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Can Exploratory Learning Help to Close the Minority Achievement Gap?

Shannon Nicole Derkson snderk01@louisville.edu

Marci S. DeCaro University of Louisville

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Derkson, Shannon Nicole and DeCaro, Marci S., "Can Exploratory Learning Help to Close the Minority Achievement Gap?" (2020). Undergraduate Arts and Research Showcase. 27. https://ir.library.louisville.edu/uars/27

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Shannon Derkson & Marci DeCaro, PhD

Department of Psychological & Brain Sciences, University of Louisville, Louisville, KY



INTRODUCTION

MINORITY ACHIEVEMENT GAP denotes the disparity in academic performance between underrepresented minority (URM) and non – URM students¹

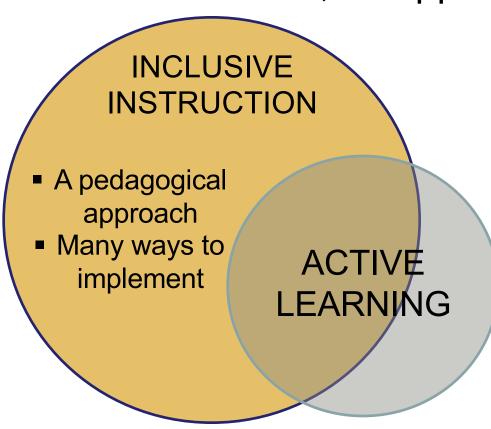
Lack of URM in STEM + URM underperforming = minority achievement gap

STEM workforces needs URM – in 2010, URM were 28.5% of the US population,

and only 9.1% of Americans with STEM degrees/occupations².

INCLUSIVE INSTRUCTION is a pedagogical approach with many implementation strategies, one of which is active learning.

ACTIVE LEARNING engages students in learning through activities and/or discussion in class, as opposed to passively listening to lectures ⁴.



- High potential of being inclusive because it
- encourages a growth mindset and collaboration. Has been shown to decrease the minority
- achievement gap". Not all active learning strategies promote inclusive learning environments.

EXPLORATORY LEARNING is a type of active learning.

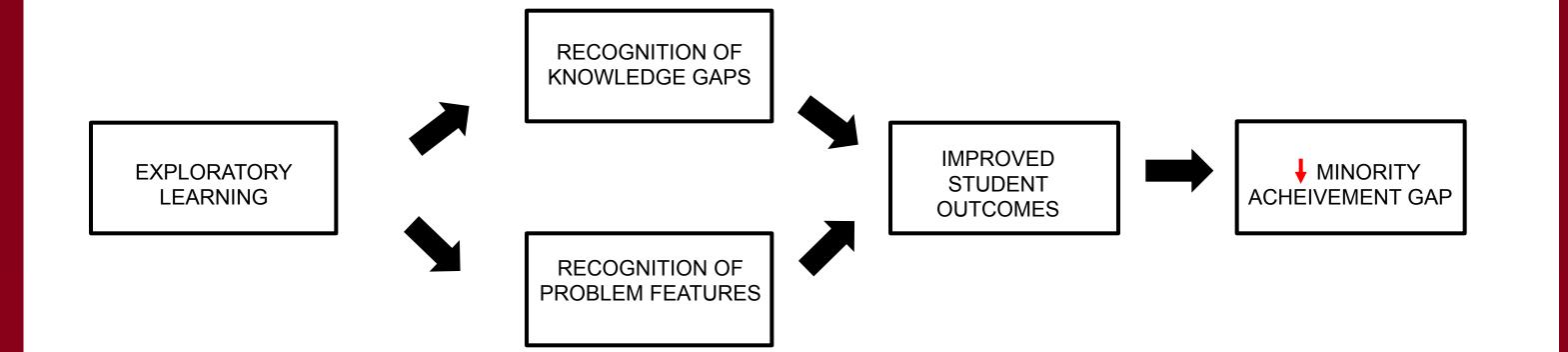
- Students explore a novel concept prior to instruction has been shown to increase conceptual understanding and learning.
- Explore phase —> Direct Instruction Phase
- During explore phase, prior knowledge is activated and knowledge gaps uncovered, allowing problem features to be recognized.

HYPOTHESES

Can exploratory learning close the minority achievement gap?

WE HYPOTHESIZE:

- Students in the explore-first condition will have higher posttest scores than students in the instruct-first condition &
- URM students in the explore-first condition will have higher posttest packet scores than URM students in the instruct-first condition



METHODS

Secondary analysis

Participants (N = 356)

- PSYC 301 (Psychology statistics course) students (n = 265)
- Learning & Performance Lab (n = 91) participants
- URM (n = 94; 26.4%) vs Non-URM (n = 262; 73.6%)
- Explore-first (n = 174) vs Instruct-first (n = 180)

WEEK 1

Intervention packet

- **Explore-First condition**
- Instruct-First condition

- → Explore Activity 15 minutes
- → Instruction Activity 15 minutes
- → Survey 2 – 3 minutes

Exploration Activity

determine which tea grower produces the most consistent levels of antioxidants. Show you

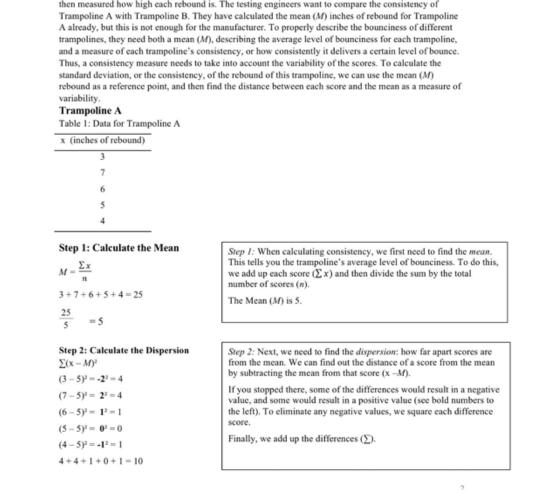
alculations on the next page. Circle the tea grower that you decide is most consistent (You

(Antioxidants per mg)

may use the next page to show your work).

- → Instruction Activity 15 minutes
- → Explore Activity 15 minutes
- → Survey 2 – 3 minutes

Instruction Activity



"u will now read about an example of a formula that has been developed to capture "consistency"

tep 3: Now we know how much the scores vary from the mean in total. Next, we calculate the variance: the average dispersion from the To do this, we divide the dispersion by the total number of scores p 4: Finally, we have to undo the squared differences from Step 2 To do this, we take the square root of the variance in Step 3. We then have our consistency score (standard deviation). This score tells you words, the average bounciness for Trampoline A is 5, but this tends to vary by 1.41 points, ranging from mpoline is fairly consistent, but it would not be as consistent as a Trampoline with mean (M) 5, an andard deviation of 0.5 (i.e., 5 plus or minus 0.5, which would range from 4.50 to 5.50) low compute the standard deviation for Trampoline B using the data in Table 2, and decide which The standard deviation for Trampoline B is

> KEEP GOING - When you are finished reading th information carefully, go on to the next page.

Because the standard deviation for Trampoline A is 1.41, the more consistent trampoline

WEEK 2*

*This occurred immediately after the intervention packet for lab participants

Posttest packet

→ Participants in both conditions were given the same posttest packet 35 minutes

RESULTS CONTINUED

Average Posttest Scores □ Non URM 16 14

- Condition No main of condition was found, but a representation status main effect was present
- No interaction effect was found
- An overall ANOVA with just condition showed a significant effect

DISCUSSION

Findings

Exploratory learning positively affected learning overall, but did not reduce the URM achievement gap.

Limitations

Packets lacked social factors shown to be integral to implementation, n_{URM} , one time testing

Implications

Exploratory learning could be a method to decrease the achievement gap with the right implementation

Future Directions

Different implementation strategies including collaborative exploratory learning, increase N and n_{URM} , real-world classroom implementation

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ACKNOWLEDGEMENTS

Any questions about this poster can be sent to: snderk01@louisville.edu or marci.decaro@louisville.edu

