

Anchored Instruction Review

Program Title: Arthur's 1st Grade



Publisher: The Learning Company

Copyright Date: 2001

Source: School

Age level: 5-7 years

Content: How the Game Works

The goal for each student that plays is to complete each of the seven games to win "Bionic Bunny's Good Deed Contest." After the student has completed each of the games, they have completed the contest and are rewarded with new games to play. The student can choose to play any of the games, in any order, and the program keeps track of the progress the student has made so that they can continue to play the game by signing on under their name. The game continues until the contest has been completed and the new games can be accessed. The student can progress through multiple levels, each progressing in difficulty to make the games more challenging for each individual student.

Pedagogy

This game is extremely student-friendly. The characters of the game are patient and always kind to students and are also very encouraging whether the student is doing well, or has just made an incorrect answer. I like that the characters will repeat directions as many times as needed by just clicking on them with the mouse. The characters are likable as well as fun, and entertaining to work with. The step-by-step instructions and encouragement is very important for a program that is designed to work with younger students.

The program is also very entertaining. Basic and important skills are reviewed in easy-to-understand, step-by-step games that are designed to be educational yet also fun for any student 5-7 years old to play. Because the games are educational and challenging but also fun, I believe that the program would be able to hold students' attention for long periods of time. The game not only reviews skills and concepts, but also has an emphasis on important life skills, such as helping others. In every game, the student is helping the

characters do a good deed of some kind. For example, in one game, the student helps to pick up trash, by completing math problems with Muffy. In another game, the student helps D.W. finish her Grandmother's quilt by finding and matching letters to complete the words on the quilt. The underlying theme of the game is to help others, which is an important message for younger children.

I think that this program does an excellent job of covering important educational skills and concepts without making it boring for the student. I think there is a perfect amount of learning activities tied with entertainment for this program to be effective in reviewing skills for 5-7 year old students.

Ease of Use

I think that the game is easy to use because the characters are always willing to repeat the instructions. The instructions are clear and easy to understand, which is essential in a program designed for younger students. The student is easily able to adjust the levels of the games if the problems are too hard or too easy (this is only if the teacher chooses not to turn off the option). Because of the varied levels of each game, I think that the average 5-7 years old student would be able to find the perfect level for themselves. Several times, I tried to get the game jammed up by pressing buttons too quickly and continuing to click on the wrong answer, etc, however the game is extremely hard to freeze up. This is important in any software but especially one that younger students will be using because often times they do get impatient and frustrated and a game will freeze up. I found this program exceptionally easy to use.

How this Program can be tied to Curriculum and Integrated

The program, covers many different disciplines, however, because this program is so well rounded, I think it could fit into many places in the curriculum. I think that the program would be beneficial for the teacher to instruct the students to complete a specific game that is relevant to the material presented in order to review specific material. I also think that it is an appropriate program for students to play for fun and for a well-rounded review of many different skills. I think that this program could be applied to many different areas of discipline as it addresses many important skills. The following skills are taught through the different games in the program:

- Reading
- Phonics
- Word Sounds
- Logic
- Spatial Relationships
- Spelling
- Vocabulary
- Sentence Construction
- Categorization
- Counting
- Addition and Subtraction
- Measurement

Patterns
Sequence

Learning Strategies Emphasized

The learning strategy emphasized the most throughout the program is learning through the games the students play. The program has interactive, challenging games that are used to reinforce and review skills. This is important to know as a teacher because it would not be appropriate for your students to learn material through a game, but the program is beneficial for review of material.

Recommendation

I think that this program could be used as a wonderful tool to help students with basic skills. I don't think that this program would be appropriate for a teacher to use to 'teach' the students the skills provided in the game, however I think it would be an excellent resource to use to help reinforce and review what the student already knows. I would trust this program with students' 5-7 years old, because it is easy to use and very encouraging. The characters and the games are fun and interesting, yet familiar enough to be comforting and not overpowering. I think that this program would be an excellent choice as a resource to use in any first grade classroom. I strongly recommend this game to anyone who works with students' 5-7 years old.

