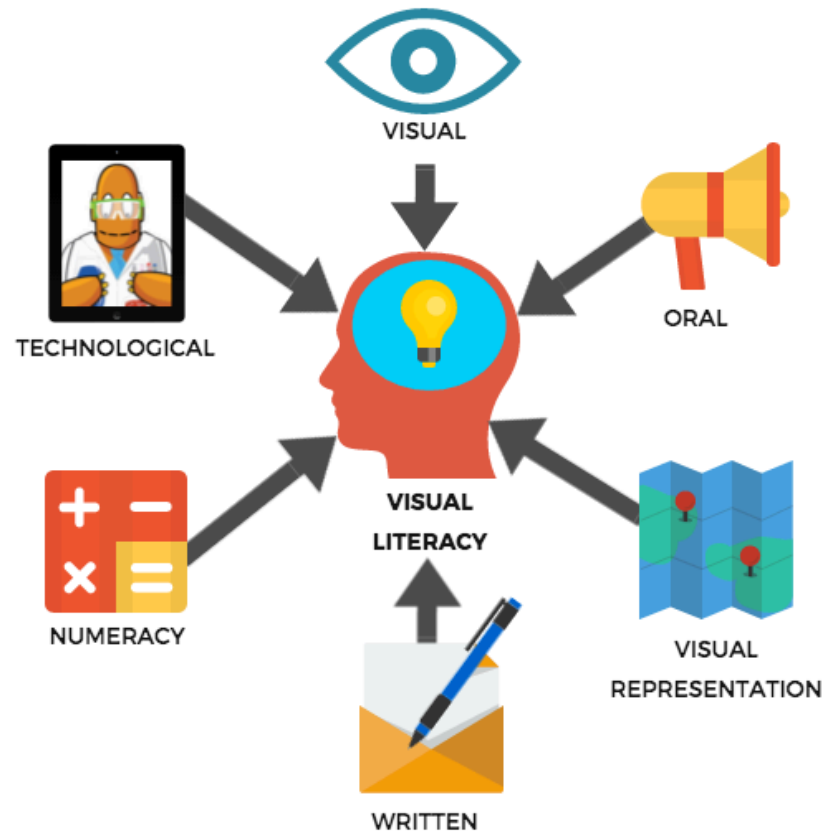

Figure 1: Elements of Visual Literacy (Beaudry, 2014 as adapted from Sinatra, 1986)

What demonstrated learning?

- Increased motivation to learn
- Improved understanding of complex concepts
- More frequent collaboration
- Visual learning opportunities
- Better recall
- Rewards

How could they improve?

- Make further use of the games to embed learning and engage the pupils further
- Publicise home access more frequently to the parents and pupils
  - Increase the opportunities for independent learning at home and at school.
  - Recent provision of tablets in school

What was the impact of the process?

- Digital leaders now look at BrainPOP every half term and see how it relates to topics that they are studying in class, which is fed back to teachers (ownership)
- At the beginning of term a reminder is sent to parents and children about the tool, encouraging use at home (flipped learning)
- The impact is continually assessed (value)

Conclusion

- The value of reflection and research
- Closer assessment and discussion with pupils about the tools used
- Allocation of time to ensuring value for money from digital purchases through professional development

Contacts

- Christina Preston – www.mirandanet.ac.uk
  - christina@mirandanet.ac.uk
- Christopher Bradford – www.brainpop.co.uk
  - christopherb@brainpop.co.uk
- Dawn Hallybone
  - dhallybone.317@lgflmail.org