





The Narnian Virtues Character Education English Curriculum: Teacher Training

Dr Shirley-Anne Paul

University of Leeds School of Education, July 20th, 2017

Research Process



Research Ethics

- Student consent forms
- Parent information sheets
- Data-collection and data-matching
- Learning from experience
- New coding system
 - > Students will be given Unique Project Codes to use when completing project tests (these will be sent in an excel spreadsheet and on sticky labels).
 - > Codes for students who took part in Year 1 have been generated and will be distributed in due course.

Design (Project Year: 2)





Design (Project Year: 3)





Measures



- Online Survey (comprised of 9 sub-scales; 65 items in total)
- 6 sub-scales (comprising either likert or categorical items) measuring the following psychological constructs:
- Classroom Behaviour
- Emotional Responses
- Intrinsic vs Extrinsic Rewards
- Empathy
- Recognising Situations to Practice Virtues
- Social/Interpersonal Skills
- 3 sub-scales (comprising likert items) directly measuring the extent to which the Narnian virtues are considered important, students' reasons for valuing them, and the degree to which students' report acting upon them in their own lives.
- Virtue as a Motive (Narnian virtues)
- Attitudes to Virtues (Narnian virtues)
- Assesses Behaviour (relating to Narnian virtues)

Measures (Contd.)



Online Survey

Example item from the Classroom Behaviour sub-scale:

fo	lease indicate the extent to which you agree or disagree with the ollowing statements: lease tick one box per row.	Strongly Agree	Agree	Neither agree nor disagree	Disagree	Strongly Disagree
St	tudents in my class treat each other with respect.					

Example item from the Intrinsic vs Extrinsic Rewards sub-scale:

Please tick Yes or No	Yes	Νο
I'll only help someone if I get a reward.		

- Survey also includes a question-set which directly measures student's understanding of Narnian virtues (for each of the six virtues, students are asked to select two behaviours [from a choice of four] which are the best examples of that virtue).
- Students will need a full lesson to complete the online survey.
- Please ensure that students enter their unique student code correctly ©

- Character and Virtues Knowledge and Understanding Questionnaire
- Measures student's knowledge and understanding of character and virtue vocabulary (requires free-response answers which are marked by the research team)
- Questionnaire is shorter than last year's version (will take students 10 15 minutes to complete).
- Please ensure that students enter their unique student code onto the questionnaire.
- Consent forms will be attached to the questionnaires, please ask students not to detach them and return the questionnaires/consent forms to myself.

Research Interviews

- We would like to conduct a number of research interviews with:
- > **Teachers:** To gather your perspectives on curriculum delivery and impact.
- > Students: To gather their opinions on studying the curriculum and its impact.
- Parents: To gather their views on the homework component of the curriculum and its impact.

Teacher Log & Class Observations



Teacher Log

- Aim: To allow the research team to determine the way in which the curriculum is delivered within and across schools.
- > Please complete at the end of each teaching week.

Class Observations

- We would like to observe the Narnian Virtues curriculum being delivered in class.
- Ideally, we would like to observe a full Narnian curriculum week which will involve visiting your school twice in one week.



This project was made possible through the support of a grant from the John Templeton Foundation for which we are extremely grateful.



John Templeton Foundation