

Identifying Barriers, Imagining Solutions: Using Research to Improve Urban EE

MEES 2018

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ECOS = Environmental Center for Our Schools



School is
in session!
sorry...
Area closed
to Public
during the hours
between 9^{AM}-2³⁰
Monday - Friday
Thank you for
your cooperation
We ♻️ Learn

Mission Statement: "ECOS provides outdoor environmental education for the Springfield Public Schools using Forest Park as an outdoor classroom. At ECOS, students engage in scientific inquiry through the use of science and engineering practices to develop an attitude of respect and stewardship for the natural world"

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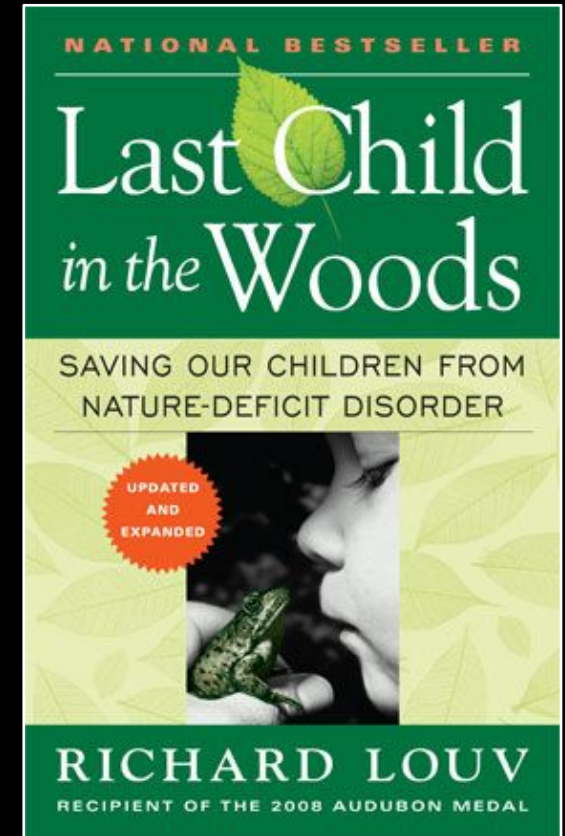
- Urban (Forest Park)
- All students in Springfield Public Schools
 - 4th, 5th, 6th, 7th grade
- 48 years old!

Overview

- Who we are and why we're here
- How we think about this
 - Extinction of Experience
 - Transformation of Experience
- What we've been working on

Extinction of Experience

- Urbanization = people have less access to nature
- Changing schedules/preferences = people spend less time in nature
- Especially children!



How we think about this

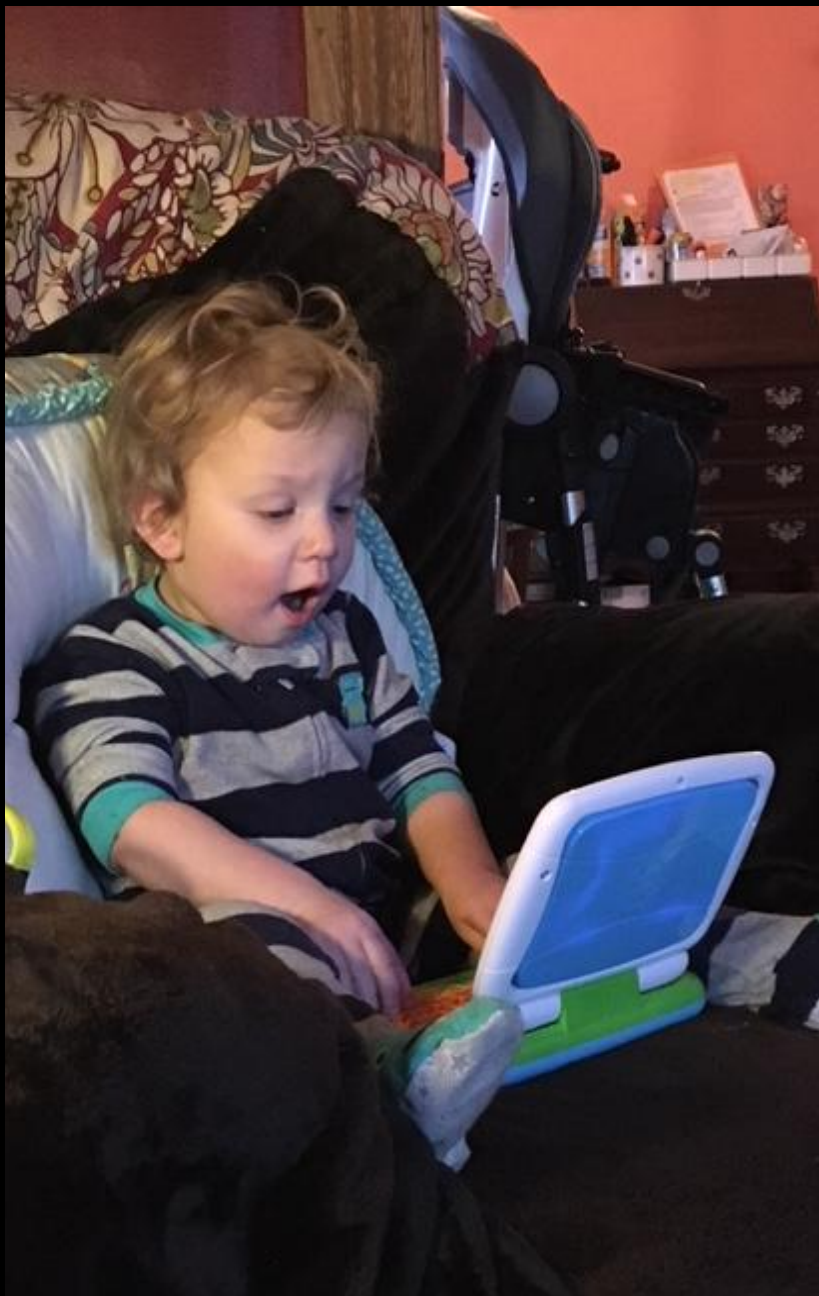
What we've been working on



How we think about this

First selfie at 8 months

What we've been working on



How we think about this

*Maddux advances to a
desktop computer*

What we've been working on



How we think about this



What we've been working on



How we think about this

What we've been working on

Transformation of Experience

Conservation Letters

A journal of the Society for Conservation Biology

Open Access

POLICY PERSPECTIVE

Transformation of Experience: Toward a New Relationship with Nature

Susan Clayton¹, Agathe Colléony^{2,*}, Pauline Conversy^{2,*}, Etienne Maclouf^{3,2,*}, Léo Martin^{2,*}, Ana-Cristina Torres^{2,*}, Minh-Xuan Truong^{2,*}, & Anne-Caroline Prévot^{2,4}

How we think about this

What we've been working on

Transformation of Experience

- People's experience with nature is *transforming*
 - “global urbanization and the development of technology, in combination with new ways of working, seeing the world, and consuming, are too different today to allow the experience of earlier generations to be replicated.” - Clayton et al. 2016
- Technology
 - Minecraft, Pokemon Go, etc
- Social Context

Clayton, S., et al. (2016). Transformation of experience: Toward a new relationship with nature. *Conservation Letters*

How we think about this

What we've been working on

Transformation of Experience: Tech

The Berkshire Eagle

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Newsletters

Our Opinion: Flake wrongly targets worthy Greenagers grant

Posted Friday, January 27, 2017 6:03 pm

The Great Barrington nonprofit Greenagers was quietly going about its business helping local youth when it found itself the target of misinformation last week. That is an all too common threat these days.

Greenagers found itself on the "Wastebook" of Senator Jeff Flake, an Arizona Republican who uses the booklet to chronicle what he claims are examples of wasteful federal spending (Eagle, January 26). The senator asserted that Greenagers, which helps local youth learn conservation work and resource management, was misusing a \$36,700 grant from the Environmental Protection Agency, an embattled agency in Washington, D.C., these days, to develop a version of the video game "Minecraft" for the Berkshires.




How we think about this


What we've been working on


Transformation of Experience: Tech





Charmander






Venusaur

COMPASS RALLY team names: _____ 1

Objective: to navigate to three rally points and record the Pokemon symbol found there.
Starting at the "Base Tree" How many paces?
multiply meters x PACE FACTOR

Direction	Distance (meters)		Pokemon symbol found (do not remove it from tree)
334 °	69 m	69	
(move this direction for this distance) →		X _____ (pace factor)	
		<i>This is the number of paces you need to take.</i>	
130 ° from the Pokemon you found	87 m	87	
		X _____ (pace factor)	
		<i>This is the number of paces you need to take.</i>	
256 °	67 m	67	
		X _____ (pace factor)	
		<i>This is the number of paces you need to take.</i>	



How we think about this

What we've been working on

Transformation of Experience: Legacy



How we think about this

What we've been working on

How do we counter the Extinction of Experience (or facilitate the Transformation)?

How we think about this

What we've been working on



4th grade ECOS program

- Habitat exploration (pond, field, forest)
- Catching/looking at small animals
- Silent sit, Bubble-gum tree

Aligned with MA learning standards

Welcome to ECOS! Ms. Cesan
Structure + FUNCTION Mr. Terkelsen

Adaptations

POND Habitat

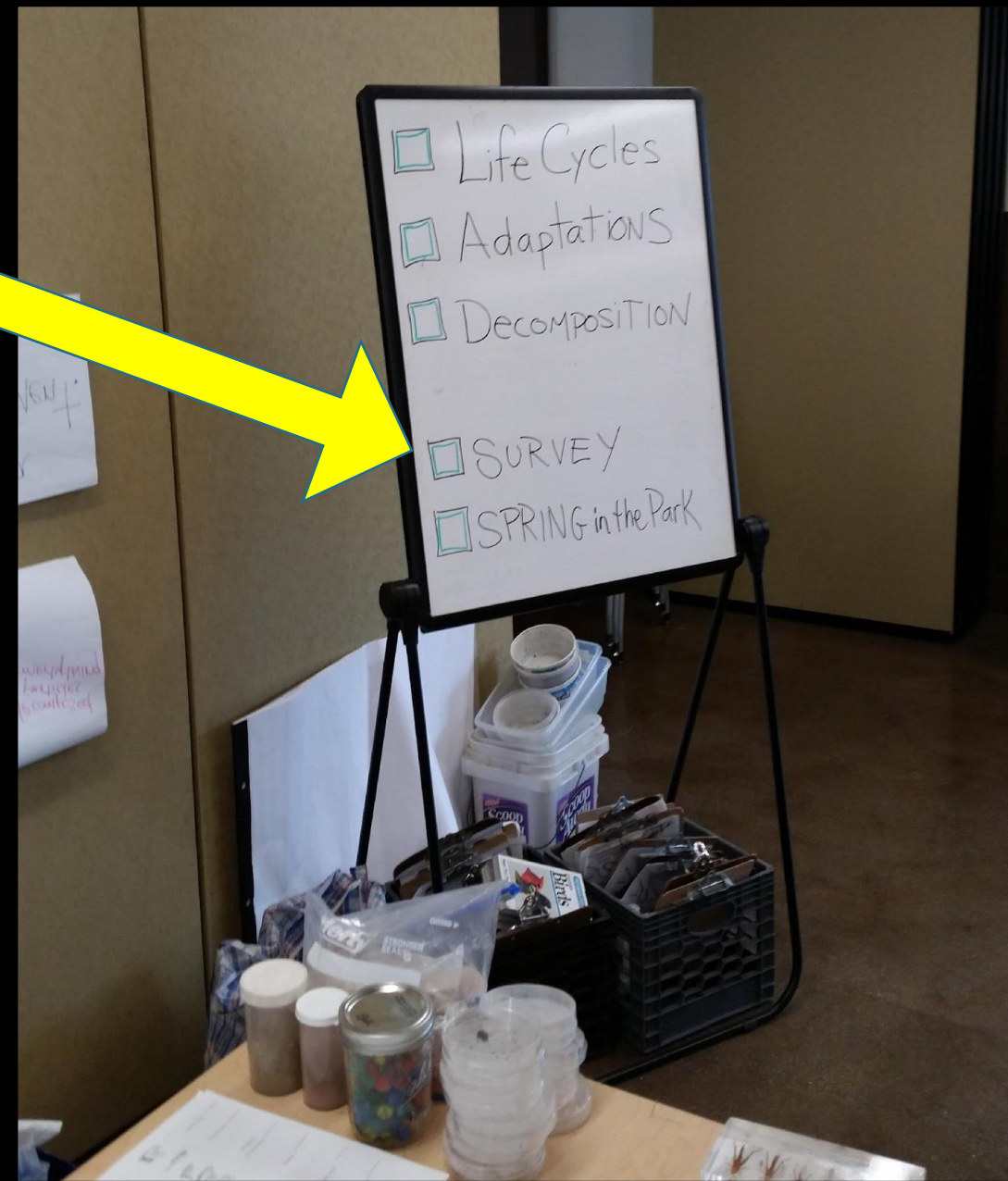
The ECOS Program Evaluation

- Collaborative assessment between ECOS teachers and UMass grad student
- If ECOS is successful, students will repeat, talk about, and feel confident doing ECOS-learned activities
 - Where are the students “at”?
 - Are we achieving program goals?

How we think about this

What we've been working on

- Surveyed Grade 5 students about their memories of Grade 4
- 562 students took the survey among 10 schools
- 364 students and their parents gave assent/consent (64.8%)
 - 87.5% of students gave assent and 72.8% of parents gave consent
- Surveys took ~17 minutes on average
- ~90% went to ECOS last year



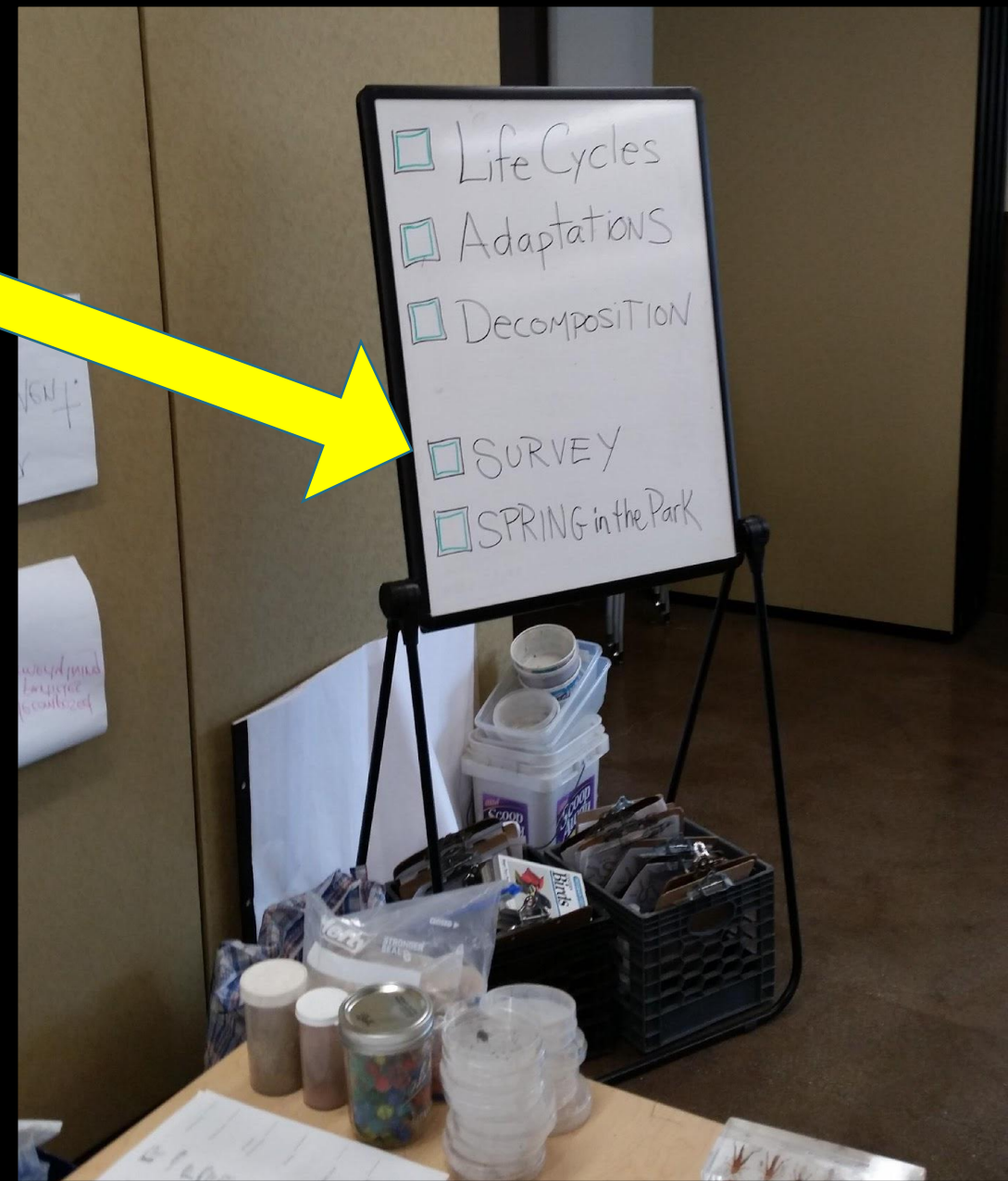
How we think about this

What we've been working on

Survey Structure

- Part 1. Background Information
 - Access to nature
 - Outdoor activities
 - Emotional context
 - “ECOS Legacy”
- Part 2. Choose an Activity from last year
- Part 3. Activity Outcomes
 - Repetition, Discussion, Confidence

How we think about this



What we've been working on

The ECOS Program Evaluation

Main findings

- Confidence is most consistent outcome
 - Across all chosen activities
 - 47% repeated the activity
 - 33% discussed the activity
 - 71% feel confident doing it
- Why? Legacy and Outdoor Activities matter
- The most common barrier was pests, not danger

How we think about this

What we've been working on

Chosen activity: catching small animals at the pond.

In the past year...

34.3% repeated the activity

35.4% discussed the activity

72.0% feel confident doing it

“I remember when we cathered tadpoles and frogs because we were learning about the frog cycle”

“When we caught frogs and played with them.”



Chosen activity: catching small animals at the pond.

In the past year...

34.3% repeated the activity

35.4% discussed the activity

72.0% feel confident doing it

Why do some students repeat, discuss, and feel confident about ECOS activities?

> Students who did more “recreational” activities were

1.6x more likely to repeat the ECOS activity

(CI: 1.2, 2.2)

> Students who did more “immersive” activities were

2.1x more likely to discuss the ECOS activity

(CI: 1.2, 3.7)

> Students whose teachers talked about ECOS were

1.5x more likely to discuss the ECOS activity

(CI: 1.1, 2.0)

> Students whose parents did ECOS were

3.2x more likely to discuss the ECOS activity

(CI: 1.3, 8.7)

When parents did the activity at ECOS, students were more likely to repeat the activity with parents



Part 2: Identifying Barriers, Imagining Solutions

Identifying Barriers, Imagining Solutions

- Program evaluations help articulate goals, identify barriers, imagine solutions.
- Not that different than what you do every day!
- Let's practice together.

If you had no restrictions, identify 1 or 2 environmental *learning, behavioral, or attitudinal* outcomes that you would have as a goal for your students.

Outcome 1

Students will be more interested in reading books outside

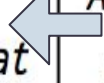
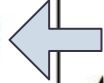
<p>If you had no restrictions, identify 1 or 2 environmental <i>learning, behavioral, or attitudinal</i> <u>outcomes</u> that you would have as a goal for your students.</p>	<p>Describe the key relevant <u>activities</u> that you could use to achieve this outcome.</p>	
<p>Outcome 1</p> <p><i>Students will be more interested in reading books outside</i></p>	<p><i>Silent sit: writing poetry and reading from their journal</i></p>	



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<p>Outcome 1</p> <p><i>Students will be more interested in reading books outside</i></p>	<p><i>Silent sit: writing poetry and reading from their journal</i></p> <p style="text-align: center;">X</p>	<p><i>Students may not have books, might not be interested in reading at all, or not have good places to read outside</i></p>	<p><i>Public library/librarians</i></p> <p><i>Annual book-fair at elementary school that everyone attends</i></p> <p><i>Smartphones (like books)</i></p>



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Remember the Transformation of Experience: think of a technology or legacy relevant to your program/setting

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<p><u>Action steps (how you plan on using assets to remove barriers)</u></p> <p>Outcome 1</p> <p><i>look online to see if public library does any outdoor reading events</i></p> <p><i>find out when the next book fair is</i></p>			

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<p>Outcome 2</p> <p><i>Students apply their background knowledge to outdoor observations</i></p>	<p><i>Students use digital media devices, research what recorded segment shows, present to class</i></p>	<p><i>Time</i></p> <p><i>Cost of devices</i></p> <p><i>Computers for research</i></p>	<p><i>Personally owned devices</i></p> <p><i>Seek partnership with schools</i></p>

Action steps (how you plan on using assets to remove barriers)

Outcome 1

look online to see if public library does any outdoor reading events
find out when the next book fair is

Outcome 2

meet with team and share ideas - get buy-in
then meet with teachers in partnering schools

The image shows the exterior of a log cabin with horizontal wooden logs. Three blue mesh traps are suspended from wooden poles. In the foreground, there are several clumps of green bamboo plants. A semi-transparent white box with a black border is overlaid on the center of the image, containing the text 'Part 3: "Four Corners"'.

Part 3: "Four Corners"

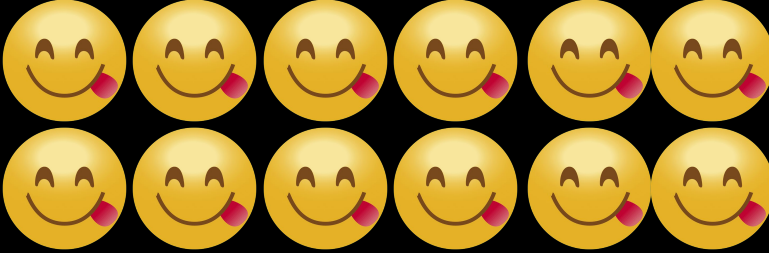
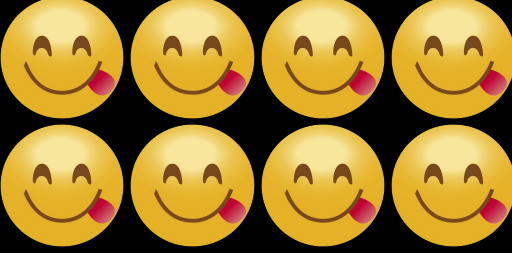
Where are your participants “at”?

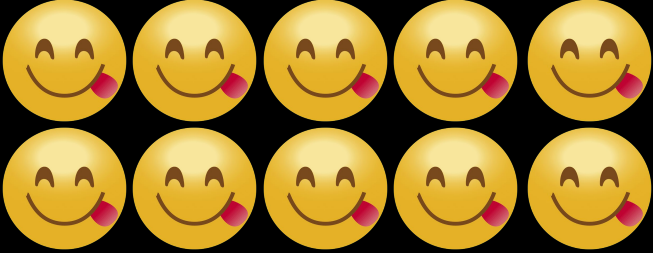


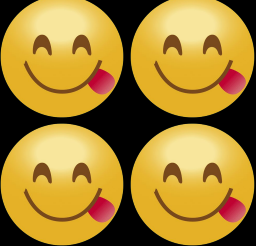
- Research mindset: make observation to support or challenge your assumptions
- Not that different than what you do every day!
- Let’s practice together.

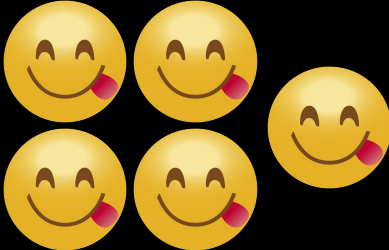
		Did you identify a legacy or technology asset relevant to your outcome?	
		Legacy/Story	Technology
Did you identify an action using your asset?	No	1	2
	Yes	3	4

		Question 1	
		Option 1	Option 2
Question 2	Option 1	1	2
	Option 2	3	4

		Ice Cream Flavor	
		Chocolate	Vanilla
Serving Style	Cone	1	2
	Cup	3	4

		Ice Cream Flavor	
		Chocolate	Vanilla
Serving Style	Cone	1 	2 
	Cup	3	4

		Ice Cream Flavor	
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		Ice Cream Flavor	
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Serving Style	Cone	1 	2 
	Cup	3 	4 

Where are your participants “at”?

- Make your own Four Corners that you can use in your setting
- This is your “ticket to leave”!

Thank You!

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