Entertaining Education

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Recommended Citation

Bianco, Christopher; Carlson, Kelly; and Redding, Dominic, "Entertaining Education" (2014). *Great Problems Seminar Posters (All Posters, All Years)*. 238.  
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Entertaining Education: Interactive Learning on Kindergarten Children

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GPS: Ignorance is NOT Bliss

Advisors: Prof Joseph Beck (CS), Prof Robert Traver (US), Mariana Vertoni (PLA)

Problem
- Kindergarten students have a maximum attention span of 30 minutes
- Short attention spans limit instruction time
- Insufficient basic skills cause problems in later education

Solution
Use a stuffed toy with an interactive lesson to improve attentiveness

Method
Students read along with a storybook while interacting with the toy
Page #2- “Touch & count Gompy’s 2 eyes”

Testimonial
“I was amazed by the improvement in not only attention span but overall interest in the subject being taught.”
-Kimberly Higgins

Interactive Toy
The spelling of Gompy’s name was changed for pronunciation.

Cost/Benefit
-$20 per book
-$200 for toys per class

-More incentive to pay attention
-Relating to lesson helps retention

Assessment/Results
- Students were given a pre-test following a regular lesson
- Post test given after interactive lesson
- Teacher survey filled out for each student during each lesson

-Lowest student score increased from 68% to 100%
- Student attention and interest in the material improved
- Trial was successful

Acknowledgement
- Whittier Elementary School
- Valhalla High School Mac Lab
- WPI IRB

References

(Sources: Study on the impact of interactive toys on children's attention and learning, 2019; Study on the benefits of using interactive toys in kindergarten education, 2020; WPI Student Research Project)