

ONLINE TRAINING 28/04/2021

Online game “Journey to your Future”



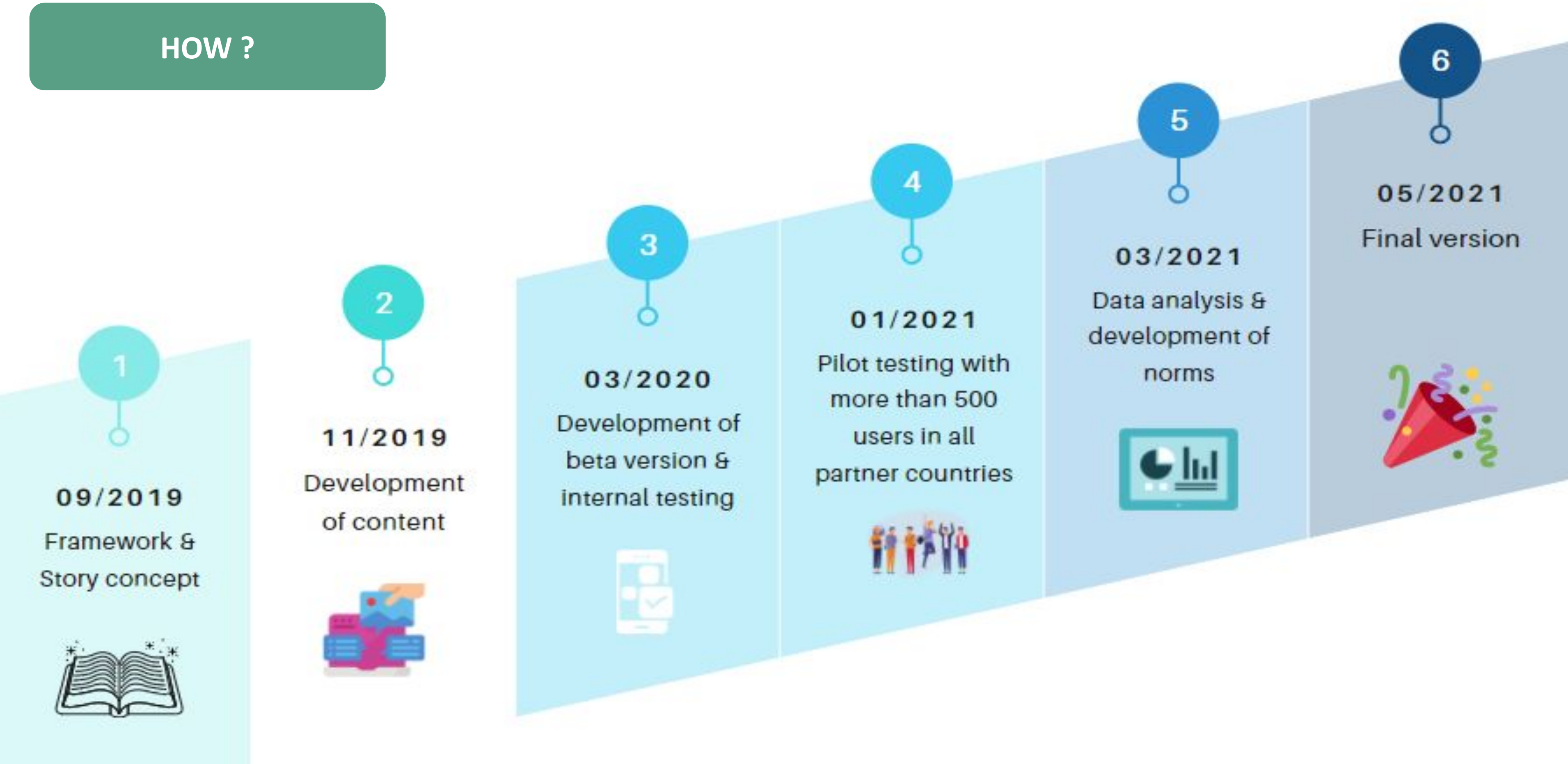
“Journey to your Future”

The aim of the innovative “Journey to your Future” online game is twofold:

- 1) **identify**, through a youth-friendly online gaming environment, those youngsters aged 14-18, who are at high risk of engaging in the phenomenon of early school leaving and
- 2) **guide** the relevant experts to focus on a specific training path within the Experts Programme Toolkit.

The Game’s end users are the 1st youth target group of the project (14-18 year old).

HOW ?





Introduction

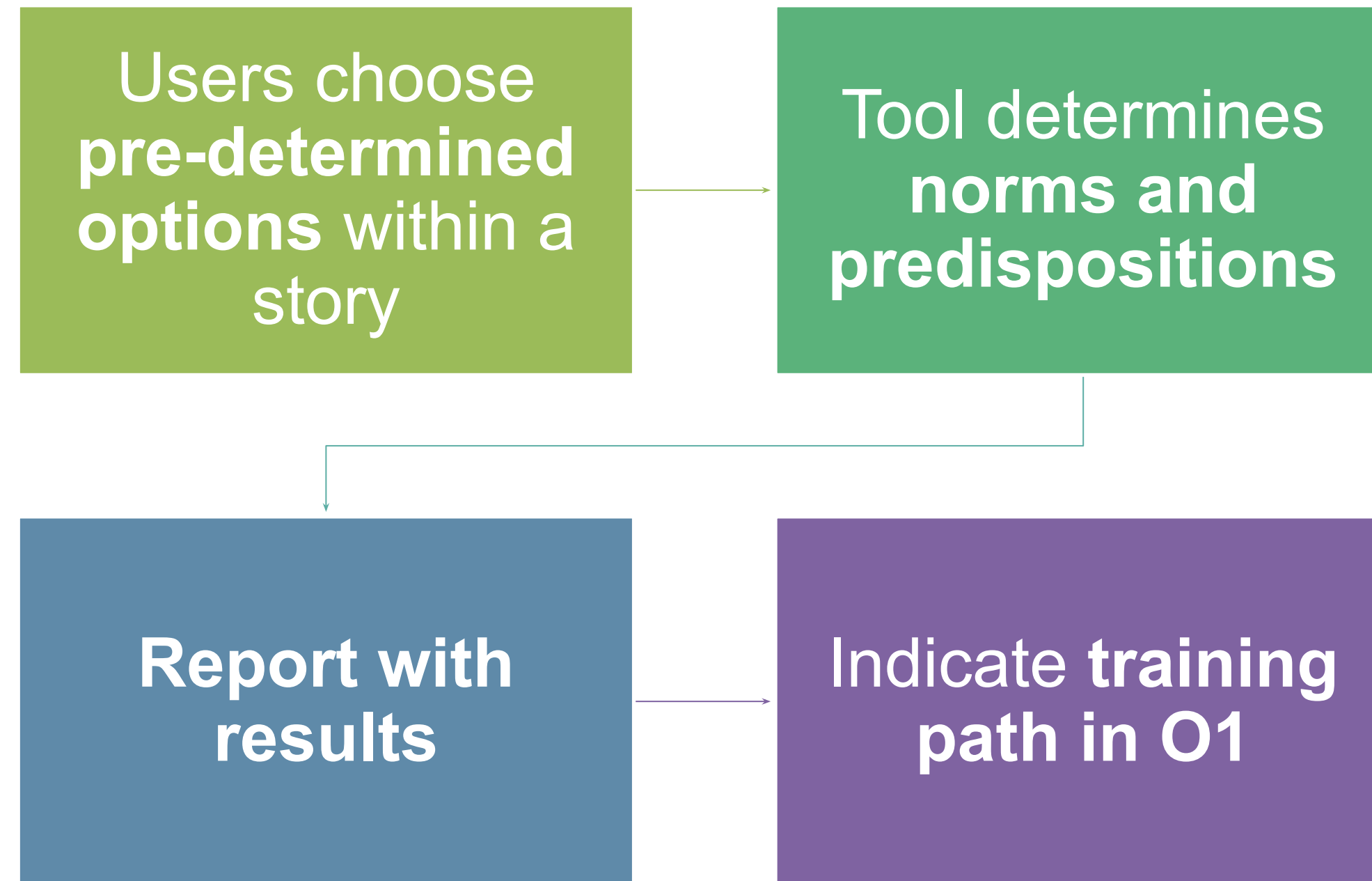
Welcome to the motivatEyoUth Game! We are members of an international research group designing a Game through which your skills will be assessed and, in this way, will help your teachers and professors to support you in your development. Our action is supported by the European Commission under the Erasmus+ Programme. The project is being implemented by institutions coming from 5 European countries – Poland, Italy, Cyprus, Portugal and Spain.

Your input will allow us to create a final version of the Game. Thank you for your help.

Before you start, please fill out the profile form.



“Journey to your Future”



WHAT DOES THE GAME ASSESS?

Predictors:

- **School motivation/ engagement** – student's involvement in school. The more motivated and ambitious the student is, the higher the probability for attainment of qualification. Three dimensions of engagement: behavioural, emotional and cognitive.
- **Social participation** can be regarded as an umbrella term covering various aspects such as peer acceptance, friendship with peers in school, or feelings of loneliness.

Diagnose Method: Game tasks

WHAT DOES THE GAME ASSESS?

- **Schools' organization, communication, leadership, and teachers** - The interactions of students with members of staff and with peers can be particularly instrumental in preventing early school leaving.
- **Self-efficacy** – refers to an individual's belief in his or her capacity to execute courses of action required to deal with prospective situations.
- **Self-esteem** – an individual's subjective evaluation of their own worth.

Diagnose Method: Likert's scale survey - Statements



Any questions so far?

DATA ANALYSIS

- ✓ A set of 323 valid test responses.
- ✓ Exploratory factor analysis (statistical method) to generate final dimensions/scales and confirm configuration of statements that have been initially assumed.
- ✓ Psychometric properties – norms for particular countries taking part in the project were calculated.

REPORT

Journey to your Future Game Report

Name: John Doe

Date of completing the test: 05-03-2021

You have completed the game *Journey to your Future*, which diagnoses key features related to the risk of early school leaving. The term “Early Leaving from Education and Training- ELET” (also known as “Early School Leaving -ESL) has been appointed by the EU to describe people aged 18 to 24 that have only completed lower secondary education or less, and that are not currently participating in any educational program or training (*Tackling Early Leaving from Education and Training, Eurydice Brief, 2017*)². This report can **empower you and the professionals working with you to identify early on areas of improvement, support you to continue on viable progression pathways and prevent the risk of early school leaving.**

The conclusions below are based on the responses you have given and are as credible as honest your answers were. Based on your answers in the game, the **level of your individual features** was assessed:

Feature	Level	Interpretation
School motivation/ engagement	1 sten	Low level
Social participation	3 <u>sten</u>	Low level
Perception of schools' organization	5 <u>sten</u>	Average level
Self-efficacy	8 <u>sten</u>	High level
Self-esteem	10 <u>sten</u>	High level

DISCLAIMER AND TIPS

Please remember that the **results generated in the report are indicative only** and that the features described above are susceptible to changes - they may change over time and you can work on them and develop them. Talk to a psychologist, school counsellor, career advisor, or teacher about how you could develop those qualities that you have developed at a low level or at a level, you are not entirely satisfied with. They can suggest **specific techniques and strategies that you can implement to self-develop**. You can also look for various advice and tips online on publicly available websites or take part in workshops, training courses, extracurricular activities during which you will have the opportunity to learn more about specific features and how to develop them.

The features that the *Journey to your Future* diagnoses are important indicators of early school leaving risk. The low level of these features (School motivation / engagement, Social participation, Perception of schools organization, Self-efficacy, Self-esteem) may indicate some difficulties in continuing your education at school. In addition, the risk of early school leaving is also associated with low grades at school and difficulties in meeting the requirements of teachers, low education of parents, and the difficult socio-economic situation of the student's family. The risk is also greater for boys, and people from minority and migrant backgrounds.

Note that the phenomenon of early school leaving is very complex, and each person concerned should be considered individually. The game can only assist in this analysis, but cannot constitute a comprehensive diagnosis.

Remember that a **thorough analysis of your approach to education and continuing education** at school and the risk of early school leaving should be **carried out together with a psychologist, school counsellor or tutor**. It is worth contacting a career advisor that can help you learn more about the education system, labor market conditions, and current expectations of employers and support you in the preparation of an individual path of educational and professional development. It is also worth talking to your parents or guardians about your approach to learning.

Do not forget: your talents, skills and knowledge can be developed through hard work, persistence, support and input from others!

Activity

Let's check out the Game!!

www.motivateu.test-314.eu





Any questions or
comments?

Homework

Watch the video “Arts Based Learning”.

Reflect on the following:

1. What are the main benefits of arts-based learning for both teachers and students?
2. Are you aware of any arts-based teaching practices in your school or community?
3. How do you think arts-based learning can empower students at risk of ESL-Early School Leaving?



Thank you for your attention!

