



Students like the graphic approach to the topics, and they like the games

Salem School

An interview with Barbara Bashelor
Health and Physical Education Teacher
Salem School, Connecticut USA



Barbara Bashelor

“We introduced GoVenture Health to our curriculum three years ago,” says Barbara Bashelor, who teaches health to students in Grades 5, 6, 7, and 8 at Salem School.

“Each year a new batch of students is introduced to GoVenture Health. Their reaction is usually the same—they like the graphic approach to the topics, and they like the games.”

Bashelor’s approach to using GoVenture Health involves:

1. Having the students read the sections
2. Do the learning assessment activities (built-in quizzes)
3. Play the games
4. Complete a hard-copy test created by the teacher.

“Students can review the topic on their own at their own pace, reading at their own computer station. It feels like a safe way to introduce them to the topic.”

“We don’t have a textbook,” says Bashelor. “But we have a variety of teaching resources. GoVenture Health is especially effective as a supplemental teaching tool.

“I especially like using GoVenture Health to introduce the topic of human reproduction to my 8th-graders. Students at this age find the topic embarrassing. When they get embarrassed, they shut down.

“But with GoVenture Health, students can review the topic on their own at their own pace, reading at their own computer station. It feels like a safe way to introduce them to the topic. I don’t mind when they are whispering to each other and giggling because I know they are on-topic.

- *I like that the games are meaningful and have learning activities attached to them.*

“Once they have all read and reviewed the material, it is much easier to have in-class discussions. The embarrassing element has mostly been dealt with and so there is less likelihood of the students shutting down.”

Student enthusiasm for GoVenture Health revolves in-part around the games – which always include a learning component.

“I like that the games are meaningful and have learning activities attached to them,” says Bashelor. “My students seem to like the puzzle games like Word Search, and of course they like the action games. I usually give them some time at the end of the class for game play – after I make sure they finished the learning activities.”

Bashelor can also employ a feature in GoVenture Health that hides specific topics, so that students only have access to the topics she plans to cover.



“Another time GoVenture Health worked really well was when I was planning to introduce my Grade 6 to several systems in the human body,” says Bashelor. “I do this prior to the puberty unit to give kids an overview of the human body.” This can be another sensitive topic. I always want to handle these classes carefully myself. But on this occasion, I had to be away for a professional development event.

“I didn’t really want a substitute teacher introducing the body systems. So I suggested that the sub use GoVenture Health to introduce that unit. It worked out really well. The sub was happy and the students were happy.”



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