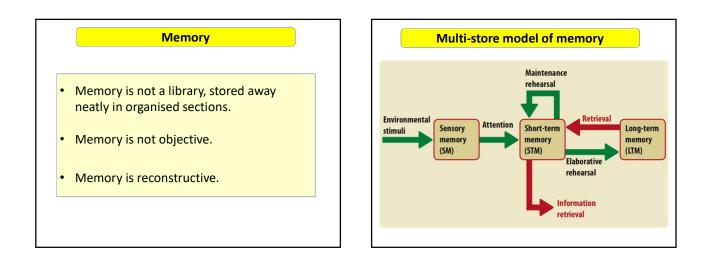
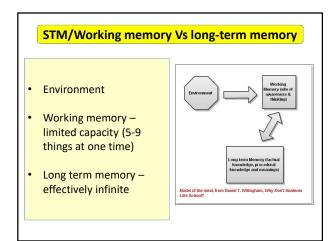
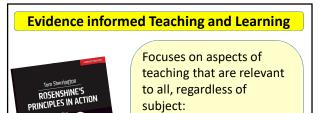


 YIF nothing has changed in long-term memory, nothing has been learned.'

 Kirschner, PA., Sweller, J., & Clark, R.E. (2006). Why minimalguidance during instruction does not work: An analysis of the failure of constructivist, discovery, problem-based, experiential, and inquiry-based teaching. Educational Psychologist, 41(2), 75-86.





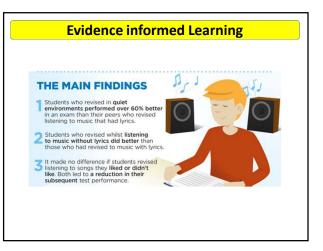


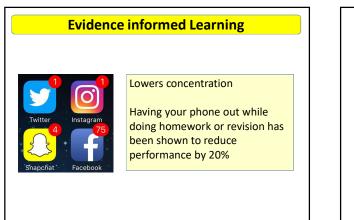
# Sequencing concepts and modelling

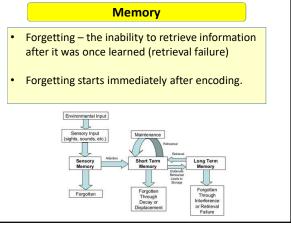
- Questioning
- Reviewing material
- Stages of practice

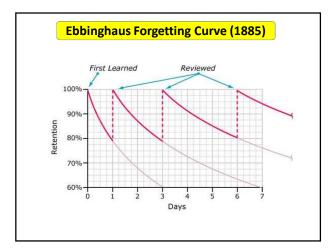
# **Evidence informed Learning**

- Listen to music when working?
- Have your phone out when you are working?



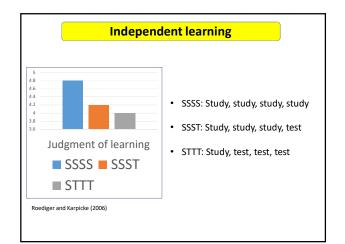


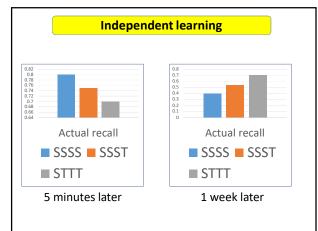




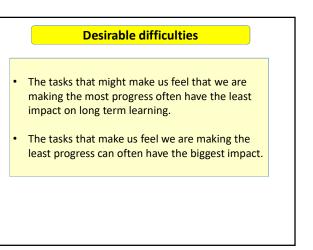
## How many of you....?

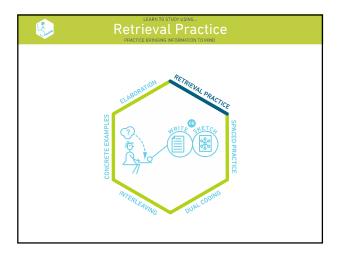
- Revise a little bit every day?
- Cram all your revision into the night before
- Re-read information lots of times.
- Read through your notes and highlight key words and detail.
- Have a blank sheet of paper and write down as much as you remember about a topic.
- Use kahoot or quizlet to self-test at home.

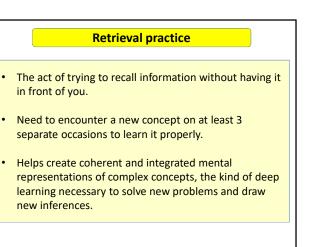


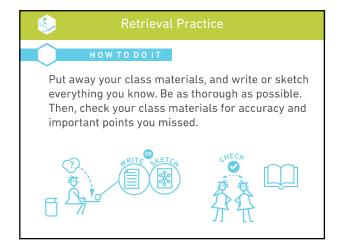


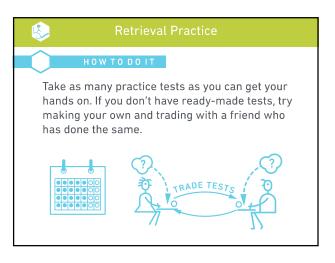
Effectiveness of specific learning techniques						
High utility	Retrieval practice (practice testing)					
	2	Distributed ('spaced') practice				
	3	Elaborative interrogation				
	4	Self-explanation				
	5	Interleaved practice				
Moderate utility	6	Summarisation				
	7	Highlighting				
	8	Keyword mnemonic				
	9	Attempting to form mental images of				
		text materials while reading or listening.				
Low utility	10	Re-reading				
EEF: Metacognition and self-regulated learning guidance report, 2018						

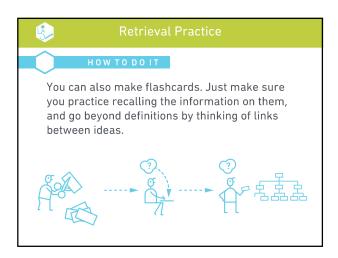


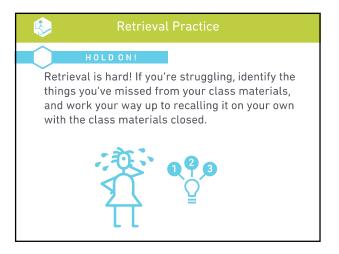


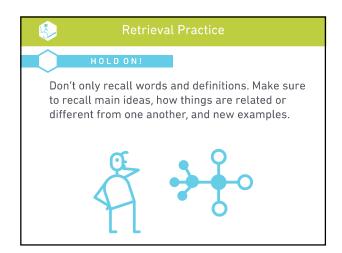




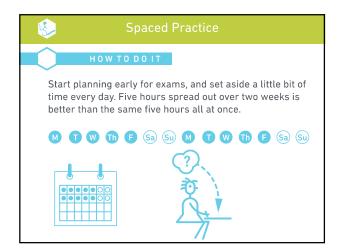


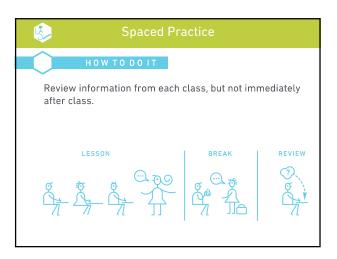


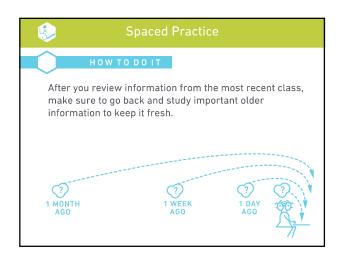


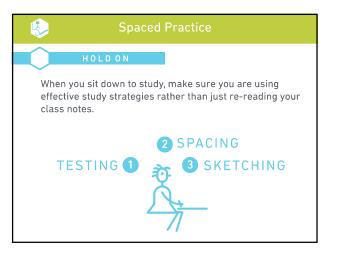






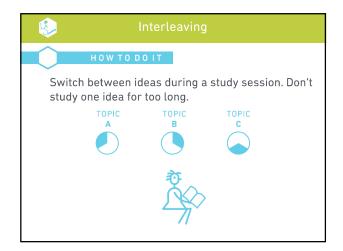


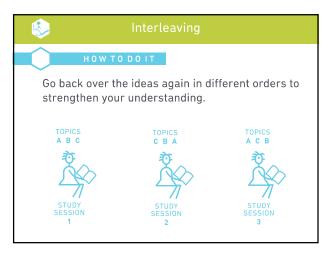


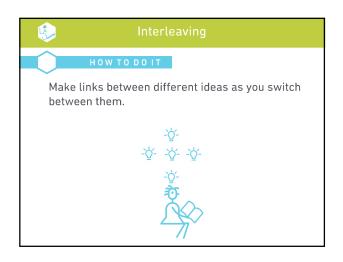


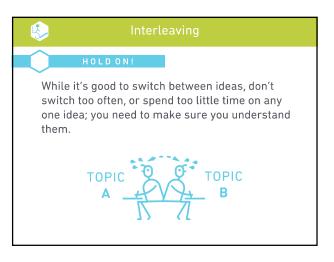


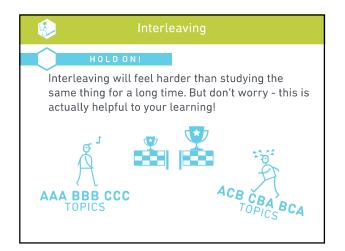












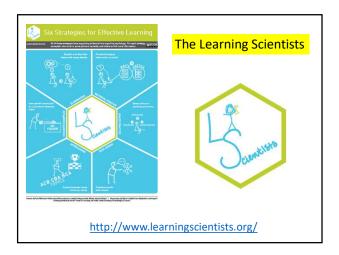
## **Elaborative interrogation**

- Asking and explaining why and how things work (and then answering them!).
- Understanding is enhanced when students elaborate a memory by adding details to it and integrating it with existing knowledge.

#### **Dual coding**

• Combining words with visuals.

 Providing both verbal and pictorial representations of the same information enhances learning and memory.



# Avoid illusions of knowledge!

- Avoid being distracted by too many extraneous components. Memory is the residue of thought!
- Factor in cognitive load: small steps, chunking, interleaving etc
- Consider the strategies that help ensure learning stays in long-term memory.

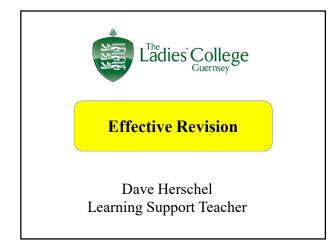
Familiarity is not mastery!

# Multi-tasking is a myth!Multi-tasking causes<br/>a 40% decline in<br/>productivity.People make twice as<br/>many errors when<br/>they multi-task.Multi-taskingPeople often think they

leads to a 20% decrease in cognitive abilities.

People often think they are better than they are. **70%** of people believe

they are above average at multi-tasking!



When should revision begin?

# When should revision begin?

- What is revision?
- What do pupils need to do before they can start revising?

# When are the exams?

# When are the exams?

This summer's main exam season starts in 77 days. There are 42 school days, and 35 non-school days.

# How much revision is enough?

How many hours should be spent revising:

- On a school day?
- On a study leave/weekend/holiday day?

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Is there such a thing as too much revision?

# Why is it important to plan revision?

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• To ensure that the task is spread effectively over the time available.

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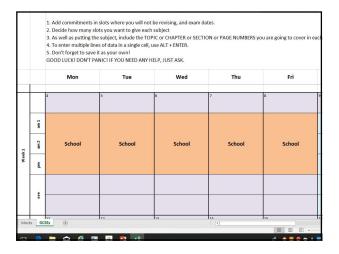
- To ensure that the task is spread effectively over the time available.
- To achieve a balance between study and other essential activities.

# Why is it important to plan revision?

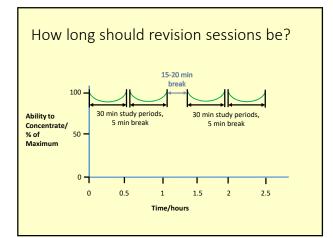
- To ensure that the task is spread effectively over the time available.
- To achieve a balance between study and other essential activities.
- <u>To reduce stress.</u>

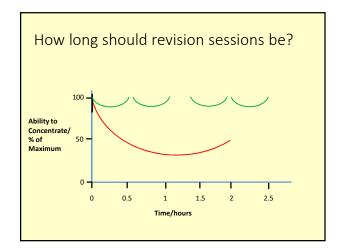
# **Planning Revision**

- 1. Make a list of all subjects
- 2. Use the subject specifications to list the topics/units within each subject
- 3. Rate each topic within each subject in terms of amount of revision needed to feel exam ready
- 4. Start with the beastly ones! Transfer them to a revision timetable
- 5. Tick off/keep a tally once revision has been undertaken for a given topic



	-		-						
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Week 2									
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*		Mocks	GCSE	s (+)					





The effect of all of this is that a boy who plays these types of games will find his brain giving much higher priority than it should to remembering these gaming "skills" when forming memories during sleep. Whilst asleep following a long session of gaming, during which many new techniques may have been learnt, the brain may simply decide that there is no room for remembering the Latin verbs or chemical equations from earlier on in the day.

This prioritising of gaming "skills" within the sleeping brain can result in a huge desire to play again on waking. The way games are designed encourages boys to keep playing for many hours in some cases, and the ability to play against friends online increases this temptation still further. Computer game designers know this, and it makes great financial sense for them to exploit these addictive properties, of which they are surely well aware.

Towards the end of a good night's sleep, the brain releases proteins which help to "re-wire" the brain for the next day, as well as cortisol, which brings about a feeling of alertness. If boys lose sleep because they staying up to play longer, or cannot sleep after playing games, this process will not be completed and they will be tired and irritable in the morning.

Another concern is the effect on the brain of light from a screen, later in the day. The feeling of sleepiness is triggered by the release of melatonin from the pineal gland. This hormone starts to be released about 12 hours after the mid-point of our night's sleep, which explains why many of us experience a period of tiredness in the early aftemoon. Melatoning radually builds up during the afternoon and evening, until it eventually sends us off to sleep. The pineal gland is very sensitive to light and so working or playing on a computer, or sitting too close to any screen late at night, can delay the onset of sleepiness, resulting in insomnia and lack of sleep.

It seems that boys are spending more and more time playing video games as time goes on. If parents are concerned about their sons' performance at school, it is essential that they are aware of how boys spend their leisure time, and that they arm themselves with the information they need to facilitate any adjustments which may become necessary. Any parents requiring help with tackling this issue at home are strongly encouraged to contact their son's Head of Year. are constandy questioning its value will find this more difficult. For learning in a field of understanding that is new to us, for example a new topic in a subject at school, this whole process will take several weeks of healthy sleep to be fully completed. Many computer games simulate situations which test survival skills, especially shooting or fighting games. Whilst absorbed in such a game, the teenager's brain is fairly easily folded into believing that is engaged in a fight for survival. This is because the part of the brain associated with primal instincts, the amygdala, becomes extremely large during puberty, and takes over many decision-making processes whilst the frontal cortex is re-configured for adulthood. (This is why teenagers so often at timpulsively, and then immediately wonder why.) Computer games trigger a far more emotional response in the brain than most leasons can ever hope to achieve. No matter how wonderful at eached the set of the soft in associated with prima playing a game. The effect of all of this is that a boy who play these types of games will find his brain giving much higher priority than it should to remembering these gaming "kills" when forming memories during elep. Whilst adler following a long session of gaming, during which many new tochniquer may have been learn, the brain may simply decide that there is no room for remembering the stain verbs or chemical equations from endire on in the day. This prioritising of gaming "kills" within the sleeping brain can result in a lung desire to play gagin on waking. The way games are designed encourages boys to keep playing for many hours in some cases, and the ability to play against fitends online increases this temptation still further. Computer game designers how this, and it makes great financio, which brings about a feeling of alertons. If Noys loos selep because they stain for the next day, as well as corificable, which brings about a feeling of alertons. If Noys loos selep because they staying up to play longer, or cannot slee

Suggested structure for study on a non-school day:												
am 1	30mins	(5mins)	30mins	Subj 1								
20 minute break												
am 2	30mins	(5mins)	30mins	Subj 2								
	LONG break											
pm	pm 30mins (5mins) 30mins (5mins) 30mins Subj 3											
break												
eve		"Bonus" tim	e	Subj 1/2/3								

# **Planning Summary**

- Plan your revision in as much detail as you can before you start.
- Be topic-specific.
- Plan to do most "hardcore revision" in the mornings.
- Stick to the structure of 30 minute blocks with short breaks and longer breaks alternating.

# What does effective revision look like?

Reading

Reading Writing Key Points

# Reading Writing Key Points PROCESSING

Reading Writing Key Points PROCESSING VOCALISATION

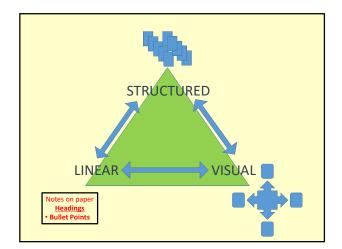
# Revision: Methods for making notes

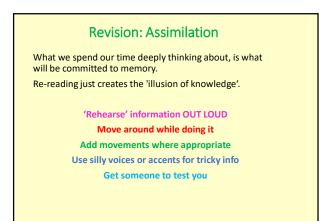
Not everyone will use the same style of notes. Most common types are:

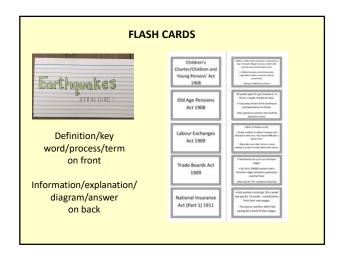
- flash cards
- linear notes
- mind maps

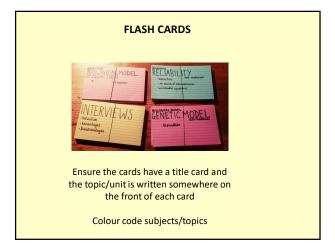
Whatever the style, maximise effectiveness by:

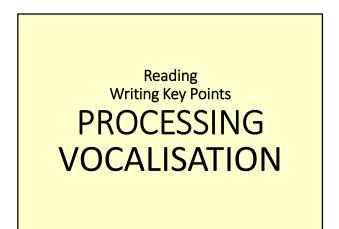
- using headings and sub-headings
- using colour
- including pictures, symbols and diagrams

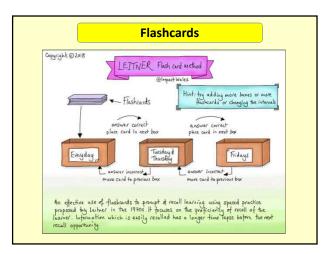












# **Memory Strategies**

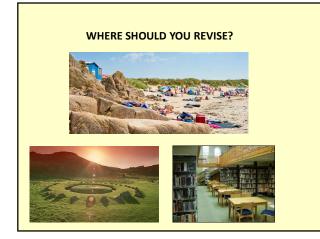
- •The "Magic Hand"
- •The Number Rhyme Method
- Sensory Integration
- Spatial Method

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# No Distractions:

- Computer
- Mobile Phone
- Clock
- Music

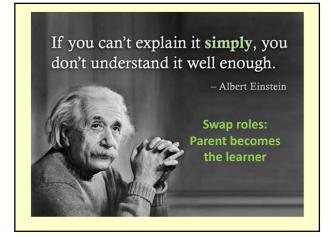


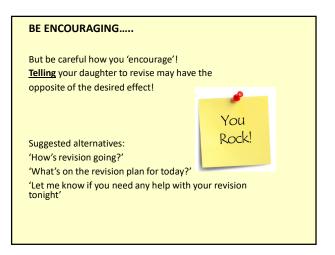












# The Telegraph

#### University candidates selected on their GCSE results

Pupils who fail to excel at their GCSEs are being discriminated against by universities increasingly using the exams to weed out candidates for degree courses, leading teachers have claimed.

A growing number of institutions are using the results that children achieve at 16 as a "crude preliminary filter" as competition for higher education places hits unprecedented levels.

Some leading **universities** now require students to score a string of A grades at 16 as a minimum entry requirement in addition to A-levels, research by *The Daily Telegraph* has found.

Teachers warned that the move risked punishing late bloomers and forcing children to make decisions about their career at the age of 13, when GCSE options are chosen.

But academics insisted that universities had to look beyond A-level results to pick out the best candidates from the record numbers applying for degree courses.

Martin Stephen, the High Master of St Paul's School, west London, said that some universities rejected students who failed to get a string of elite A\*s at GCSE. Ten pitfalls to look out for and avoid:

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1. "They're only GCSEs."

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- 1. "They're only GCSEs."
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- 10. "Playing Call of Duty/going on Instagram helps me relax."













