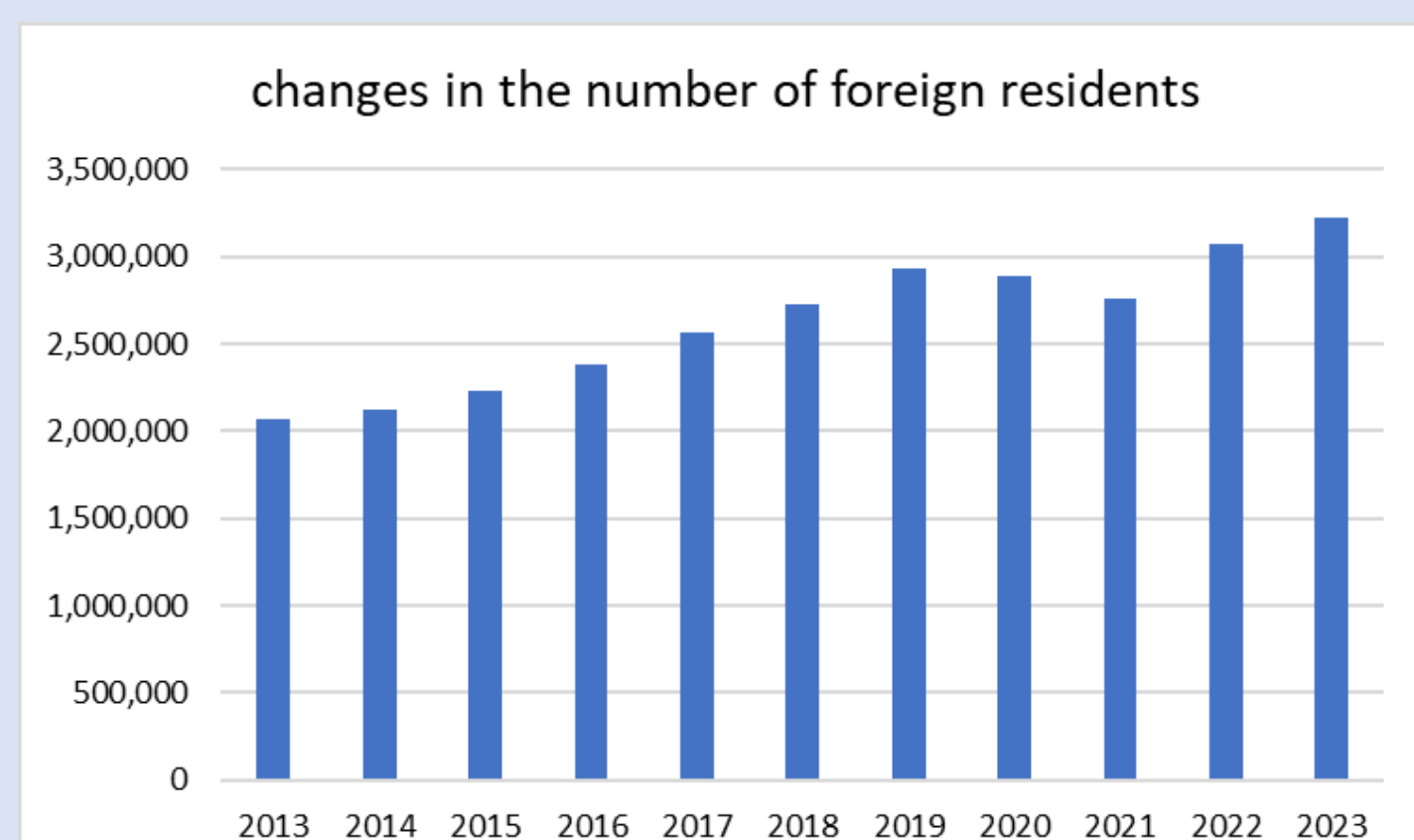


Research on the Effects of Introducing Entertainment in Class on Students' Understanding

Tottori Prefectural Tottori Nishi High School

【Current situation】



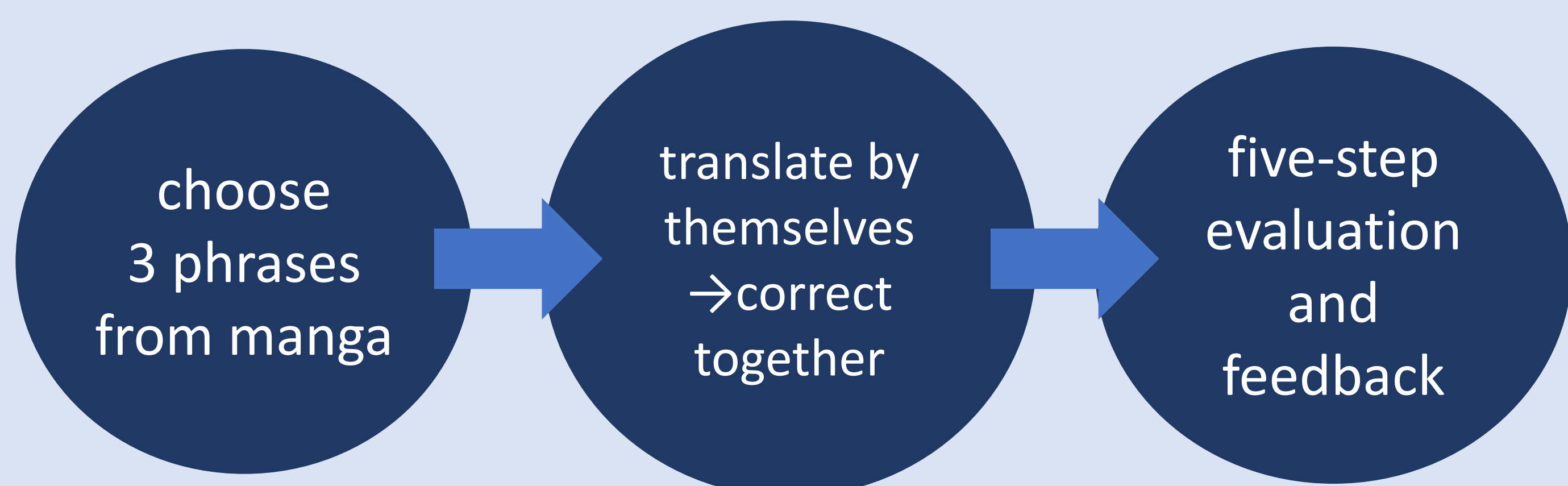
☆opportunities to learn Japanese (especially children) →important

【Hypothesis】

Comics are effective as teaching materials.

【Experiment】

<Experiment Subjects> 3 students (3 times per person)
In the first experiment, we used the same method for everyone.



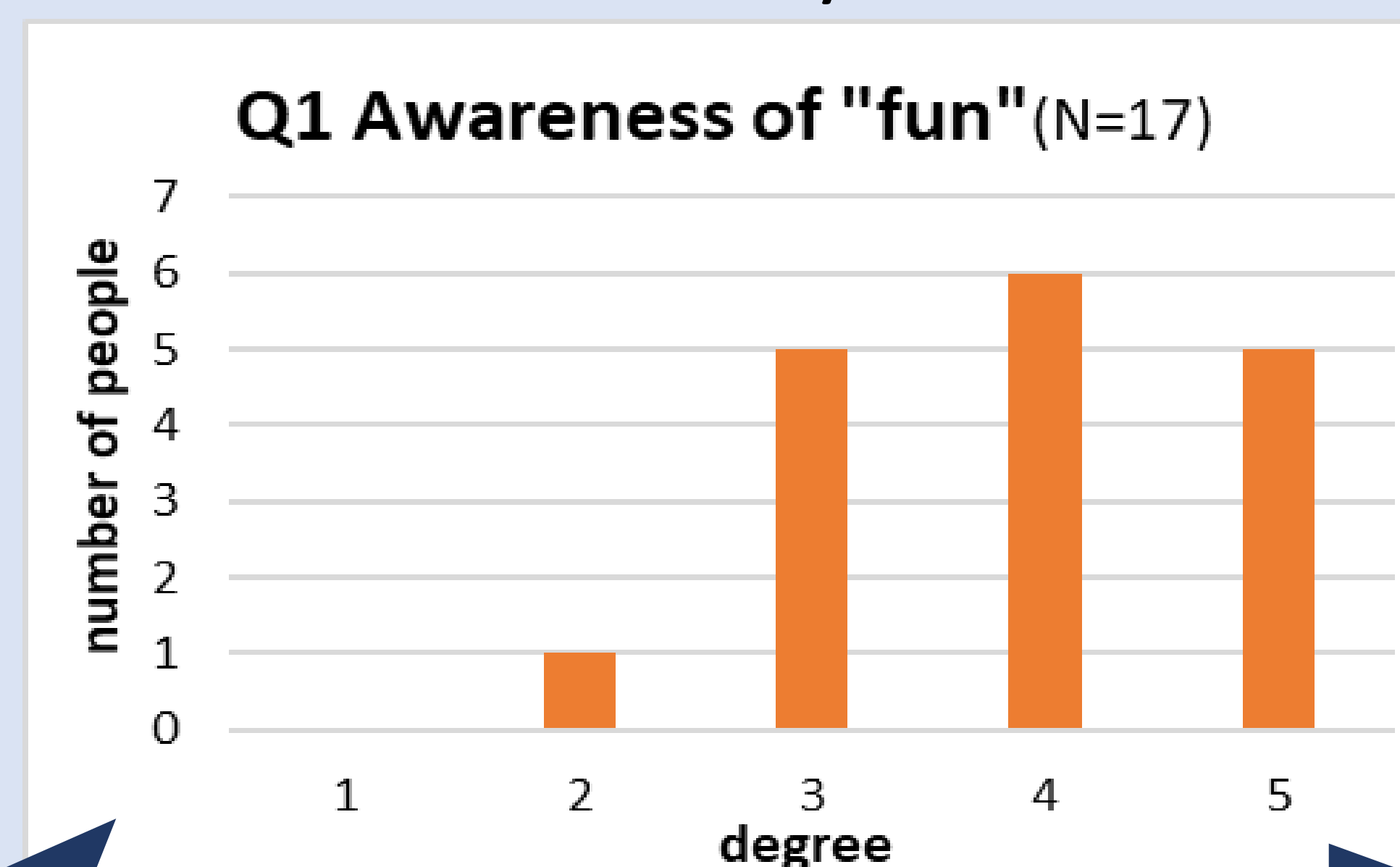
※Fun → enjoy the study

Understanding → the difficulty level, new learning

【New problem】

balancing "fun" with "learning"

【Survey】



vary according to grade level and teaching

affect students' interest, motivation, and understanding

Q2 Balancing "fun" with "learning"

- Using topics students know well.
- Using small tests or review games.
- Giving personalized help.
- Asking questions to make students think.

Q3 Teachers try to:

- Understand the students' perspectives.
- Praise students for their hard work.
- Build good relationships with students.
- Have a clear learning goal for each lesson.

【Consideration 2】

Just using fun materials isn't enough.

Materials should match the students' level.

appropriate teaching materials

good relationships

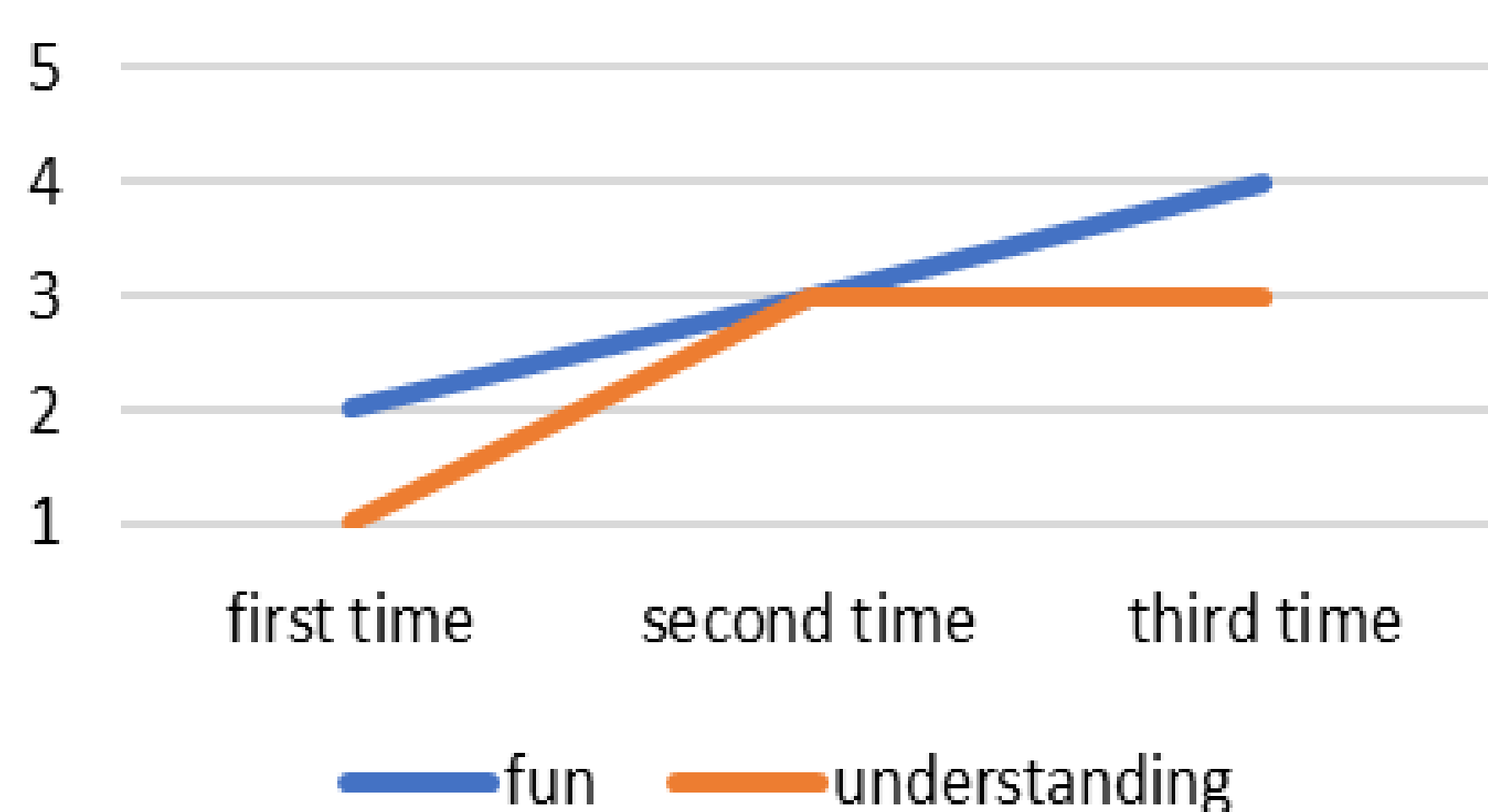
balance between fun and learning

Trust between teachers and students.

Mix fun activities with serious learning.

→By combining these three factors, we believe we can create true "fun learning."

A (elementary school student)



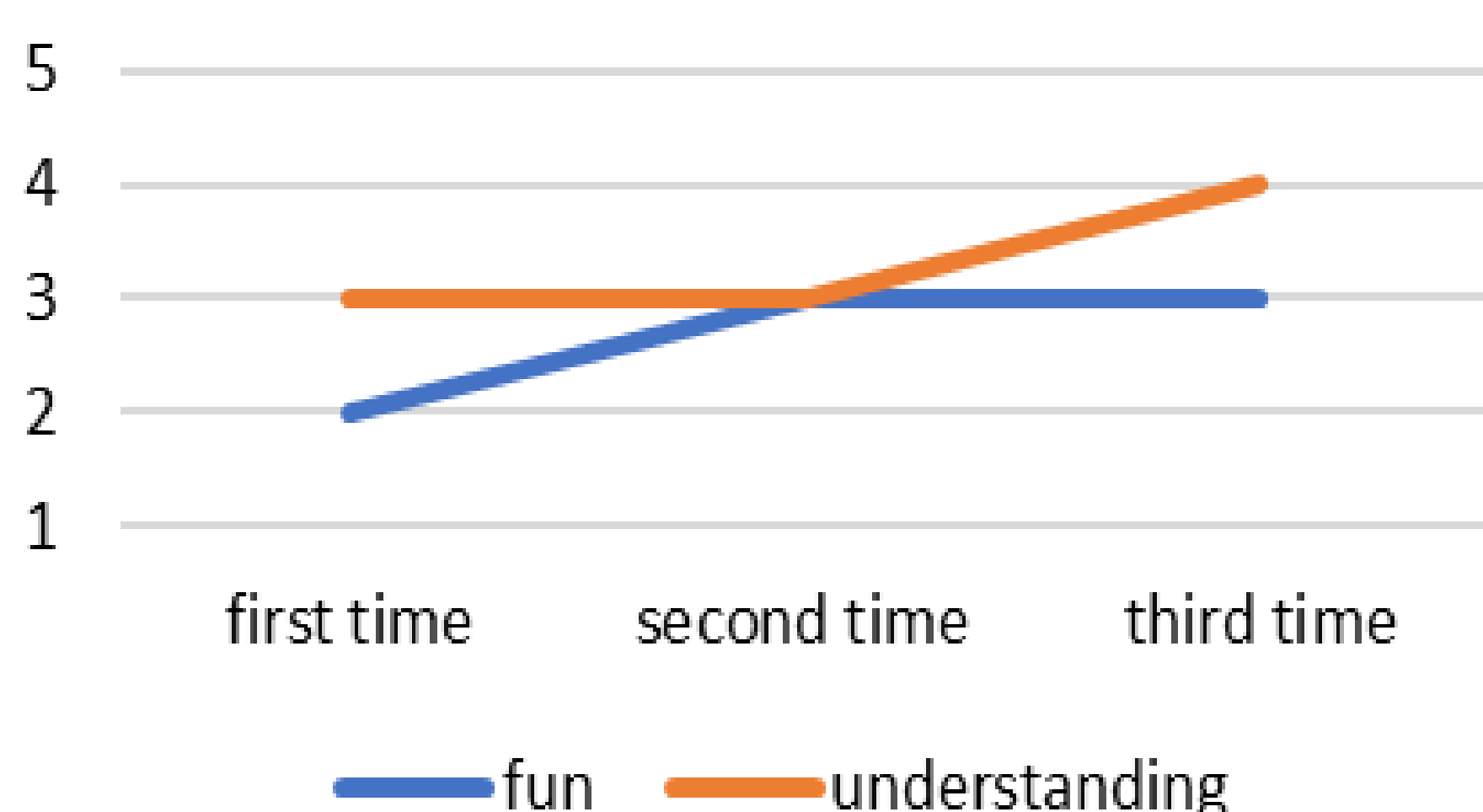
<Second time>

without limitations of teaching material
→game items

<Third time>

Same as the second time

B (junior high school student)



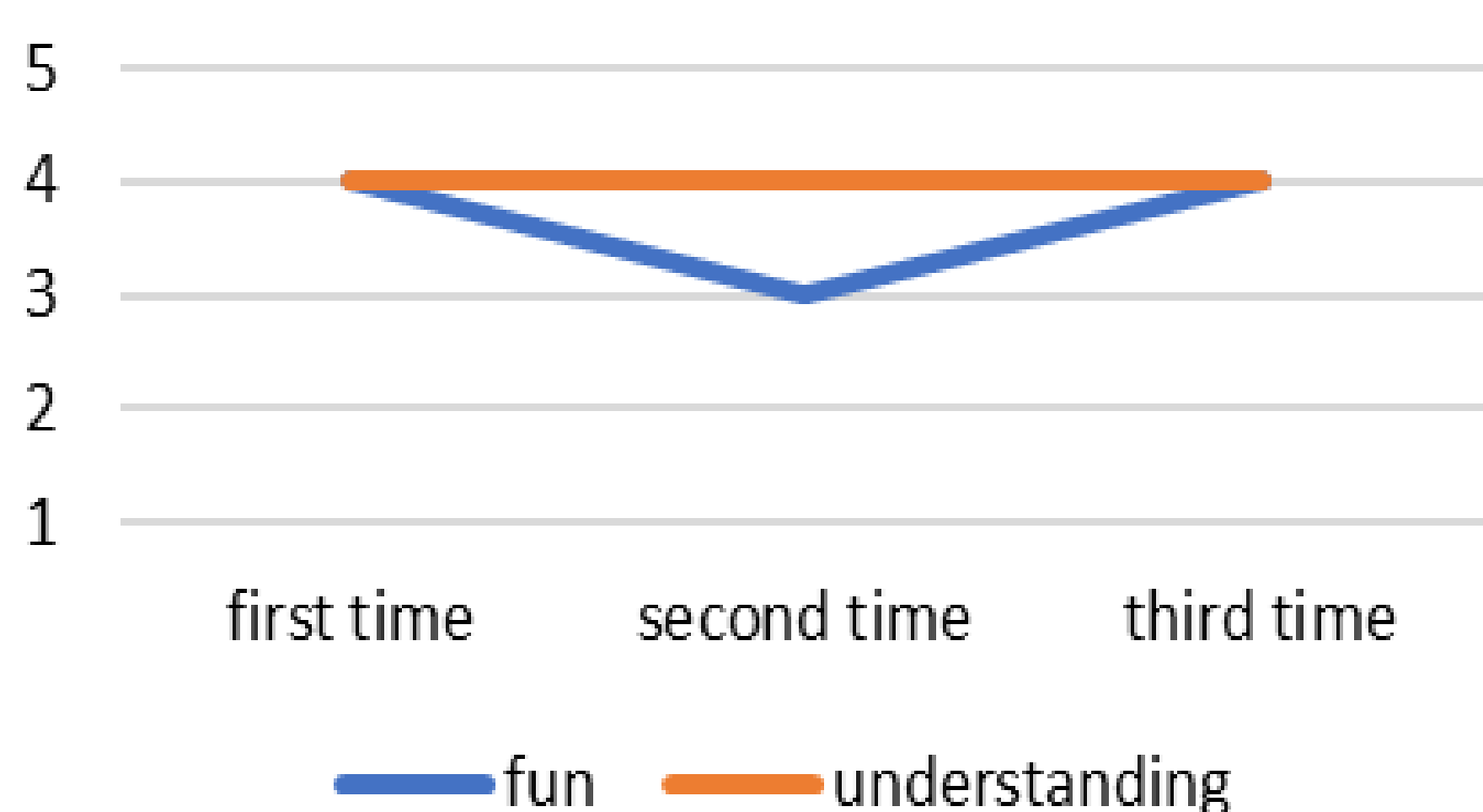
<Second time>

without limitations of teaching materials
→English written on clothes

<Third time>

Same as the second time

C (junior high school student)



<Second time>

work on our chosen comic book material

<Third time>

choose from a few comic books that we have chosen

【Consideration 1】

☆children with low interest can't enjoy it very much

- free choice of teaching materials
- appropriate level of difficulty

→create fun

【Reference】

出入国在留管理庁「令和5年6月末現在における在留外国人数について」
https://www.moj.go.jp/isa/publications/press/13_00036.html (2024)