CAT 4 RESOURCE DEVELOPMENT

Group 4-001

HISTORY HELPERS

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Abstract

History Helper is a multi-media and user-friendly resource package. It comprises of fun and interactive online games, board games, interesting videos, a website that delivers information in bite-sized, digestible pieces, audio files as well as writing techniques to help students to improve their writing in the subject History. We aim to help Secondary 1 students, most of whom are completely new to the subject, ease into the subject comfortably, and in the process, foster an interest in the subject such that they will study the subject to a deeper level. We provide a variety of different resources that caters to the needs of different learners and the nature of our resources also allow the students to learn at their own pace, allowing for more flexibility in pedagogy. The resources provide concise, comprehensive and easy to understand guides to 5 different periods of Singaporean History, (Before 1819, Lives of immigrants, Japanese Occupation as well as Merger and Separation) as well as one outside of the curriculum (Recent History of Singapore from 1965 to 2019), for students to read up about in their spare time and foster a love for the subject.

1. Introduction

1.1 Rationale

Secondary One students who have just started this subject may find immense difficulty in adapting to the subject in terms of learning the skills and understanding the subject due to this subject being a complete stranger to them. Unlike other subjects such as Chinese or English, where the format of the work provided is still largely similar to what they have been learning and practicing in Primary school, the students have had no prior exposure to this subject. Thus, they may end up not knowing how to study for this subject or write answers for this subject, that may result in them scoring badly in the tests and even worse, grow to dislike the subject due to its seemingly daunting nature.

1.2 Objectives

The objectives of this project were to:

- ensure a smooth introduction to the subject such that they do not feel too daunted by it
- ease students into the subject comfortably
- provide resources for the students to study the subject
- foster a deeper, extra-curricular interest in the subject

1.3 Target Audience

- Secondary One students studying History

1.4 Resources

- Board game
- Infographics
- Website
    - Video
    - Online game
    - Audio files

HISTORY HELPERS

HOME

History Helpers aims to help HCI students gain a better understanding of the subject of History, whether for extra-curricular interest or for exams. To achieve this, we are trying to make the process of learning History a fun and interactive process for those who find the subject dull and uninteresting. With Scratch games, Board Games, videos and notes provided here, along with helpful Infographics containing bits of information that help students memorise facts and events.

2. Review

2.1 Existing Resources

At the current moment, the resources for students to study History are the notes that History teachers provide as well as two projects previously done by other groups. The notes provided by History teachers are comprehensive and are the sources of information for our resources, they lack variety as they only come in the form of hard copy notes.

2.2 Past Projects

With regards to the two previous projects, one was a board game focused specifically on the Japanese Occupation, and the other was a series of animations, a card game as well as a website focused on World War II, in both cases, we felt that the projects lacked variety in terms of the resources provided, thus our even wider variety of resources to cater to even more people, and they were also lacking in terms of their content covered, thus we have also decided to cover content regarding other periods of Singapore History. Thus, we are providing more variety in the form of a website (soft copy), audio files (for auditory learners), games (so that the memorization of the material is less dry) and animation that brings the events to life (for visual learners).

2.3 Literature Review

According to the Channel NewsAsia survey, Singaporeans knew best of the Japanese Occupation. However, most survey participants, aged around their 20s, were stumped when they were asked about the Straits Settlement, which is an incredibly important part of Singapore's history as the period saw Singapore established itself as an important trading port and developed into a major city with a rapid increase in

population, ultimately resulting in how modern day Singapore fares as a highly important port.
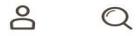
Going beyond 1819: How well do Singaporeans know the history of Singapore?

Ahead of next year's commemoration of the 200th anniversary since Raffles founded Singapore, Channel NewsAsia hit the streets to quiz 25 Singaporeans about their knowledge of Singapore history.

History is important, according to these Singaporeans, especially for the younger ones who did not live through key events that defined Singapore. (Photos: Wong Ruyi)

By **Fann Sim**
17 Feb 2018 06:45AM
(Updated: 15 Nov 2018 10:35PM)

Also, a study, conducted in 2006 and 2012 by Allam C. and Willmot et al, found that videos can be used to promote 'active learning' approaches with students and that digital videos reported being able to inspire and engage students when incorporated into student-centred learning activities.

Finally, according to a news article released by the British Newspaper, The Telegraph, a recent study by Cambridge University found that video games improved memory.

Brain training games boost memory and may reduce the risk of dementia, research suggests

A study by Cambridge University found that video games improved the brain function of those with early memory problems which can be a precursor to Alzheimer's disease

By **Laura Donnelly**

3 JULY 2017 • 12:01 AM

3. Methodology

3.1 Needs Analysis

A needs analysis was conducted in order to find out the relevance of the project, we created a survey on Google Forms to find out the students' problems when studying for the subject, their interest in it as well as their preferred way to learn about History. The results confirmed that there was indeed a need for this project as the students did face difficulty in studying for the subject and they also had an interest for it.

3.2 Survey Results

Did you face any difficulty in learning history in Secondary 1?
Based on 59 responses

33.9%

66.1%
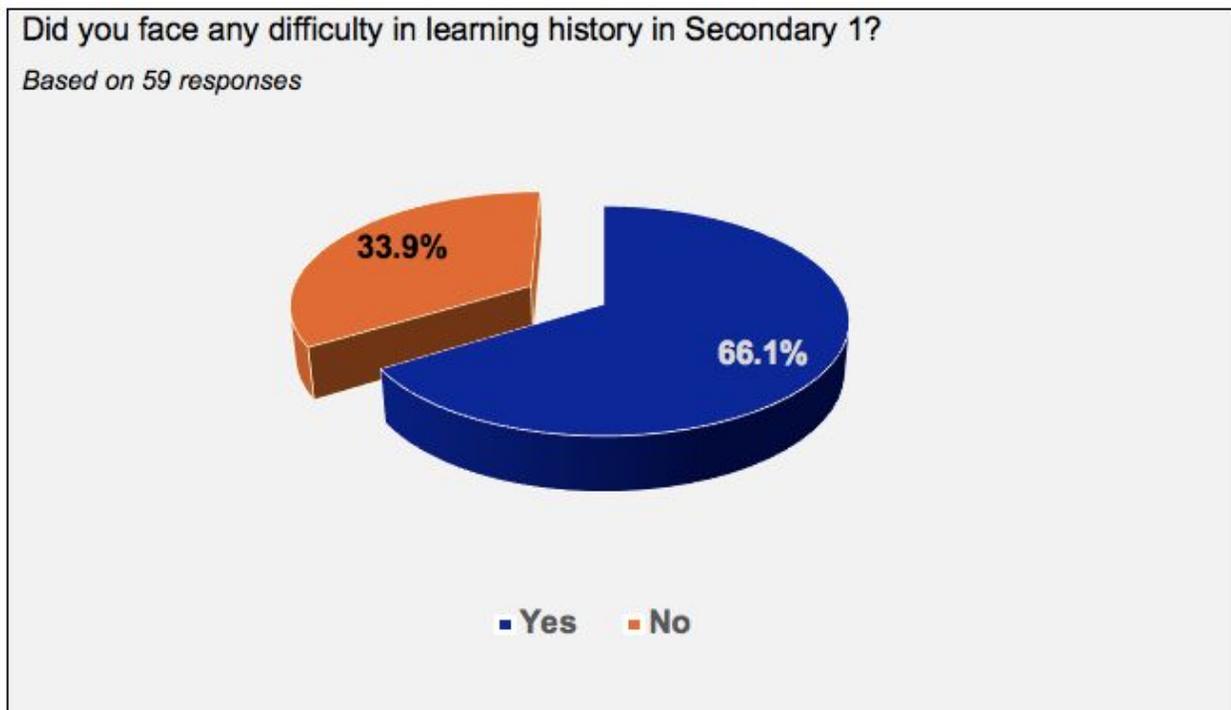
▪ Yes   ▪ No

Were you interested in learning about more Secondary One History even after the Secondary One History lessons conducted?

Based on 59 responses

32.2%

67.8%
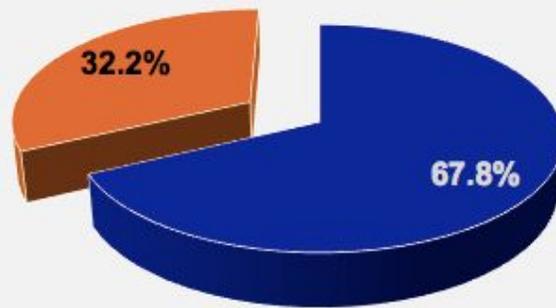
■ Yes   ■ No

Question: Which of the following methods do you think will help you learn more about History?

Based on 59 responses

Method	Responses
Website	42 (71.2%)
Online Game	46 (78%)
Board games	42 (71.2%)
Videos	43 (72.9%)

3.3 Development of Resources

The content featured in our resources were courtesy of History notes that our teacher had given us permission to use, since we found the presentation to be a little too dense, we decided to summarise the content and reduce them to concise infographics, and we presented them in point form on our website and audio files, and we also brought the content to life through our animations and games.

3.4 Pilot Test

We disseminated the link to our online survey through our Secondary 1 friends that were involved in SOAC or SOO as buddies and they in turn sent the links into the different SOO or SOAC group chats along with the soft copies of our different resources. We received 43 responses from the students via such means. In addition, we also consulted Miss Ong, our History teacher to review our resources and give feedback. The feedback that we received was largely positive and the students that have used our resources found them to be helpful in learning History.
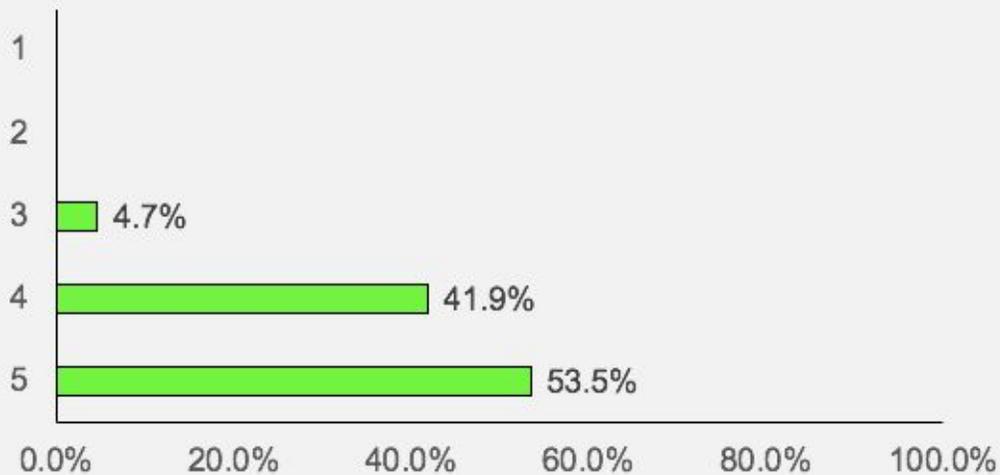
Question: On a scale of 1 to 5, with 1 being the least and 5 being the most, how helpful was our website in assisting your learning and helping to develop your interest in the subject?

Based on 43 responses
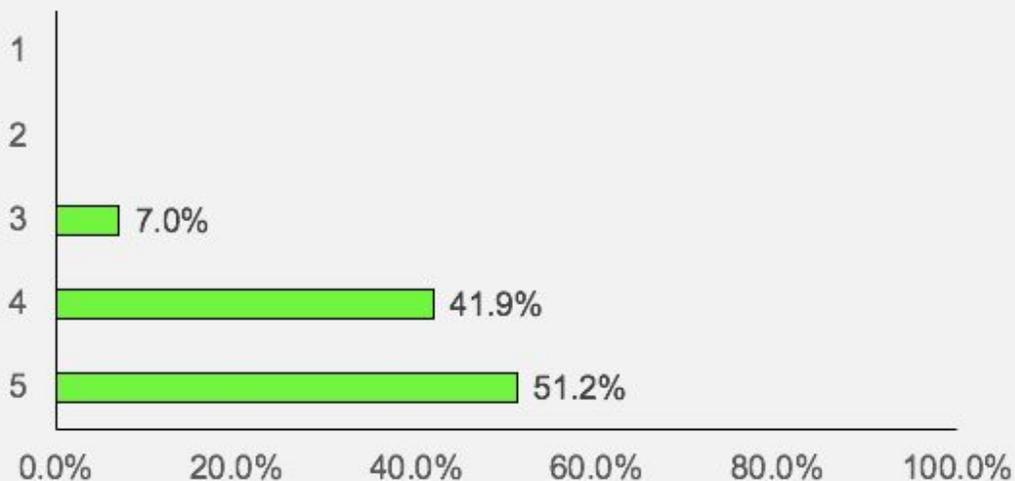
Question: On a scale of 1 to 5, with 1 being the least and 5 being the most, how helpful was our game in assisting your learning and helping to develop your interest in the subject?

Based on 43 responses

Scale	Percentage
1	
2	
3	4.7%
4	41.9%
5	53.5%

Question: On a scale of 1 to 5, with 1 being the least and 5 being the most, how helpful was our infographics in assisting your learning and helping to develop your interest in the subject?

Based on 43 responses

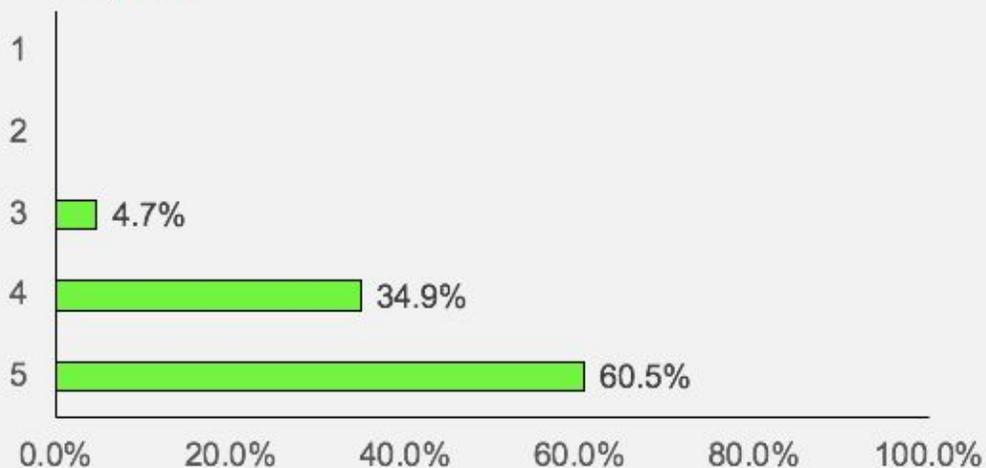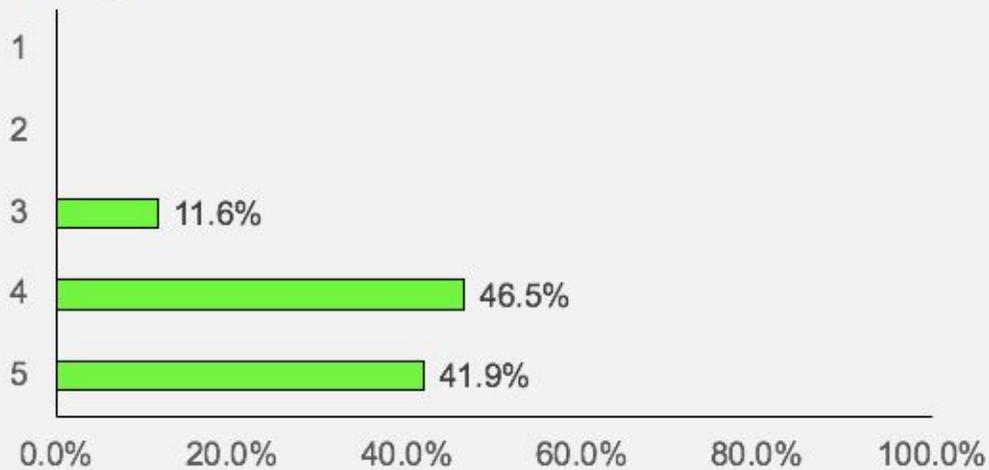| Scale	Percentage
1	
2	
3	4.7%
4	34.9%
5	60.5%

Question: On a scale of 1 to 5, with 1 being the least and 5 being the most, how helpful was our video in assisting your learning and helping to develop your interest in the subject?

Based on 43 responses

1	
2	
3	11.6%
4	46.5%
5	41.9%

0.0% 20.0% 40.0% 60.0% 80.0% 100.0%

Question: On a scale of 1 to 5, with 1 being the least and 5 being the most, how helpful was our resource package in assisting your learning and helping to develop your interest in the subject?
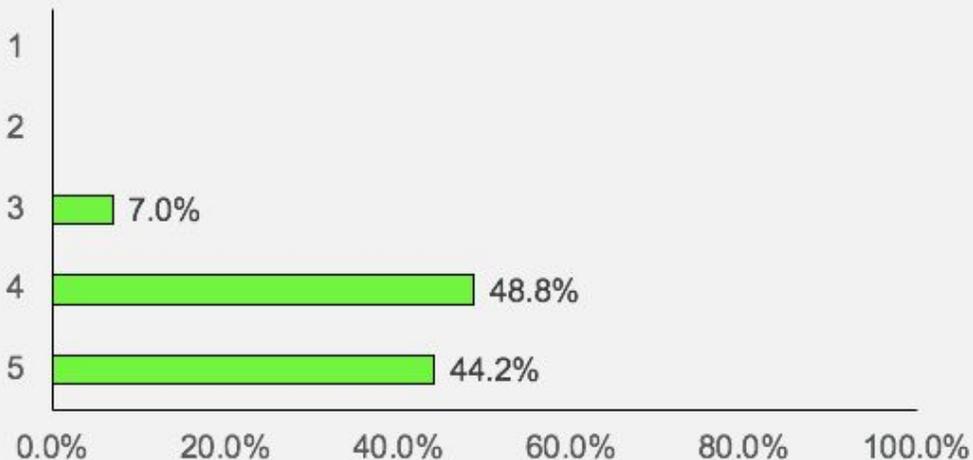
Based on 43 responses

1	
2	
3	7.0%
4	48.8%
5	44.2%

0.0% 20.0% 40.0% 60.0% 80.0% 100.0%

Question: Do you have any feedback or suggestions for our resource package?

Response and feedback received via the survey

I think that the website can be a little less wordy and there can be more graphics to make it look more aesthetically pleasing

I think that the infographics are very detailed and has a good contrast of colours, however, the website should also strive to do the same

Yes, I think that the overall package is a good idea and it has helped me to grasp historical concepts more easily, however I do think that it can be more informative in certain areas such as the Recent History of Singapore

I think that the website is very well-rounded overall and covers just about every aspect of Singapore History, however, it can be more interesting and appealing

I think that more attention should be paid towards the writing techniques for comparison questions and you raise examples for us to more easily understand what you are talking about

It (our resource package) is impressive and very well-done especially the video.

The production of the video and google site was good. They were well-produced and organised.

On the whole, it's (our resource package) accurate and clear.

Feedback from Miss Ong Bee Young

4. Outcome and discussion

Although most of the feedback obtained was largely positive, we decided to further improve our resources based on the feedback obtained from the students who have used it as well as the judges' comments during proposal evaluation. Based on the feedback that we received, we increased the scope of the project to encompass all of Singapore's History and we also specialised in equipping students with the necessary writing techniques by expanding that section of our website. A limitation of the project that we can see is that we are a little too focused on the Secondary 1 History curriculum, only focusing on Singapore History, thus this would only be useful for Secondary 1 History students. Further work that can be done for our project is that the scope can be widened even further to encompass the Secondary 2 and even Secondary 3 and 4 History curriculum, such that we include European History.

5. Conclusion

In conclusion, the project has allowed us to pick up many useful skills through the process of developing our resources. For example, through the development of our website, we have learnt web design skills as well as how to properly summarise information. We have also picked up editing skills in the process of making our animation. These skills will undoubtedly be useful to us in future projects as we will have some experience doing such things and can do it better and faster. There were a couple of challenges that we faced in the process of doing this project, one of which was the sheer volume of information that we had to include in our resources and the short span of time in which we had to summarise them into concise point and include them into our website. The way that we handled this problem was quite simply through proper time management and allocation of work in order to maximise the amount of work that we could do in the shortest span of time. This has also taught us to work as a team and persevere even through the most daunting of tasks, and we could not have possibly done it if we did not have each other's help.

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