



Pacific Resources for Education and Learning

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JUMP Into Reading for Meaning (JUMP) Program

Funded by a 5-year Star Schools grant from the U.S. Department of Education (U.S. ED), Office of Innovation and Improvement, the JUMP program focuses on the development, delivery, and evaluation of a supplemental vocabulary instructional game for the Nintendo DS Lite. The curriculum targets low-performing 4th grade students enrolled in supplemental educational services (SES) programs to address the “4th grade slump”—a well-documented drop-off in standardized test scores that occurs as these students encounter progressively difficult texts and content area reading.

PRIMARY OBJECTIVES

- Develop a research-based, content-situated vocabulary curriculum to be delivered on a handheld device to 4th grade students.
- Establish the effectiveness of a game-based vocabulary development curriculum through a scientifically-based research study.
- Disseminate information on learning in game-based environments delivered on handheld devices.

THE JUMP GAME

This game-based vocabulary enrichment program is designed to increase 4th grade struggling readers' word knowledge and use of word learning strategies to help improve comprehension. JUMP increases the amount of time struggling readers are engaged in vocabulary learning through the use of mobile handheld devices in extended school settings.

The JUMP game is a hybrid vocabulary instructional program and role-playing (RPG)/adventure game designed for the handheld Nintendo DS gaming system. The JUMP game aims to teach and assess word learning strategies and several hundred vocabulary words through an innovative mix of teaching methods, story telling, and game play.

The game will help struggling 4th grade readers learn vocabulary and word learning strategies, while having fun exploring 10 diverse environments, overcoming robot challenges, completing engaging quests, and solving thought-provoking puzzles. While they are playing, participants will learn new skills by collecting words, understanding their meanings, and using them to solve problems.

Two games are under development with five levels in each game, for a total of 10 levels. Each of the 10 levels teaches 45 vocabulary words, for a total of 450 vocabulary words in the math, science, and social studies content areas.

RESEARCH STUDY

A rigorous, random control trial research study will be conducted to determine the effectiveness of the JUMP intervention in improving student vocabulary acquisition, word learning strategies, and reading comprehension.

MAJOR PARTNERS

- Hawai'i State Department of Education
- Berkeley Policy Associates
- Aloha Island, Inc.
- Stanford University

ADVISORY PANEL MEMBERS

An advisory panel of leading experts in the fields of reading, education, and technology provides critical guidance and review in their respective fields, and works closely with the content and instructional developers to ensure optimum content and game development.

2007–2008

- Dr. John Q. Adams, Western Illinois University (WIU), Diversity Consultant
- Dr. James Gee, Arizona State University
- Dr. Michael Kamil, Stanford University
- Dr. Kurt Squire, University of Wisconsin—Madison

Former advisory panel members

- Dr. Cathy Collins Block, Texas Christian University
- Dr. John Mangieri, Institute for Literacy Enhancement, Charlotte, NC

CONTACT

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