



My college is in Kobe, the beautiful sightseeing spots.

Kobe Kaisei College Japan

Kyoto Tachibana university is in Kyoto, the beautiful and famous sightseeing spots!



RPG Active Learning Software to evaluate the Literacy of children

FUKUCHI, Kayoko

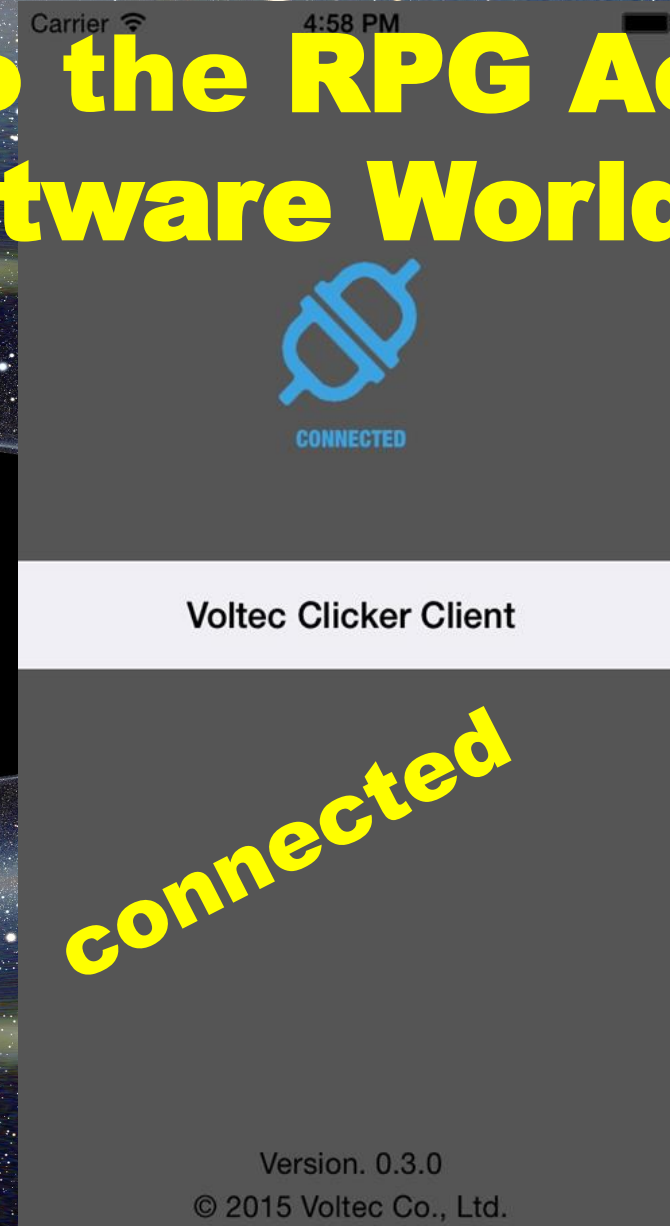
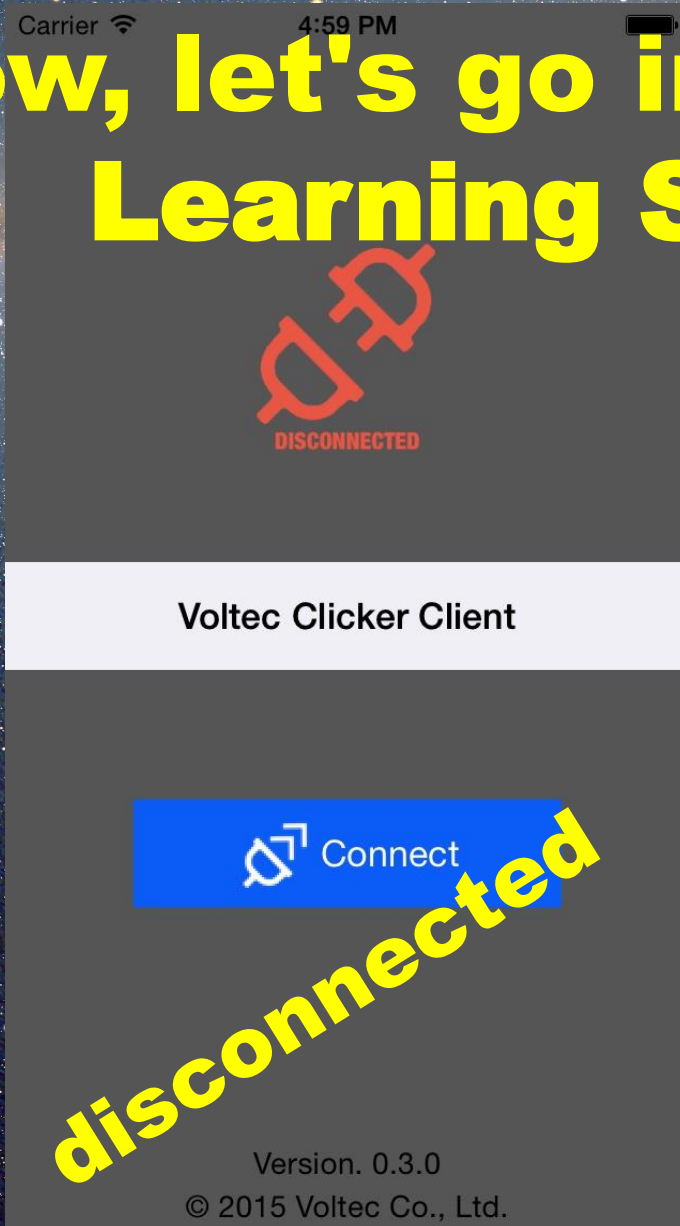
Kobe Kaisei College Japan

KANAYAMA, Kei

Kyoto Tachibana University Japan

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Now, let's go into the RPG Active Learning Software World



Newton's Space Quest



Now let's enjoy Newton's Space Quest.

Isaac





Welcome to the RPG World!

Space Quest



Did children enjoy shopping
In the RPG World?

Did children enjoy the story...?
Space Quest?



Did children enjoy the story?

Did children enjoy talking
with the character
in the RPG World?

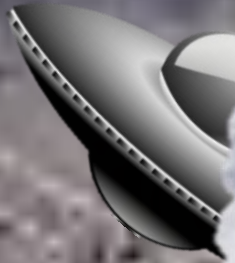


Did children enjoy the story,
Space Quest

"Journey To *The Earth*" ?

YES!!!





***e comes from a star of Isaac. He made a
emergency landing on the Earth.!***

**Did children enjoy shopping
In the RPG World?**



Yes!

At the cap shop

Question

Cap shop



Each Child bought a cap on each iPod



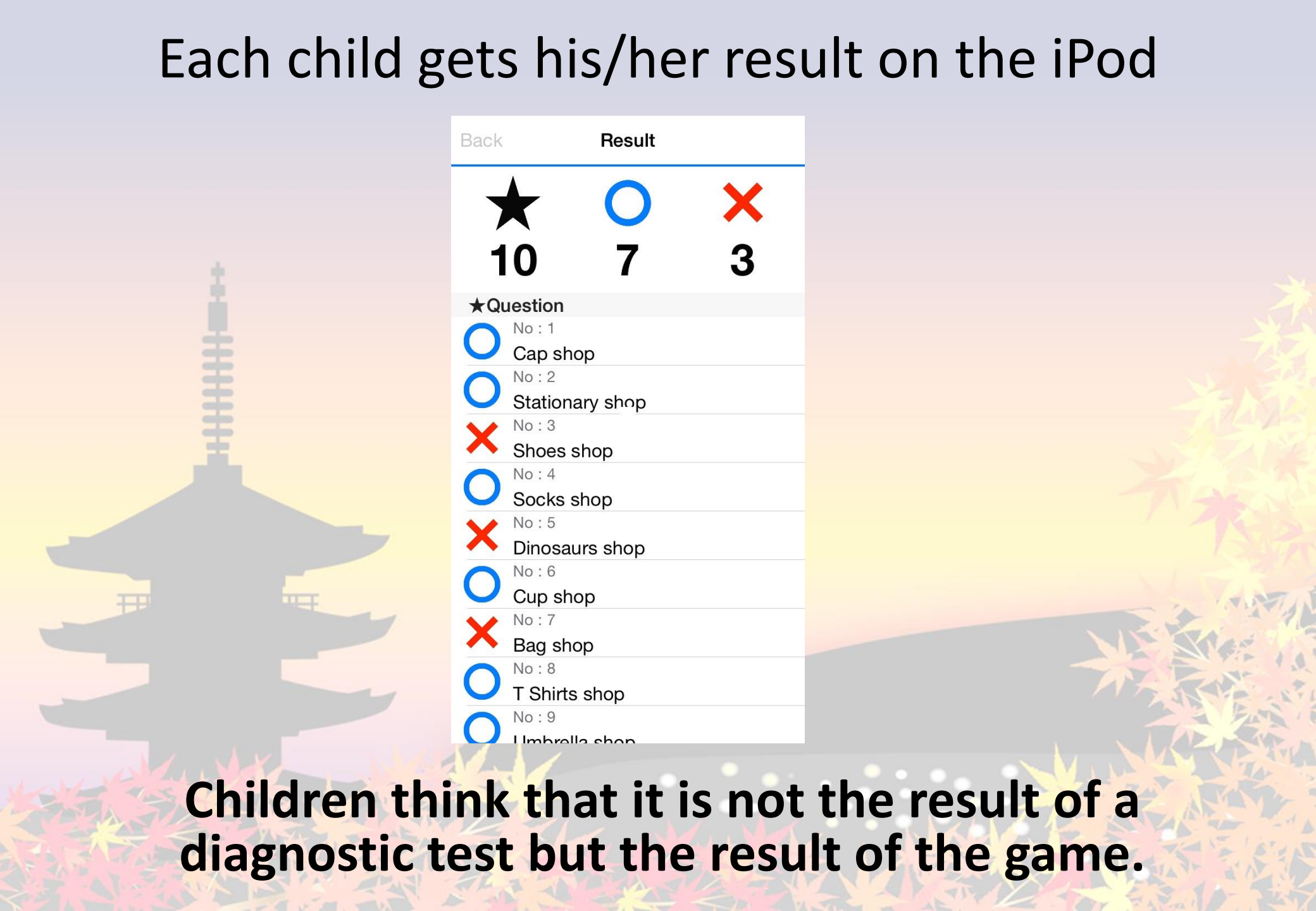
Newton checked what he bought...





Each child checked whether shopping went well.

Each child gets his/her result on the iPod



Back	Result		
★	○	×	
10	7	3	
★Question			
○	No : 1		Cap shop
○	No : 2		Stationary shop
×	No : 3		Shoes shop
○	No : 4		Socks shop
×	No : 5		Dinosaurs shop
○	No : 6		Cup shop
×	No : 7		Bag shop
○	No : 8		T Shirts shop
○	No : 9		Umbrella shop

Children think that it is not the result of a diagnostic test but the result of the game.

“Did you enjoy the story?”

95% of the **fifth** graders

86% of the **second** graders

100% of the **first** graders

enjoyed the story.

“Did you enjoy shopping?”

95% of the **fifth** graders

92% of the **second** graders

92% of the **first** graders

Children enjoyed shopping.

Results of Students Reflections show...



Yes!

**Children enjoyed the story
and shopping
In the RPG World.**



**Your students are never aware
they are tested.**

However...

“How well did you buy for Newton?”

95% of the **fifth** graders

82% of the **second** graders

only 64% of the **first** graders

affirmatively respond

Children know how well their shopping went well or not.

“Using iPod, did you answer what you were asked about?”

92% of **the fifth** graders

feel they could use iPods and answer the question, however,

25% of **the second** graders

40% of **the first** graders

do not feel shopping using iPods went well.

Children have experienced ...

The **fifth** graders

thirty school-hour English lessons

The **first** and the **second** graders

only 2 school-hour English lessons

prior to the test.

Five inquiries of the learners' attitude

		The First Graders of M in 2016 (n=27)		The Second Graders of M in 2016 (n=28)		The Fifth Graders of M in 2015 (n=38)	
		Affirmative	Negative	Affirmative	Negative	Affirmative	Negative
Q 1	1. Did you enjoy the story ?	100%	0%	86%	14%	95%	5%
Q 2	2. How well did you buy for Newton?	64%	36%	82%	18%	95%	5%
Q 3	3. Did you enjoy shopping?	92%	8%	92%	8%	95%	5%
Q 4	4. Using iPod, did you answer what you were asked about?	60%	40%	75%	25%	92%	8%
Q 5	5. Do you like computer games?	88%	12%	82%	18%	89%	11%

Table1: Results of Students Reflections

Children enjoyed the story.

Children enjoyed Newton's Space
Quest and shopping.



On the electronic blackboard and iPod

RPG Active Learning Software to evaluate the Literacy of children



Children only enjoyed the communication with the main character "Newton,"

Results recorded by the system server on the intranet

Ratio of the respondents

High in the first graders **82%**

High in the second graders **83%**

Higher in the fifth graders **92%**



Ratio of the respondents show

The first graders 82%

The second graders 83%

got used to clicking iPods

immediately.

They had just only the first example question.

Ratio of the respondents

The fifth graders become **92%**
much familiar
with using iPods

They had just only the first example question.

The correct answer rate

The first graders **28%**

The second graders **33%**

Much lower than

The fifth graders **81%**

As a grade goes up, the competence increases

Ratio of children who answered correctly among the children who clicked iPod

The first graders

37%

The second graders

40%

The fifth graders

88%

As a grade goes up, the competence increases

		1	2	3	4	5	6	7	8	9	10	
		Exercise A blue cap	A blue pencil-case	A pair of yellow shoes	a pair of long socks with purple lines	a dinosaur with a long neck	an orange cup with flowers	a black and red bag with a white cat	a black T-shirt with flowers	a white umbrella with red hearts	a big pink cotton candy	Total Average (2 - 10)
The 1st Graders of Mino-oka (n=27)	Ratio of the correct answer	0%	33%	30%	11%	26%	48%	33%	30%	7%	37%	28%
	Ratio of the respondents	4%	41%	70%	52%	96%	100%	96%	96%	89%	100%	82%
	Ratio of children who answered correctly among the children who clicked iPod	0%	82%	42%	21%	27%	48%	35%	31%	8%	37%	37%
The 2nd Graders of Hiromine (n=28)	Ratio of the correct answer	0%	50%	39%	18%	11%	32%	46%	61%	7%	29%	33%
	Ratio of the respondents	96%	61%	86%	71%	68%	100%	96%	86%	75%	100%	83%
	Ratio of children who answered correctly among the children who clicked iPod	0%	82%	46%	25%	16%	32%	48%	71%	10%	29%	40%
The 5th graders of Mino-oka (n=38)	Ratio of the correct answer	38%	84%	84%	86%	78%	84%	84%	95%	46%	89%	81%
	Ratio of the respondents	38%	95%	92%	92%	86%	95%	89%	97%	89%	97%	92%
	Ratio of children who answered correctly among the children who clicked iPod	100%	89%	91%	94%	94%	89%	94%	97%	52%	92%	88%



Back Result

★	○	×
10	7	3


★Question

- No : 1
- Cap shop
- No : 2
- Stationary shop
- No : 3
- Shoes shop
- No : 4
- Socks shop
- No : 5
- Dinosaurs shop
- No : 6
- Cup shop
- No : 7
- Bag shop
- No : 8
- T Shirts shop
- No : 9
- Umbrella shop




Children never notice this RPG Active Learning Software is a diagnostic test to evaluate English competence or language literacy

Children could evaluate them actively and exactly

A photograph of a classroom. A teacher in a red patterned shirt stands at the front left. A projector screen at the front center displays a blue cap with a white 'P'. A student in a green shirt is at the front right. Other students are seated at desks in the background.

Each child checked whether shopping went well or not.
“I could not choose some correct answers,
but the game was a lot of fun”

A decorative border at the bottom of the page featuring a pattern of colorful, stylized flowers in shades of pink, yellow, and orange.

I did it!



Each child enjoyed checking with Newton.

Conclusion

The analysis of questionnaires

**“There were some difficult points,
but the story was interesting
so I could enjoy the RPG.”**

**Pupils do not regard these teaching materials as
diagnostic test but as an enjoyable game.**

Conclusion

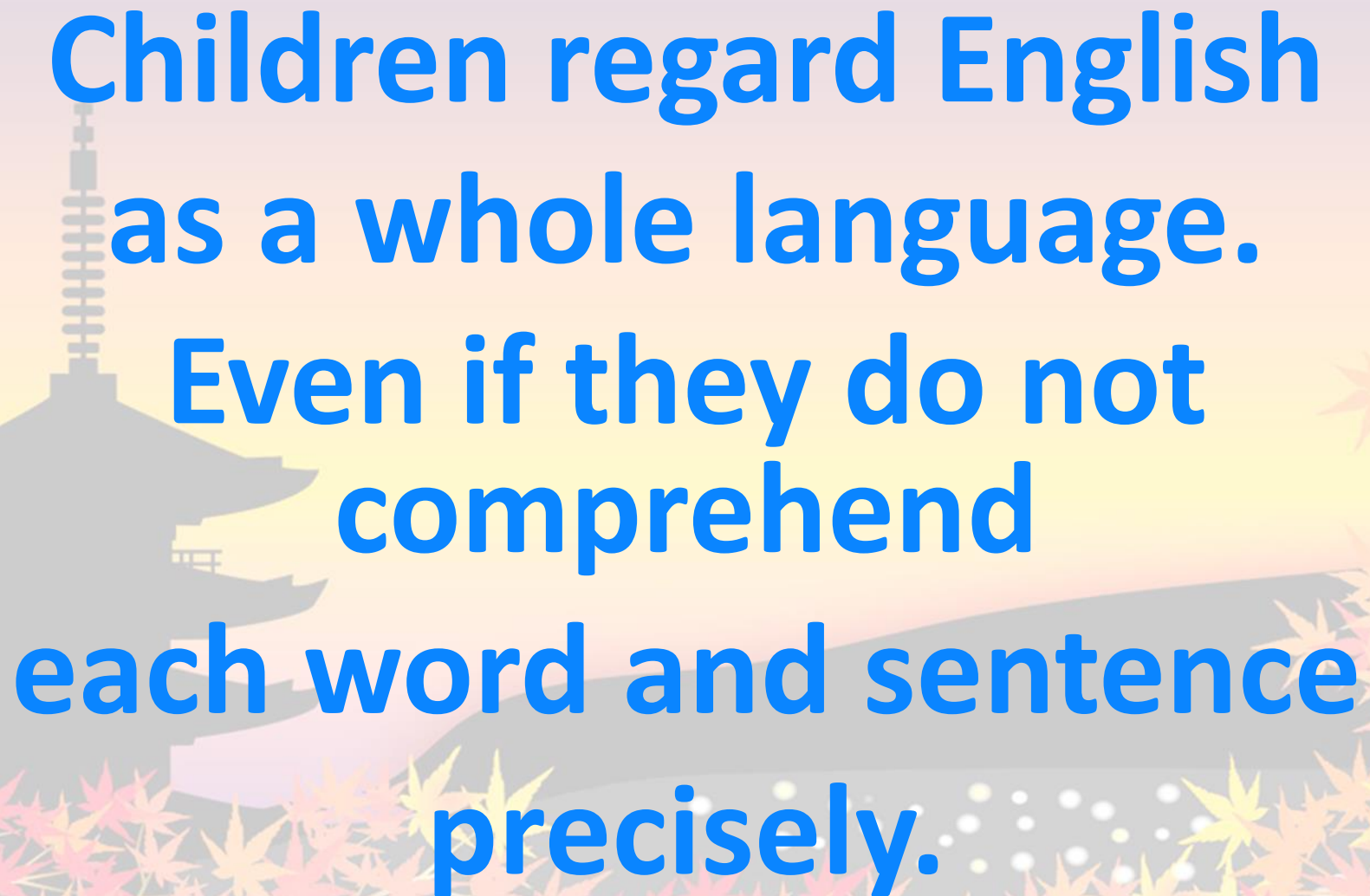
The ratio of the correct answers

Children try to concentrate on the story even if they do not catch English and do not understand the content exactly.

The sound, the pictures and animation of RPG make children focus towards the story

Conclusion

**Children regard English
as a whole language.
Even if they do not
comprehend
each word and sentence
precisely.**

The background of the slide features a soft, warm sunset sky transitioning from light blue at the top to yellow and orange at the bottom. On the left side, there is a dark silhouette of a traditional East Asian pagoda with multiple tiers and a spire. The right side and bottom of the slide are decorated with a dense pattern of stylized autumn leaves in shades of yellow, orange, and red. The text is overlaid in a bold, blue, sans-serif font.

Conclusion

**The sound, the pictures and animation
make children focus towards the story**



The background of the image is a deep space scene. In the center, there is a black hole, depicted as a dark circular void surrounded by a bright, glowing accretion disk. The disk has a greenish-yellow hue and shows some internal structure. The surrounding space is filled with numerous stars of various colors, including white, yellow, and orange. There are also some faint, wispy structures that could be nebulae or distant galaxies. The overall color palette is dark blue and black, with bright highlights from the stars and the black hole's accretion disk.

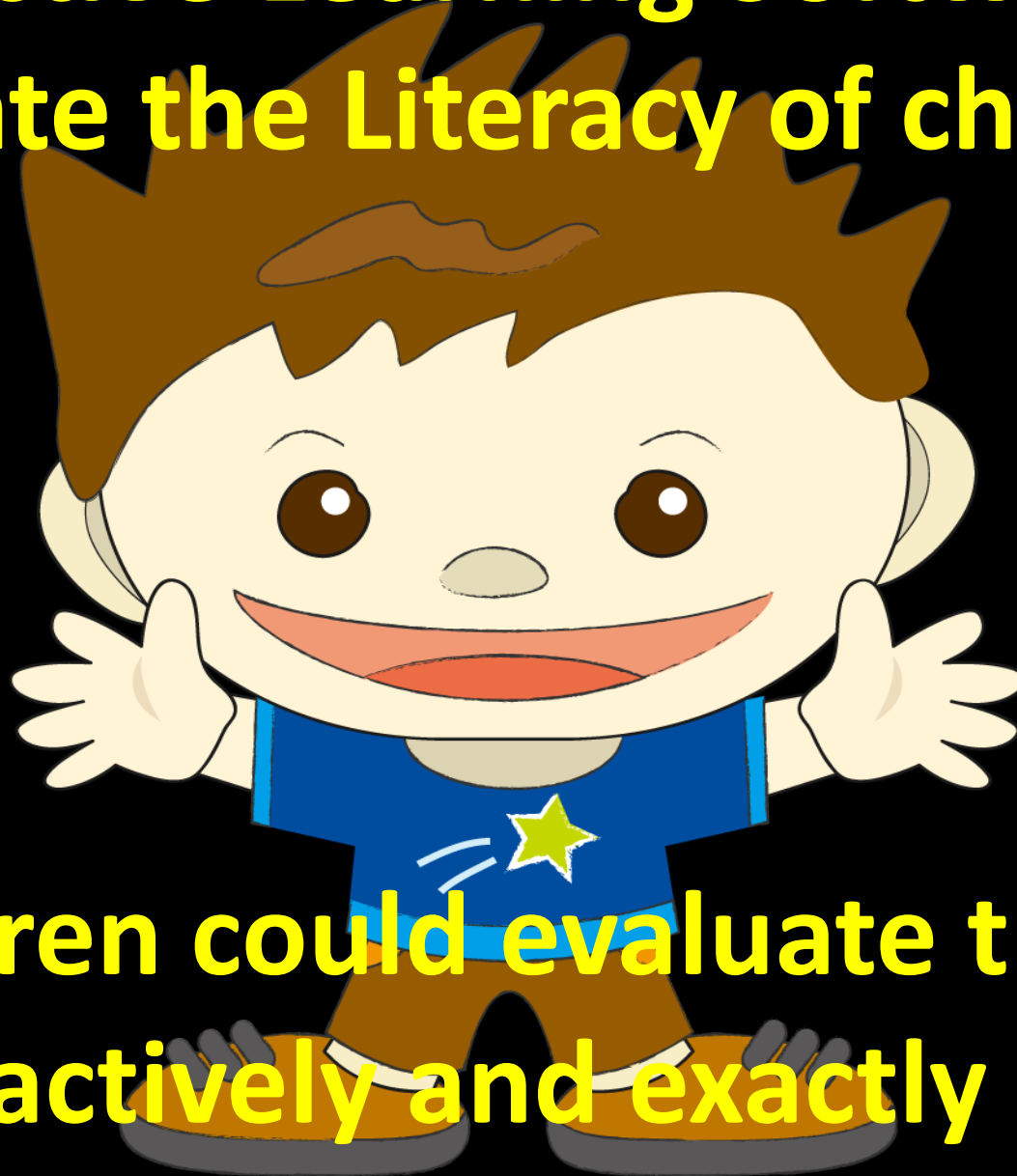
The RPG software seems to draw a great interest of children to the story and lead them to the English world unconsciously.

Newton's Space Quest attracted children.



All images and sounds of RPG helped children accept ambiguity and understand the story.

**RPG Active Learning Software to
evaluate the Literacy of children**



**Children could evaluate them
actively and exactly**

Thank you so much!

Grazie !

ありがとう!

Arigato

November 17, 2016