

研究業績 英文表記

和文	
表題	青年の家における主催事業(体験活動)の教育効果について ～「生きる力」の測定・分析ツールを用いた結果より～
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英文	
Title	Educational Outcomes of an Organized Program (Hands-on Activities) at a Youth Center —Based on Results Utilizing IKIRU CHIKARA (Zest for Living) Measurement and Analysis Tools—
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Abstract	<p>In order to investigate the kind of educational outcomes an organized program (hands-on activities) at Tsushima youth center of Nagasaki prefecture had for the participants, this research studied 19 children with IKIRU CHIKARA (Zest for Living) as the index based on a total of three surveys immediately before the program (Pre), immediately after the program (Post 1), and one month after the completion of the program (Post 2). The observations comprise five comparisons based on overall changes in IKIRU CHIKARA and educational outcomes, and by sex, school grade, form of participation (repeat participant or first-time participant), and difference in the usual way of living (degree of interest in electronic games).</p> <p>The main results are as follows.</p> <ol style="list-style-type: none"> 1) It was clear that the program had a positive effect on IKIRU CHIKARA overall for the top three ranked abilities because the Post 1 and Post 2 values were all higher than the Pre values. 2) In the comparison by sex, IKIRU CHIKARA indicated higher values for girls than boys in all three surveys. Nevertheless, boys showed higher educational outcomes, and the differences between boys and girls tended to decrease from Post 1 to Post 2. 3) The comparison of educational outcomes by school grade showed a significantly high increase in outcomes immediately after the completion of the program by sixth-grade students, who were the “core group” in the program. 4) In the comparison by form of participation, the Pre- IKIRU CHIKARA value for first-time participants was higher than for repeat participants, but this was reversed for the Post 1 and Post 2 values. It is suggested that repeat participants may have acquired (effective) ways to enjoy the program through past experience. 5) In the comparison based on differences in the usual way of living, the low value of IKIRU CHIKARA for “like electronic games” was notable. However, a high value was observed on educational outcomes, which was approximately three times its value for “other.”
keyword	Youth Center, Hands-on Activities, Educational effectiveness, IKIRU CHIKARA (Zest for Living), IKIRU CHIKARA inventory

※本データの英文表記は実際の論文上の表記とは異なります。