



**CALIFORNIA STATE SCIENCE FAIR
2016 PROJECT SUMMARY**

Name(s) Lily Amaturio; Abigael Forgue	Project Number J0799
Project Title The Teaching Style Files	
<p style="text-align: center;">Abstract</p> <p>Objectives/Goals The purpose of our experiment was to find out which teaching method would be most useful in teaching a new skill.</p> <p>Methods/Materials Our method was to give each student a pretest before dividing them into groups. We taught each of these groups the same lesson using different methods: video game, video. teacher to student, and active game. Then we gave them a post test. The materials we needed were those required to give the lessons using these methods</p> <p>Results The average percents of increase for each group were as follows: video game: 36.16%, active game: 21.5%, video: 17.44%, and teacher to student: 12.89%</p> <p>Conclusions/Discussion From the data above, we can conclude that the video game group was the most effective method to teach students a new skill, followed active game, video, and finally, teacher to student. Our results did not support our hypothesis, but it did answer our question. The video game group had the highest percent of increase, at 36.16%. This project could lead to many experiments such as pairing learning style with teaching method and which teaching method works best to teach specific skills such as languages.</p>	
Summary Statement Through our experiment, we found that a video game works best to teach students vocabulary words because it had the highest percent of increase.	
Help Received We recieved help from our science teacher, Carrie Smith, and our friends Nina vanHoorn, Chauncey Maus, and Lauren Amaturio. Our parents (Paul and Laura Forgue and Susan and Lawrence Amaturio) also helped organize meeting times.	