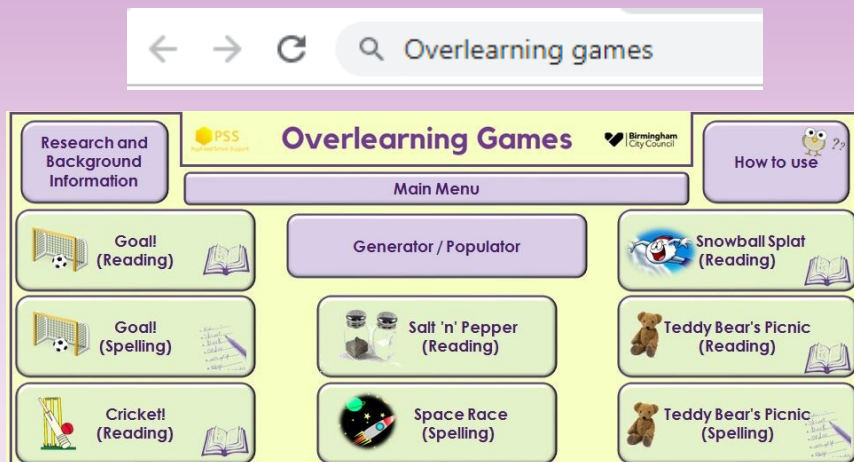


Who would benefit from Overlearning games?

- Pupils struggling to retain sight vocabulary
- Pupils struggling to retain spelling skills
- Pupils requiring a 'catch up' approach
- Pupils who require a specific learning style
- Pupils with English as an Additional Language
- Pupils requiring practise with social interaction skills

How to access the Overlearning games?

Visit www.accesstoeducation.birmingham.gov.uk and search for 'Overlearning Games'.



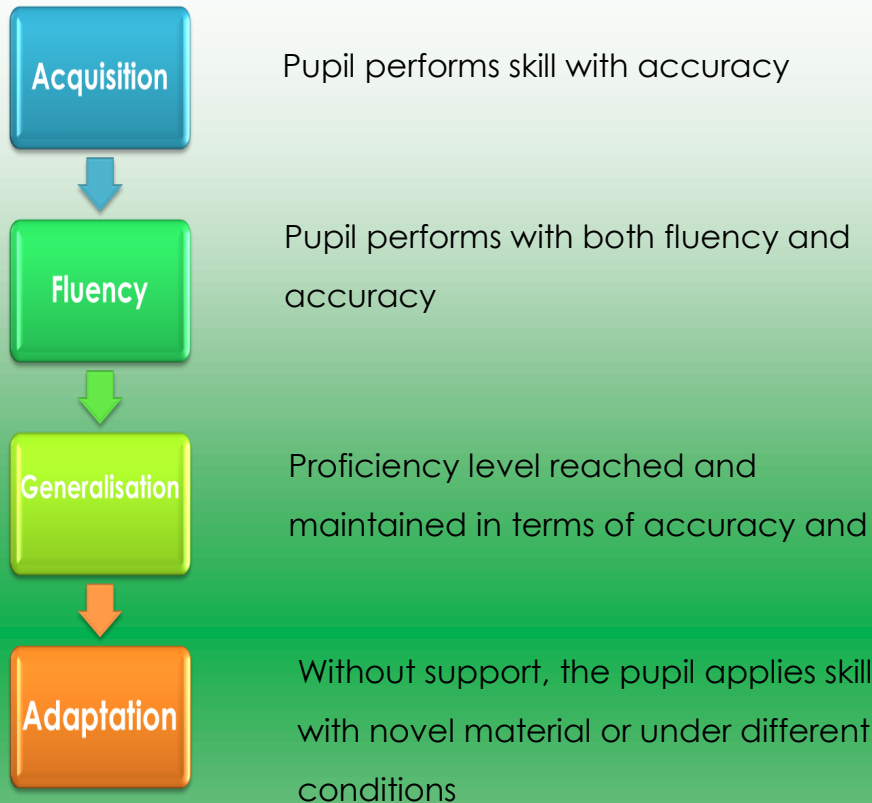
Theory Behind Overlearning



What is overlearning?

Overlearning refers to practising 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.

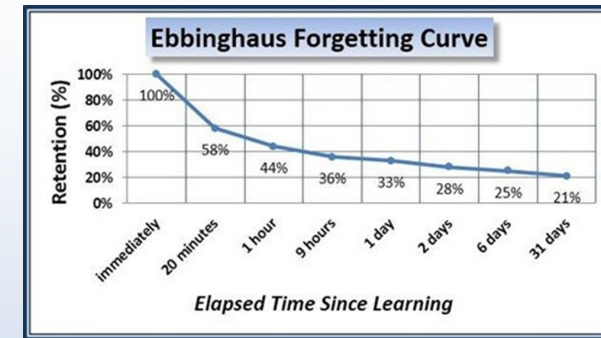
The Four Stages of Learning



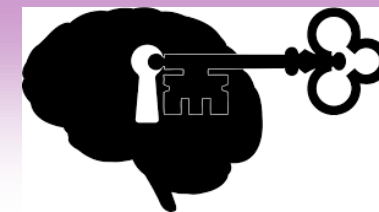
Overlearning sits within the fluency stage of this model. This is where the pupil is required to develop automaticity of a skill. In order for a pupil to go beyond recognition and awareness and become automatic, pupils will need to learn through a variety or personalise learning styles. These can include 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.



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

Brown University 2017