simSchool

Research Outcomes from Simulated Classrooms

What is simSchool ?

- A "flight simulator" for educators
- A game-like environment to explore
  - Instructional strategies
  - Examine classroom management techniques
  - Practice building relationships with students
- Allows creation of simStudents to mirror real students
- Allows future teachers to explore students with learning differences

About the Project

simSchool is a classroom simulation that supports the rapid accumulation of a teacher's experience in analyzing student differences, adapting instruction to individual learner needs, gathering data about the impacts of instruction, and seeing the results of their teaching. It uses advanced technologies to improve teacher education.

The project began in 2003 with support from the US Department of Education PT3 program, and has since garnered support from the National Science Foundation, US Fund for the Improvement of Post Secondary Education (FIPSE), EDUCAUSE, and the John D. and Catherine T. MacArthur Foundation.

SimSchool Research Team

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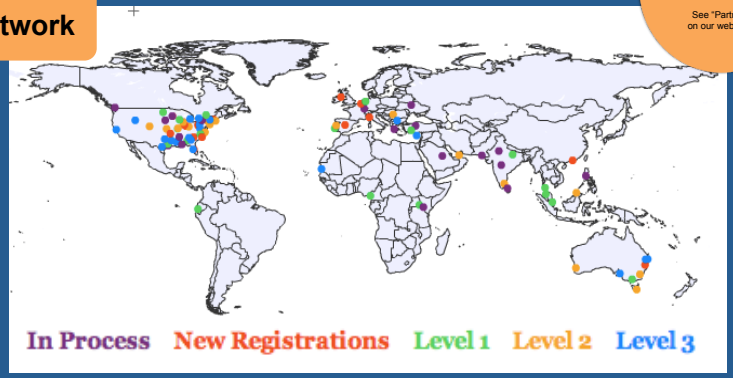
International Teacher Education Network

Level 1: Teams of 4 to 5 people examine the possibilities of fit in teacher education programs.

Level 2: Level 1 teams plus 2 or more professors use simSchool and participate in data gathering connected with their pilot efforts.

Level 3: Level 2 teams plus 2 professors will undertake both local and project-wide collaborative research utilizing shared protocols, sharing findings, co-authoring reports and publications.

simSchool
play · learn · share · teach



How to Participate

Your institution can join and use simSchool at no cost to instructors

See "Partners" on our web page

simSchool Develops Teaching Skills

Curriculum
- Curriculum Design
- Objectives
- Planning
- Learning Experiences
- Assessment

Instruction
- Clarity
- Principles of Learning
- Models of Teaching

Motivation
- Expectations
- Personal Relationships
- Classroom Climate

Classroom Management
- Attention
- Momentum
- Space
- Time
- Routines
- Discipline

www.simschool.org

Effects on Teacher Learning

Instructional Self Efficacy

2007: ES =.95 (p = .005)
2011: ES = .75 (p = .012)

Learner Locus of Control

2007: ES =.25 (p = .37 NS)
2011: ES = .63 (p = .014)

2011 results replicated those found in 2007

Teacher Preparation Survey

2007: ES = 1.0, (p = .005)
2011: ES = .63 (p = .058)

Cohen's d Effect Size
.2 = small
.5 = moderate
.8 = large

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