

### Overlearning Games

Pupil and School Support advocate the use of overlearning to support pupils with additional learning needs.



For more information, please visit:

[accessstoeducation.birmingham.gov.uk](http://accessstoeducation.birmingham.gov.uk)

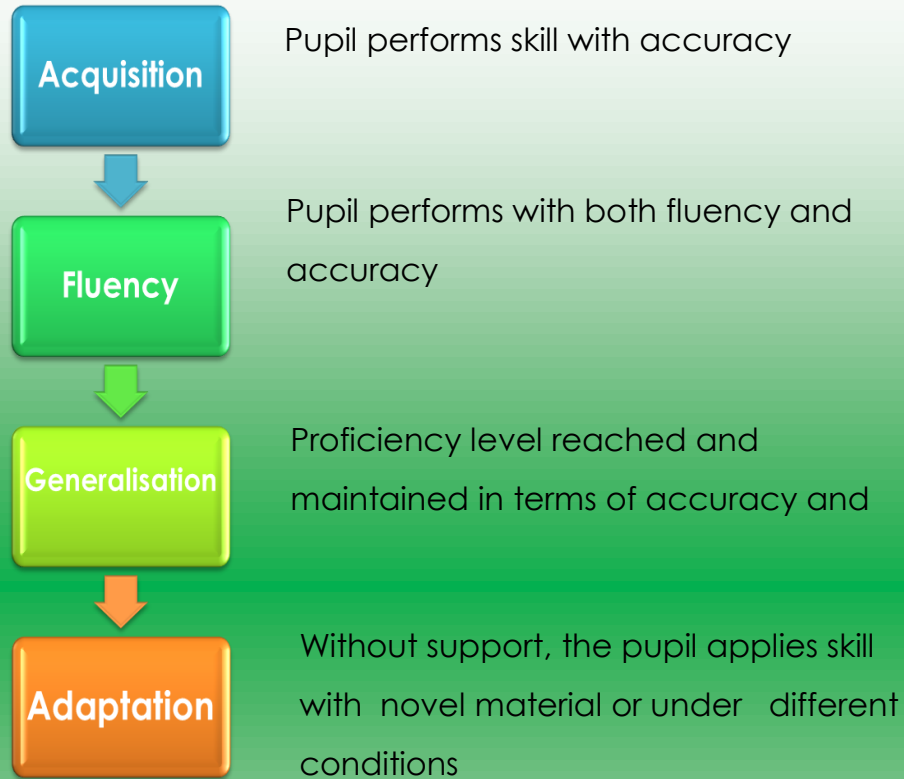
## Theory Behind Overlearning



### What is overlearning?

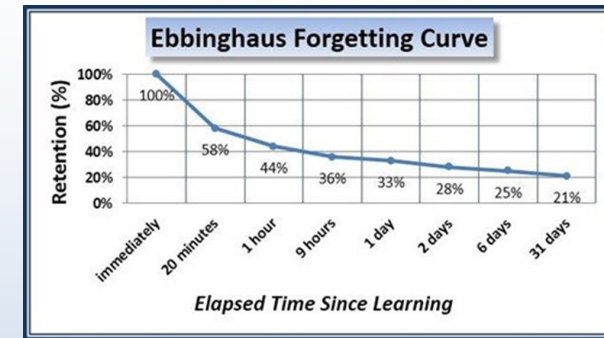
Overlearning refers to practicing newly acquired skills beyond the point of initial mastery. The term is also often used to refer to the pedagogical theory that this form of practice leads to automaticity or other beneficial consequences such as improvement of memory and overall performance. Pupil and School Support have developed a range of overlearning games which are based on this theory, that through consistent rehearsal the pupil will begin to master the desired skill of single word reading or single word spelling.

## The Four Stages of Learning

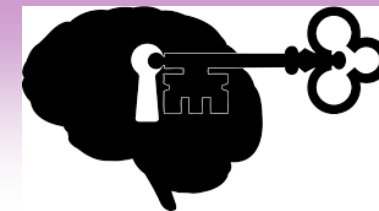


Overlearning sits within the fluency stage of this model. This is where the pupil is required to develop automaticity of a skill. In order for a pupil to go beyond recognition and awareness and become automatic, pupils will need to learn through a variety or personalise learning styles. These can include visual, aural, verbal, physical, logical, social and solitary. Further information can be found at <https://www.time4learning.com/learning-styles.shtml>

## The Forgetting Curve



The forgetting curve hypothesizes the decline of memory retention in time. This curve shows how information is lost over time when there is no attempt to retain it. Therefore the importance of overlearning is key to a pupil retaining a skill.



**“Practice makes perfect, and overlearning locks it in”.**

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