



# OUR GOALS

- RETAIN AND ENGAGE STUDENTS
- MAINTAIN HIGH FIDELITY AND HIGH QUALITY

# THE PROBLEMS

## STUDENT RETENTION

Encouraging students to join and complete the program can be difficult. Many students do not find classes engaging, or feel their time is better spent elsewhere. While we have found engaging activities and building rapport with students improves retention, many students do not choose to enter the program, and others do not attend long enough to experience these positive aspects of the program.

## BARRIERS TO EFFECTIVELY MANAGING CLASS TIME

Technological difficulties, paperwork, and students questions cut into early class times, compromising fidelity and quality.

## BACK TO THE DRAWING BOARD

Our educators met to discuss these difficulties and create solutions. They developed and tested a new strategy: implementing an "enrollment day" focused on increasing retention by including engaging, curriculum-based games as a class introduction, and completing paperwork to circumvent time management issues.

## ENGAGEMENT

We have found that prioritizing student engagement prior to introducing course material encourages students to join, or continue participating in our class. By creating engaging games and dedicating a portion of our first day to building rapport with the students, we provide a snapshot of what students can experience in our class.

This time also introduces students to our educators' teaching style, which is another vital puzzle piece to engaging students. Beginning our classes with an enrollment day leads to better student engagement, participation, and retention, allowing educators to accomplish our first goal.

# OUR SOLUTION: ENROLLMENT DAY

## CIRCUMVENTING ISSUES

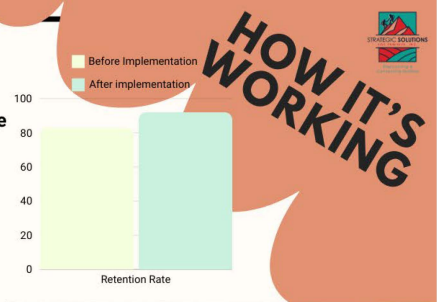
Whether the issue is a finicky wifi network, a TV or projector that will not cooperate, or an educator that is new to certain technologies, effective use of technology can make or break a class session. Additionally, paperwork/online forms, surveys, and turning in permission slips can take up a significant amount of class time, particularly in the beginning of the program.

Therefore, completing these activities and testing technology in the setting where you will deliver the program prior to introducing course material is vital in circumventing these issues. By testing technology, taking time for students to complete paperwork, and allowing students to ask any questions they may have about the program during enrollment day, our educators are able to maintain focus on our second goal of maintaining high fidelity and high quality.

## RESULTS

Prior to implementing this strategy, we averaged an 82.56% retention rate for the 1,075 students we serviced. Since introducing enrollment day, we have serviced 1,658 students, with our retention rate increasing by nearly 10%, for a total rate of 92.26%.

We have received overwhelmingly positive responses to this strategy from educators and youth alike, as it allows our educators to build rapport with participants early on and minimize paperwork and technical interference with future sessions.



## STUDENT FEEDBACK & TESTIMONIALS



## PHOTOS

## GUIDING PRINCIPLES

To effectively utilize this strategy, we recommend Games be developed with several guiding principles in mind.

1. Game material must relate to central themes in your program.
2. Develop games that incorporate movement, and get every student engaged and involved.
3. Use the game to guide students to an understanding of what the class is all about. For example, we use our games to help students understand that our class will provide evidence-based information, and this knowledge will help them successfully make healthy choices and avoid risky behavior.

## ANGER ZONE



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