Making The Case Synopsis
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Overview:
The principal has asked us to design an after-school program for voluntary participation of kids. She hopes to prove to the district that the school is serious about improving the scores, thus delaying the funding decrease a year.

Goal:
Our goal was to develop a proposal for an after-school program that encourages a new approach to reach kids and enhance math learning in a measurable way.

Recommendations:
We recommend a games-based learning approach to:
encourage voluntary participation
reinforce technology
produce measurable results quickly
provide assessment data
increase student math skills and eventually increase overall math scores

Serious Benefits:
Increased math skills and test scores
Valuable data on current math skills and problem areas

Possible Problems Encountered:
Lack of volunteers
Time to develop and create
$$
Locating skilled designers, programmers, content developers etc

Relevant Outcomes:
To provide a safe and fun after-school program that students would be happy to volunteer for and would also increase their math skills. This would hopefully translate into better math scores on the standardized tests and delay funding cuts for other programs.

Rationale:
We felt that a games-based learning strategy was warranted. The main reason being that this was to be a voluntary program. We believe that students would be more likely to volunteer for the program if it was fun, social and interactive as opposed to tedious math drills. Using a modular and scalable approach to development we thought the time and costs required could be kept at a minimum and provide time to determine whether the approach was working or not. Also, by making interactive computer games we could make the curriculum adaptive to the student. The game could be built in such a way that it monitors the students progress and becomes more difficult as the student progresses and returns to material a student might have problems with. The game could also track student progress and keep a log file that teachers could analyze to help them adapt classroom instruction to strengths and weaknesses.

My Thoughts:
Out of the three scenarios, I thought ours was the best candidate for a games approach. Mainly, because we need to garner student “buy in”. Math is typically a difficult subject to get students interested in and to get them to do math after school on a volunteer basis would be doubly difficult. We came up with some good core ideas in the 20 minutes allotted but it was not until after giving our presentation, and viewing the other presentations, that I felt my ideas for a real proposal gel.